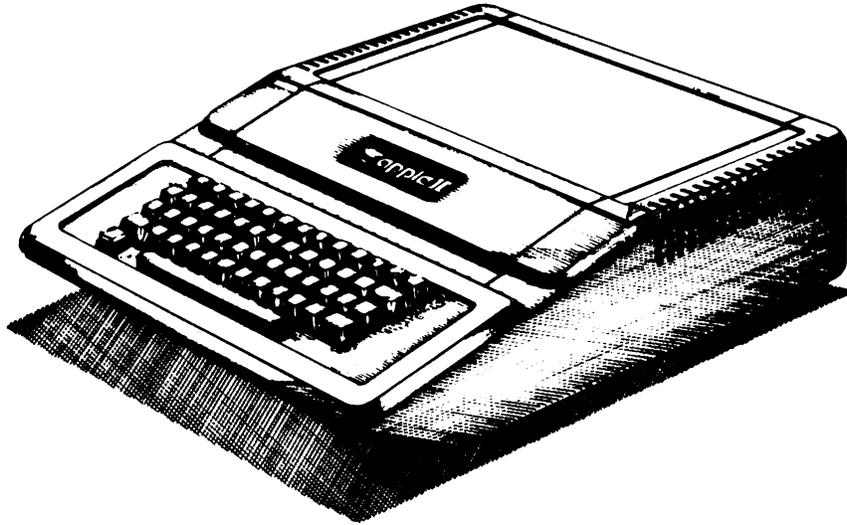




Apple 2 Computer Technical Information



Apple II Computer Documentation Resources

GENIE LAMP FOLDER (1/2)

www.textfiles.com/apple/
18 September 2000

CATALOG

Name	Type	Crtr	Size	Flags	Last-Mod-Date	Creation-Date
'! T E X T F I L E S..	TEXT	MOSS	194K	lvbspImad	9/19/00 4:12 PM	9/18/00 7:09 PM
.descs	TEXT	R*ch	97K	LvbspImad	7/12/00 9:11 PM	1/30/74 5:51 PM
.footer	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
.header	TEXT	R*ch	97K	lvbspImad	7/12/00 9:11 PM	1/30/74 5:51 PM
.malcom	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
.malcomx	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9204.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9205.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9206.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9207.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9208.app	TEXT	R*ch	291K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9209.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9210.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9211.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9212.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9301.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9302.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9303.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9304.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9305a.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9305b.app	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9307.app	TEXT	R*ch	291K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9308.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9309.app	TEXT	R*ch	291K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9310.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9311.app	TEXT	R*ch	291K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9312.app	TEXT	R*ch	291K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9401.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9402.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9403.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9404.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9405.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9406.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9407.app	TEXT	R*ch	291K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9408.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9409.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9410.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9411.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9412.app	TEXT	R*ch	194K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM

=====

DOCUMENT ! T E X T F I L E S

=====

Apple II Textfiles

www.textfiles.com/apple/
18 September 2000

With the introduction of the Apple II family of computers, the wonders of programming, communicating, and just plain geeking out became affordable for an entire generation of budding enthusiasts and their families. By the end of the 70's an entire culture had risen up around the Apple II, and the energy of thousands of hardware and software hackers went into learning every last op-code and settable switch within the machine.

It can't be discounted that Apple's successful foray into the educational market resulted in schools countrywide brimming with Apple IIs, and social groups collecting around the labs after school hours. All manner of things happened there, some documented below.

These files range from explicit memory maps of the Apple II to long tutorials on how to "crack" games, that is, remove all copy protection and make the game easier to distribute between other pirates.

Filename	Size	Description of the Textfile
DOCUMENTATION	DIRECTORY	"Soft Dox" for Apple Programs
GENIELAMP	DIRECTORY	Archive of the Genielamp A2, the GENie Apple II Roundtable
WALKTHROUGHS	DIRECTORY	Walkthroughs of Apple II Specific Adventures
acos.hst.mod	6235	How to get Speed out of your HST and HST Dual Standard Modem on an Apple IIGS
advdem.app	16645	Technical notes for Advanced DeMuffin II, a cracking tool
aecomman.app	1792	A list of commands for Ascii Express
aids	1024	Method for detecting the "Cyberaids Virus", by The Chemist
alien.clues	1448	Passwords for Alien Mind, by The Undertaker and the Vandal
ansi.spcs	24911	ANSI and VT100 Codes
apple.app	4157	Combining Applesoft with Assembly Language
apple.txt	4189	The Text of the Apple-Microsoft Agreement
apple2.gs	9388	The Sad, True Truth of the Apple II GS (Stands for Goddamned Slow)
appleii.jok	1384	The Unofficial Apple II Brainwash Test by Fred E. Long
applemaf.txt	22452	The Apple Mafia Story, as Told to Red Ghost
applenet.app	4096	Advertisement for Apple-net software. Note feature list
apples.txt	8230	Why the Apple II is Broken
appleser.app	11205	Apple //c Serial Port Information
applesoft.tips	2320	The Beagle Brothers Applesoft Tips Guide
appswitc.app	2677	Apple //e Soft Switch, Status, and other I/O locations
bin.ii	18944	Apple II Binary File Format, developed by Gary B. Little
bitsbaud.doc	11553	Bits, Baud Rate, and BPS, by michael A. Banks,

		1988
boot1-6	102420	Collection of Apple-Oriented Texts and Flotsam from the Early 1980's.
boot1-6.hac	102420	Bootlegger Magazine Excerpts (Apple II Stuff)
catfur.app	7176	Bit Blaster's Information on the Cat Fur Modem
catstuff.app	9818	Expanding your Apple Cat // by the Warewolf
cheat.app	4424	All manner of cheats for various Apple II games
cheats	7416	LARGE Collection of Apple Cheats (Break into Monitor and Modify)
cheats.app	2749	The Penguin's Apple Cheats
cheats2.app	4498	Apple Pirate's Cheats
copyprog.app	2991	How to Copy Programs, by the Three Musketeers
copyprot.app	15163	Copy-Protecting your own disks, by Thomas T. Brylinski
correct.app	5716	Corrections to programming for the Apple Cat
cr.adder	1441	How to add Carriage Returns to Appleworks Databases
crack1.txt	1023	Introduction to a Talk on Software Piracy
crackdos.app	15403	Introduction to how AppleDOS operates
crackin.app	9989	An introduction to cracking by The Necromancer
crakowit.app	3647	Kracowicz' Kracking Corner IV
cramit.app	5062	An Introduction to Program Compression
cramit.txt	7040	Some Tips on Cramming Data with an Apple
crammin.app	5071	A simple compression scheme
crisis.app	1900	How to crack Crisis Mountain, by Doctor Who
deathcheat	517	Cheat for "Death Sword"
diskgo.txt	613	Getting Faster Apple DOS Speeds by Tamerlane of the Ring
diskjock.app	51504	Examining protected Applesoft programs, by the Disk Jockey
dos.chart	1678	The DOS 3.3 Memory Access Chart
dosless.txt	1792	Creating an Apple DOS-Less Disk
emu.pt.update	3739	Message: Bugs in IIGS Proterm v1.9p
errors.app	4286	A comment on error traps, by Nick Fotheringham
errors.txt	4480	A Comment on Error Traps by Nick Fotheringham from the Apple Barrel
expandca.app	9367	Expanding your Apple Cat, by Warewolf
futrae.app	4684	The Future Evolution of Ascii Express (Humor)
icon.convert	3308	Converting Apple IIGS Icons to Clip Art by Marty Knight
iigsprob.hum	2680	The Apple IIgs Sound Problem
joystick.app	5961	The Official Joystick Review Guide, by The Tracker
kickmacr.app	9981	How to kick butt with AE Macro Action
krack1.app	2927	High Technology's Cracking Tutorial, Part I
krack2.app	1765	High Technology's Cracking Tutorial, Part II
krack3.app	2239	High Technology's Cracking Tutorial, Part III
krack4.app	1887	High Technology's Cracking Tutorial, Part IV
krack5.app	2560	High Technology's Cracking Tutorial, Part V
krakowic.txt	13198	Kracowicz' Cracking Tips from ROM Radier
krckwczt.app	137510	The Kracowicz Basics of Cracking Series. A++
mac2info.app	11449	Late-breaking (1987) information on The Macintosh II
maccrack.app	5981	The Byte's introduction to Mac Cracking
machine.app	13084	Black Bag's Introduction to Machine Language for Cracking
machinel.app	15408	Dr. Firmware's Tutorial of Machine Language
macteam.app	9569	Macteam's thoughts on copy protection on the

		Macintosh
memory.txt	12020	An Apple Peek Poke, Call List
miffins2.txt	1421	How to use Demuffin Plus
ml.part.i	5680	The Machine Language Tutorial Disk by Dr. Firmware
ml.part.ii	5370	The Machine Language Tutorial Disk Part II by Dr. Firmware
ml.part.iii	5627	The Machine Language Tutorial Disk Part III by Dr. Firmware
ml.part.iv	4970	The Machine Language Tutorial Disk Part IV by Dr. Firmware
ml.part.v	5703	The Machine Language Tutorial Disk Part V by Dr. Firmware
ml.part.vi	5210	The Machine Language Tutorial Disk Part VI by Dr. Firmware
oneguy.txt	1408	Hey, If You Pirate the Game, Don't Call Tech Support
oo.world.info	3206	The Magnet Previews Out of This World GS
opcodez.app	2811	Various Apple Opcodes
param2.app	16201	Parameters of Nibbles Away II for various software packages
peekpoke.app	21120	A really large collection of Apple II PEEKs and POKES
peeks.pokes	2957	Description of the differences between CALL, PEEK and POKE in Applesoft
peeks.pokes.1	6166	Collection of Apple Peeks and Pokes
peeks.pokes.2	4396	Collection of Apple Peeks and Pokes in the Zero Page Area
peeks.pokes.3.114869		Apple Peeks, Pokes and Calls List Version 2.1 by The Enforcer (May 1984)
peeks.pokes.3.25377		Miscellaneous Applesoft Information, by Control Reset
pitfall2.txt	2176	Soft Docs for Pitfall 2: Lost Caverns
pm2600.app	3045	The Poor Man's 2600 Hertz by Sir Briggs
pokelist.app	19769	A really large collection of Apple II PEEKs and POKES (Duplicate)
quick.draw.3	5122	Quick-Draw Adventure Mapper by Sherlock Apple (Part III)
quick.spells	3256	Quick-Draw Adventure Mapper by Sherlock Apple (Spells)
secretk.app	6956	Secret Keys: Little easter eggs and news about Apple II games
softkey	21083	Softkey Unprotections for a Variety of Commercial Programs
trace2.app	11562	Mr. Xerox' boot tracing, volume I (badly converted)
usr.16.8k	85773	The Info File on the USR Robotics 16.8k Model
vidomac.app	33057	1986 Seminar on "Macintosh in Film and TV Production"
vt100	3685	DEC VT-100 Compatible Cursor Command Sequences
wings.fury.cht	606	Cheat to Wings of Fure
wizardry.4.info	3012	Advice about playing Wizardry IV
xmodem	21581	XMODEM Protocol Reference, by Ward Christensen January 1, 1982
ymodem.s	13048	YMODEM Source Code for GBBS by Mike Golazewski or Greg Schaefer
zmodem.gbbs	7045	The Addition of ZMODEM to GBBS!

Apple II Computer Info

There are 98 files for a total of 1,155,472 bytes.
There are 3 directories.

If you wish to have the entire directory conveniently archived and compressed into one file, please download either apple.tar.gz (6130920 bytes) or apple.zip (6496886 bytes) instead of all the files separately.

###

```
=====
DOCUMENT .descs
=====
```

```
almp9204.app GENie Lamp A2 Volume 1, Issue 1
almp9205.app GENie Lamp A2 Volume 1, Issue 2
almp9206.app GENie Lamp A2 Volume 1, Issue 3
almp9207.app GENie Lamp A2 Volume 1, Issue 4
almp9208.app GENie Lamp A2 Volume 1, Issue 5
almp9209.app GENie Lamp A2 Volume 1, Issue 6
almp9210.app GENie Lamp A2 Volume 1, Issue 7
almp9211.app GENie Lamp A2 Volume 1, Issue 8
almp9212.app GENie Lamp A2 Volume 1, Issue 9
almp9301.app GENie Lamp A2 Volume 2, Issue 10
almp9302.app GENie Lamp A2 Volume 2, Issue 11
almp9303.app GENie Lamp A2 Volume 2, Issue 12
almp9304.app GENie Lamp A2 Volume 2, Issue 13
almp9305a.app GENie Lamp A2 Volume 2, Issue 14
almp9305b.app GENie Lamp A2 Volume 2, Issue 15
almp9307.app GENie Lamp A2 Volume 2, Issue 16
almp9308.app GENie Lamp A2 Volume 2, Issue 17
almp9309.app GENie Lamp A2 Volume 2, Issue 18
almp9310.app GENie Lamp A2 Volume 2, Issue 19
almp9311.app GENie Lamp A2 Volume 2, Issue 20
almp9312.app GENie Lamp A2 Volume 2, Issue 21
almp9401.app GENie Lamp A2 Volume 2, Issue 22
almp9402.app GENie Lamp A2 Volume 3, Issue 23
almp9403.app GENie Lamp A2 Volume 3, Issue 24
almp9404.app GENie Lamp A2 Volume 3, Issue 25
almp9405.app GENie Lamp A2 Volume 3, Issue 26
almp9406.app GENie Lamp A2 Volume 3, Issue 27
almp9407.app GENie Lamp A2 Volume 3, Issue 28
almp9408.app GENie Lamp A2 Volume 3, Issue 29
almp9409.app GENie Lamp A2 Volume 3, Issue 30
almp9410.app GENie Lamp A2 Volume 3, Issue 31
almp9411.app GENie Lamp A2 Volume 3, Issue 32
almp9412.app GENie Lamp A2 Volume 3, Issue 33
almp9501.app GENie Lamp A2 Volume 4, Issue 34
almp9502.app GENie Lamp A2 Volume 4, Issue 35
almp9503.app GENie Lamp A2 Volume 4, Issue 36
almp9504.app GENie Lamp A2 Volume 4, Issue 37
almp9505.app GENie Lamp A2 Volume 4, Issue 38
almp9506.app GENie Lamp A2 Volume 4, Issue 39
almp9507.app GENie Lamp A2 Volume 4, Issue 40
almp9508.app GENie Lamp A2 Volume 4, Issue 41
almp9509.app GENie Lamp A2 Volume 4, Issue 42
almp9510.app GENie Lamp A2 Volume 4, Issue 43
almp9511.app GENie Lamp A2 Volume 4, Issue 44
almp9512.app GENie Lamp A2 Volume 4, Issue 45
almp9601.app GENie Lamp A2 Volume 5, Issue 46
almp9602.app GENie Lamp A2 Volume 5, Issue 47
almp9603.app GENie Lamp A2 Volume 5, Issue 48
almp9604.app GENie Lamp A2 Volume 5, Issue 49
almp9605.app GENie Lamp A2 Volume 5, Issue 50
almp9606.app GENie Lamp A2 Volume 5, Issue 51
almp9607.app GENie Lamp A2 Volume 5, Issue 52
almp9608.app GENie Lamp A2 Volume 5, Issue 53
```

almp9609.app GENie Lamp A2 Volume 5, Issue 54
almp9610.app GENie Lamp A2 Volume 5, Issue 55
almp9611.app GENie Lamp A2 Volume 5, Issue 56
almp9612.app GENie Lamp A2 Volume 5, Issue 57
almp9701.app GENie Lamp A2 Volume 6, Issue 58
almp9702.app GENie Lamp A2 Volume 6, Issue 59
almp9703.app GENie Lamp A2 Volume 6, Issue 61
almp9704.app GENie Lamp A2 Volume 6, Issue 62
almp9705.app GENie Lamp A2 Volume 6, Issue 63
almp9706.app GENie Lamp A2 Volume 6, Issue 64
almp9707.app GENie Lamp A2 Volume 6, Issue 65
almp9708.app GENie Lamp A2 Volume 6, Issue 66
almp9710.app GENie Lamp A2 Volume 6, Issue 68

=====
DOCUMENT .footer
=====

<P>

Note: It appears I am missing two files from the archive I got,
one of which is probably named almp9709.asc and the other
is Volume 6, Issue 60. If you find them before me, let me know.

</BODY>

</HTML>

```
=====
DOCUMENT .header
=====
```

```
<HTML>
<TITLE>T E X T F I L E S</TITLE>
<BODY BGCOLOR="#000000" TEXT="#00FF00" LINK="#00FF00" ALINK="#00FF00"
VLINK="#00FF00">
<H1>Apple II Textfiles : Genie Lamp Archives</H1>
<P>
Since April 1, 1992, a group of Apple II Enthusiasts on the GENie Online
Network have produced a newsletter covering all aspects of the Apple II
series of computers. Well-written, thoughtful articles cover hardware,
software, anecdotes, company news, and the occasional off-topic rant.
<P>
The current listed run covers all the issues of GENie Lamp A2 from April 1992
to October, 1997. The newsletter supposedly moved onto the Delphi information
service, although none of those newsletters are archived here.
<P>
<TABLE WIDTH=100%>
<TD BGCOLOR=#00FF00><FONT COLOR=#000000><B>Filename</B><BR></FONT>
<TD BGCOLOR=#00DD00><FONT COLOR=#000000><B>Size</B><BR></FONT>
<TD BGCOLOR=#00AA00><FONT COLOR=#000000><B>Description of the
Textfile</B><BR></TR>
```

```
=====
DOCUMENT .malcom
=====
```

```
#!/bin/sh
#
# MALCOM -- The TinyTIM FTP Site Index.html Generator.
#         Written by Sketch the Cow, April, 1998.
#
# Malcom creates a file named index.html, adds the contents of
# .header, goes through .descs and generates a huge-ass table, then
# appends the contents of .footer at the end. Does it get easier than
# that? Don't think so.
#
# REQUIRED FILES:
#
# .malcom (This one)
# .malcomx (The table generator)
# .header (The header of the web page)
# .footer (The footer of the web page)
# .descs (A list of files and descriptions. Filenames MUST MATCH.)

sort .descs >.descs.tmp
mv .descs.tmp .descs

cat .header

sh .malcomx <.descs

cat .footer
```

```
=====
DOCUMENT .malcomx
=====
```

```
#!/bin/sh
#
# MALCOM X -- The heart of Malcom
#           Written by Sketch the Shell Cow, April, 1998
#
# This was just written so I wouldn't have to remember to do an input
# redirect when executing malcom. By getting called, all this thing has
# to do is just the middle part while all the redirection is done by
# malcom.sh.

echo "<TABLE WIDTH=100%>"
echo "<TR><TD BGCOLOR=#00FF00><FONT COLOR=#000000><B>Filename</B></FONT><TD
BGCOLOR=#00DD00><FONT COLOR=#000000><B>Size</B></FONT><TD BGCOLOR=#00AA00><FONT
COLOR=#000000><B>Description of the Textfile</B></TR>"

while read FILE DESCRIPTION
do
  echo "<TR><TD>"
  echo "<A HREF=\"\$FILE\">\$FILE</A>"
  if [ -f "\$FILE" ]
  then
    echo "<TD ALIGHT=RIGHT TEXT=#99FF99>"
    echo "`ls -l \$FILE | awk '{print \$4}'`"
  else
    if [ -d "\$FILE" ]
    then
      echo "<TD><I><B>DIRECTORY</B></I>"
    else
      echo "<TD>"
      echo "<B>MISSING</B>"
    fi
  fi
  echo "<TD TEXT=\\\"#00DD00\\\">"
  echo \$DESCRIPTION
  echo ""
done

echo "</TABLE>"
```


To utilize this system, load GENie Lamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed here in GENie Lamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|Name of sender | CATegory | TOPic | Msg.# | Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58} [EOA]

GENie_QWIK_QUOTE
/ "There seems to be a potential problem with an Apple II stamp. /
/ The post office won't enshrine a person on a stamp until they /
/ are dead. If the same goes for machines, the Apple II can't /
/ be put on a stamp for a long, long time. :) <tongue in cheek, /
/ of course>"
BYTEWORKS

[EOA]
[FRM]
FROM MY DESKTOP /
Notes From The Editor
By John Peters
[GENIELAMP]

TOP OF THE PAGE Talk about changes! GENie Lamp has divided into four separate issues. Along with the original Atari ST GENie Lamp, we now offer the magazine for the IBM, Macintosh and Apple RoundTables as well. From now on you will be able to find GENie Lamp as an online readable file in each of the respective RoundTable's main menu. Better yet, access to the GENie Lamp magazines is now available as part of your GENie*Basic package! That is, when you capture GENie Lamp from the RoundTable's main menu, the GENie clock will be off. Cool! (Note that this applies _only_ to the version that is found on the ST RoundTable main menu, _not_ the libraries.)

But wait, there's more! GENie Lamp now has a new home. The GENie Lamp RoundTable is located on page 515. Here, you will find all the latest issues and back issues of GENie Lamp Online magazine.

Although we have split into four issues, I think you'll find that very little has changed in terms of context. There are several new people on the GENie Lamp staff and all of them are excited about bringing to you all the latest news, hot messages, latest files and information about your favorite RoundTable.

If you like to hang out in the ST, IBM, Macintosh or Apple][RoundTable, there's something for you in GENie Lamp!

>>> ROUNDTABLE NEWS & ANNOUNCEMENTS <<<

NEW SHRINKIT IS FINALLY HERE! Can it be? Yes! Bugs in the old versions of ShrinkIt have been found and obliterated. A new version of ShrinkIt is here for EVERY machine! Don't skip this one, the fix is an important one, so update your version right away! Download whichever of the following files is for your machine and unpack with your old version!

- 18064 IIPPLUS21.BXY Apple][+ UnShrinkIt v2.1
- 18062 AUTO11.BXY Auto-UnshrinkIt v1.1, big bug fix
- 18060 SHRINKIT34.BXY ShrinkIt 3.4 -- Big bug fix
- 18058 GSHK105.BXY New GS-ShrinkIt! Many bug fixes!

GENie APPLE II PEOPLE'S CHOICE AWARDS If the Apple II Achievement Awards are the Oscars for the Apple II, here's your chance to be Siskel and/or Ebert! Are you dissatisfied in any way with the 1991 Apple II Achievement Awards? Do you want to get YOUR vote in? Well, then, check out Topic 9 of Category 5 in the A2 Bulletin Board, the GENie Apple II People's Choice Awards, and make your own picks for the winners! Vote by March 30th!

THE ONLINE LIBRARY Check out these excellent files recently uploaded to our library!

- 18014 ASPHYXIA.3.BXY Great Freeware Apple II magazine!
- 18054 APPOINTS.BXY V1.1 Print out ProSel-16 appointments!
- 18011 EAMON.204.BXY One of the best text adventures ever
- 17999 NOISETRACKR.BXY V1.0 v1.0 of FTA's hot music program
- 17998 SENSEI.DOX.BXY English docs for Sensei in AWGS format
- 17976 PROSEL.BXY ProSel-16 version 8.71
- 17974 DEARC2E.BXY V2.01 Original Dearc2e, for un-ARCing files
- 17962 THE.DRAGON.BXY Nice shareware clone of Shanghai GS
- 17960 FLOORTILES.BXY Nifty new IIgs strategy game

DESKTOP PUBLISHING If you're into desktop publishing, on Tuesday, April 14 the DTP RoundTable will feature a question and answer session on scanning, using halftones and producing photography for print beginning at 9:30 PM EST. This is a discussion for anyone interested in going beyond type.

April 7, the DTP RoundTable will be featuring a special conference on color publishing with Macintosh and PC compatible computers beginning at 9:30 PM EST. This discussion is also open to users of other publishing platforms that allow color publishing.

The DTP RT bulletin board category 1 invites all members to tell

us what they like most about using computers for printing and publishing. We're collecting opinions that will guide us in selecting the topics of future RTCs. -Timothy Piazza

LAPTOPS ROUNDTABLE On April 7, Michael Fracisca, Vice President for "Marketing, Altima Systems will guest in Real Time Conference. Mike will talk about one of the leading notebooks, the Altima LSX, as well as new visions on the horizon, or here! Monday, 10:30 p.m. Eastern -Dave Thomas

[*][*][*]

Watch this area of the magazine in future issues for all the latest information and news from the Computing RoundTables.

That's about it for this month....

Take care!
John Peters
[GENIELAMP]

TOP OF THE PAGE II Well folks, welcome to the first issue of the "Apple II GENie Lamp. Those of us who have been working on this are quite excited and eager to share our efforts with you.

The most important aspect of GENie Lamp is that it is your online magazine. GENie Lamp] is a monthly round-up of the RT's events and postings. As such, much of it will be taken right from your postings. Who knows? Chances are you will get quoted in an issue real soon.

We are actively seeking your involvement too. Remember, every GENie Lamp article published means free time in the A2 RT. And even if you do not need the free time, you will want to get involved to support the Apple II community you love... or just do it for the fun of it!

Tom Schmitz
[TOM.SCHMITZ]

IT CAN'T WAIT! Wednesday, March 25, will be my last day as head sysop "of the Apple II RoundTables. On Thursday, March 26, I shall move east in GENie to a new job--as manager of the Religion and Ethic RT (p.390).

I want to publically thank everyone on the A2 and A2PRO staff for what has been four years of working pleasure. In particular, I bow in gratitude to Tom Weishaar, who gave me the room to do what I could to build the Apple II RoundTables into THE place to be for fun and solid information for Apple II computers.

I also want to thank each of you who have visited A2 and A2PRO over the years. Many of you have become long-distance friends, and I value our relationships.

Thanks to everyone for four good years.
(A2.CHET, CAT2, TOP18, MSG:1/M645)

[EOA]a
[HEY]////////////////////////////////////

HEY MISTER POSTMAN /

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Is That A Letter For Me?

By Tom Schmitz
[T.SCHMITZ]

o BULLETIN BOARD HOT SPOTS.

o WHAT'S NEW?

o THE GRAPEVINE.

o HOT TOPICS!

o MESSAGE SPOTLIGHT.

>>> BULLETIN BOARD HOT SPOTS <<<

- [*] Category 5, Topic 2.....Confirmed News
- [*] Category 5, Topic 3.....Rumor mill and basic Apple chit-chat
- [*] Category 5, Topic 4.....Beagle Bros and new support policy
- [*] Category 5, Topic 6.....1991 Apple II Achievement Awards!
- [*] Category 5, Topic 7.....The Alliance International Inc. (AII)
- [*] Category 6, Topic 6.....Sensei, that martial arts game.
- [*] Category 6, Topic 8.....Your Money Matters
- [*] Category 9, Topic 6.....GS/OS 6.00 Questions & Comments
- [*] Category 11, Topic 10.....Recommended hard drives
- [*] Category 28, Topic 2.....Letters to the editors
- [*] Category 37, Topic 4.....Pointless-GS outline fonts (TrueType)

>>> HOT! <<<

NEW SYSTEM SOFTWARE/HYPERCARD RELEASED!

CUPERTINO, California--March 24, 1992--Apple Computer, Inc. today introduced new system software and an upgraded version of HyperCard IIGS for the Apple IIGS personal computer.

Apple IIGS System 6 software offers an enhanced user interface, greater speed and performance, and data exchange capabilities not available on current Apple IIGS operating systems. HyperCard IIGS version 1.1 has been upgraded to include a Media Control stack for operating CD ROMs and videodisk players, and new HyperTalk scripting capabilities.

"Apple IIGS System 6 encompasses the most robust and feature-rich system software offered since the introduction of the Apple IIGS in 1986, bringing Apple II customers much of the same ease-of-use and functionality now available on the System 7 Finder for the Macintosh," said John Santoro, Apple II product manager. "The extensive development of System 6 and HyperCard IIGS version 1.1 underline Apple's continuing support of the Apple II line."

FEATURES & BENEFITS Apple IIGS System 6 features three new File

***** System Translators that provide easy access to
Macintosh disks, Pascal disks, Apple II DOS 3.3 disks.

In addition, Apple IIGS System 6 offers users significant feature enhancements to control panel and desk accessory functionality, providing an enhanced new "look and feel" to the Apple IIGS. Control panels can be opened directly from the desktop and Find File and Calculator desk accessories have been incorporated.

Finder Help on Apple IIGS System 6 can be accessed through pop-up menus and kept on screen while users step through procedures. Window handling and window appearance have also been enhanced, making it easier to move between and manage multiple windows on a single screen.

Apple IIGS System 6 offers two new applications--Teach and Archiver. Teach is a desktop text processor that enables the user to jot down notes, read disk files and create formatted or unformatted text documents. Teach also provides file import capability from ASCII, AppleWorks version 3.0, AppleWorks GS, MacWrite version 5.0 formats and AppleWriter. Archiver offers flexible hard disk backup functions to save and restore either individual files or entire volumes.

The Apple IIGS System 6 Media Control toolset is a new tool/driver/control panel/desk accessory combination that allows users to integrate, configure and manage highly sophisticated multimedia effects. The performance of this toolset is optimized when used in conjunction with HyperCard IIGS version 1.1.

The Universal Access suite (also available on Macintosh System 7 software) opens the Apple IIGS to disabled users via Video Keyboard, Easy Access and Closeview programs, simplifying system use for the visually or physically impaired. As with the System 5 series, Apple IIGS System 6 users can network their Apple IIGS computers with each other and with Apple IIe, Macintosh and MS-DOS computers. However, System 6 improves networking functionality via EasyMount, a new feature which allows users to mount a network server with a simple double-click command.

Apple IIGS System 6 replaces Apple IIGS System 5.0.4 for the stand-alone Apple IIGS, providing a consistent graphical interface and high performance for both the individual and networked user.

SPEED & FEATURE ENHANCEMENTS HyperCard IIGS version 1.1 features a
***** Media Control Stack for the control of external media devices such as Laserdisk players and CD-ROM drives from within the stack. Control is provided to the user through a common interface to two external devices by using standard "Play", "Fast Fwd", etc., buttons or floating control panels. A Tune Builder stack allows the user to create short original tunes by simply clicking the mouse on the stack's music staff. Notes can be played in variable time and with the voices of a large collection of instruments. These tunes can then be used as enhancements to other original stacks by cutting and pasting.

HyperCard IIGS version 1.1 has incorporated features from Macintosh HyperCard version 2.0 and 2.1, such as HyperTalk extensions and X Windows. As with original HyperCard IIGS, version 1.1 is also in color.

The Apple IIGS SuperDrive Controller card is also available for the enhanced Apple IIE and Apple IIGS, allowing users to utilize Apple's

SuperDrive which permits the use of 1.4MB floppy disks. The SuperDrive card also operates all other Apple II 3.5 disk drives.

SYSTEM REQUIREMENTS Stand-alone Apple IIGS System 6 software requires
***** an Apple IIGS personal computer with at least 1MB of RAM, ROM version 01 or 03 and one 3.5-inch disk drive, although configurations of 2MB of RAM and a hard drive is recommended for optimal performance. Networked systems require Apple IIGS computers with at least 768K RAM, ROM version 01 or 03 and appropriate LocalTalk cables.

HyperCard IIGS version 1.1 requires an Apple IIGS personal computer with 1.5MB RAM, one 800K disk drive and hard disk or connection to a networked environment, and system software 5.0.3 or subsequent version.

PRICE & AVAILABILITY The Apple IIGS System 6 package includes six
***** 3.5-inch disks containing system and set-up software and system tools, as well as the Apple IIGS System Software User's Guide. The package will be available in early April from authorized Apple dealers, Apple Educations Sales Consultants, and Resource Central, Inc. (913) 469-6502) for a suggested retail price of \$39 in the United States.

Apple is also making Apple IIGS System 6 software available from licensed user groups and licensed on-line services.

HyperCard IIGS version 1.1 will be available in early April from authorized Apple Dealers and Resource Central, Inc. for a suggested retail price of \$69. HyperCard IIGS 1.0 owners can purchase an upgrade to version 1.1 from Resource Central, Inc.

MOVED OVER PR NEWSWIRE AT 8:30 AM EST, TUESDAY, MARCH 24, 1992.

Apple Press Releases Contact: PR Express Bill Keegan
News Break Apple Computer, Inc. 3/24/92
(408) 974-5460

Apple, the Apple logo, HyperCard, Apple IIGS, HyperTalk, AppleTalk, Macintosh and LocalTalk are registered trademarks of Apple Computer, Inc. System 7, Finder, SuperDrive, and AppleWriter are trademarks of Apple Computer, Inc. AppleWorks is a registered trademark of Apple Computer, Inc., licensed to Claris Corporation. Claris MacWrite is a registered trademark of Claris Corporation.

SYSTEM 6.0 NOW AVAILABLE FOR DOWNLOADING! The Apple II RoundTable is
***** pleased to announce that System 6.0 is now available for downloading in the A2 libraries! To get in on this hot new operating system, which brings untold levels of power and flexibility to your IIGs, check out the following files in the A2 libraries (page 645, option #3):

- 18176 ABOUT.SYS6.TXT IMPORTANT info on System 6.0! Read!
- 18145 S6.SYSDISK.BXY Main SYSTEM DISK for IIGs System 6.0
- 18144 S6.SYNTHLAB.BXY SYNTHLAB disk for IIGs System 6.0
- 18143 S6.FONT.SYBXY FONTS disk for IIGs System 6.0
- 18142 S6.TOOLS2.BXY SYSTEM TOOLS disk #2 for System 6.0
- 18141 S6.TOOLS1.BXY SYSTEM TOOLS disk #1 for System 6.0
- 18140 S6.INSTALL.BXY INSTALL disk for IIGs System 6.0

System 6.0 for the IIgs comes on six disks. It's a long download but well worth your time. But you don't have to download all six disks! But be sure to first check out file #18176, ABOUT.SYS6.TXT for more details on what you'll need to get this amazing new software for your IIgs.

To find out more about the new System 6.0, or for help installing it, check out Category 8, Topic 9 of the A2 bulletin board!

ENHANCED APPLE IIE AND IIC USERS ALSO BENEFIT FROM NEW SYSTEM SOFTWARE!

If you don't have a IIgs, you're still in luck. The new versions of ProDOS 8 and Basic.System are also available now in the A2 library. They include a number of bug fixes and enhancements over previous versions.

Probably the most exciting feature of the new PRODOS 8 version 2.01 is the ability to access more than two drive/devices per slot, something many Apple II users have been begging for for ages!

ProDOS 8 version 2.01 requires an enhanced Apple IIE or IIC. It will not work on the un-enhanced IIE or the II+.

Here are the files you'll need to access this new system software for 8-bit systems (it's included automatically with System 6.0 for the IIgs, so if you have a IIgs you don't need to download these):

18169 BASIC.1.5.BXY BASIC.SYSTEM version 1.5.1
18168 PRODOS.2.01.BXY ProDOS 8 version 2.01

THANKS, APPLE! Our thanks goes out to Apple Computer, Inc. for
"*****" providing these fantastic enhancements to the Apple II
line and for allowing GENIE users to be among the first in the country
to get them. -Dean Esmay

>>> APPLE] [ODDS & ENDS <<<

GOING BUGGY! In the A2 RT, Category 9, Topic 5 an amusing off-topic
"*****" discussion has arisen. I thought it would be fun to
select a few of these messages and share them with you -- even though
they have nothing to do with the Apple II:

>>>> I do remember the first computer VIRUS that I saw. On the 1401,
"*****" the program was kept as an object (machine language), self
loading deck of punched cards. We wrote, in machine language (not
assembly language), a one card program that would fill memory with "THE
PHANTOM STRIKES AGAIN". That is what the programmer saw when he crashed
and printed a memory dump. He would have to find the card in the object
deck and remove the virus. #Ken Lessing

>>>> Wasn't the first bug a moth that got trapped in a relay, thus
"*****" killing the computer until they found the "bug", and coining #the
term. #HangTime [Script-Central] B->

>>>> Actually, the term "bug" was in use in engineering for a long
"*****" time before the first computer bug was discovered. That's why
they labeled the moth they found in the relays "first actual bug found"

-- because it was the first glitch in the system that could literally be traced to an insect. #Jerry

>>>> I can probably out geezer most. I was at MIT when the first
"*****" timesharing system was developed and Dec systems were on racks in the Research Lab as we tried to put the first one ever together.

The MIT/IBM story I remember is when they were trying to reach agreement on royalties for the development of "core" memory. At one time MIT turned down an offer from IBM of 1 cent per bit of core (I assume some people still k? ow what core was). MIT turned it down - and took a couple of 7094's and \$7 million instead. If MIT had taken it, they would now own IBM.

Later on, I actually worked on a project whose software development methodology was reviewed by Grace Hopper. I got to do a presentation to her. Talk about sweat! She was tough. But fair and very smart.

Did anyone use mylar tape? We used that for archives (before Andy Nichols).

About 5 years ago I was a consultant for a job a JPL. I studied network traffic in Europe. We discovered one Army network with strange characteristics. Further investigation showed that the network consisted of a large warehouse with many model 35 ASR teletypes with paper tape readers and punches.

When a message came in it was punched on paper tape. An army corporal would then carry it from teletype to teletype to forward the message to other nodes. (was that you Gary?) The speed of a message depended on the relative positions of the teletypes!!! There was one anomaly in the speed characteristics - the owner of the building got the message first. - #Bill Mosier

>>>> I don't know about the first "bug", but I can relate a "bird"
"*****" story. When I was working at Continental Bank in Chicago, my analyst boss told me about when he worked for a super-secret military computer center - with IBM 1440 CPUs. The trouble was, that it didn't have air conditioning, so they made-do by leaving the windows open. This kept the machines cool, but it had an interesting side effect. It seemed that the BIRDS liked the warmth, especially the pigeons. They would fly in and roost on the cpu, dropping their you-know-what into the innards of the machines. (and you thought that YOU worked for a chicken-sh*t company!).

After a while, the s**t dried out, and piled up. On the power supply. Eventually, it hit combustion temperature and the cpu caught on fire!

The first thing they did was to call the fire department. Then they realized that the card decks contained super-secret data, so...they locked the door. They could not secure the cards, so they decided to destroy them. And the quickest way to destroy them was to throw them on the fire! They didn't let the fire department in until all the secret cards had been destroyed! This is a true story! #Ken Lessing

>>>> Here's the entry on "bug" from The New Hacker's Dictionary,
"*****" edited by Eric S. Raymond: "Historical note: Some have said

this term came from telephone company usage, in which 'bugs in a telephone cable' were blamed for noisy lines, but this appears to be an incorrect folk etymology. Admiral Grace Hopper (an early computing pioneer better known for inventing COBOL) liked to tell a story in which a technician solved a persistent glitch in the Harvard Mark II machine by pulling an actual insect out from between the contacts of one of its relays, and she subsequently promulgated bug in its hackish sense as a joke about the incident (though, as she was careful to admit, she was not there when it happened). For many years the logbook associated with the incident and the actual bug in question (a moth) sat in a display case at the Naval Surface Warfare Center. The entire story, with a picture of the logbook and the moth taped into it, is recorded in the Annals of the History of Computing, Vol. 3, No. 3 (July 1981), pp. 285-286.

"The text of the log entry (from September 9, 1945), reads '1545 Relay 70 Panel F (moth) in relay. First actual case of bug being found'. This wording seems to establish that the term was already in use at the time in its current specific sense. Indeed, the use of bug to mean an industrial defect was already established in Edison's time, and bug in the sense of a disruptive event goes back to Shakespeare! In the first edition of Samuel Johnson's dictionary one meaning of bug is 'A frightful object; a walking spectre'; this is traced to 'bugbear', a Welsh term for a variety of mythological monster which (to complete the circle) has recently been reintroduced into the popular lexicon through fantasy role-playing games." Jeff

>>> WHAT'S NEW? <<<

IIGS MULTITASKING? Multitasking for the IIGS? What once was a foolish
 "*****" dream for those suffering Mac envy has become reality. While it may take some time before any real applications are available, the operating environment is here today thanks to Procyon:

>>>> Procyon, Inc. announced today the release of the GNO
 "*****" Multitasking Environment (or GNO/ME) for the Apple IIGs microcomputer. GNO/ME brings all the power of the Unix operating system to the IIGs for the first time.

"GNO/ME is a programmer's dream," said Jawaid Bazayar, head of the project. "So many things are possible now that just weren't before."

Jawaid is referring to GNO/ME's multitasking ability: many programs may be run simultaneously, either interactively with the user or in the background, where the program does it's processing (printing, compiling a program, searching files, etc) while allowing the user to seamlessly move on to other tasks.

Another GNO/ME feature is multiple terminals; more than one person can use the same IIGs at a time. Such programs as multi-user BBS systems are now possible.

Matt Gudermuth, President of Procyon Inc., tells about the company. "We founded Procyon to bring high-quality products to the badly neglected Apple IIGs market. It makes no sense that no one is developing for this machine which is still far from it's capabilities, and among all the PC brands in existence has the most loyal and

supportive user base."

"This is something we've all been waiting for for a long time", says Tim Meekins, the other principal programmer. "GNO gives me the ability to do things I only used to be able to do on the \$10,000 workstations in the labs at school. When the IIgs was released, it was the most technologically advanced PC in the world. GNO brings the IIgs once again to the forefront of the home computer world."

GNO comes with almost 40 utilities tailored specifically for the GNO environment, and also comes with the C and assembly _source code_ for these programs, to allow budding programmers to see how it's done.

GNO also comes with a large library of Unix subroutines, to make porting Unix software to run on the IIgs easier than ever. The powerful libraries include curses and termcap flexible screen manipulation for any terminal type, and all the C library routines your IIgs C compiler forgot about!

For those of you out there who like Unix, and don't want to spend the thousands of dollars needed for a Unix computer or even for Unix for DOS machines, GNO is an unbeatable value.

The price for the GNO system (3 disks and full printed manuals) is \$80 US plus shipping. Shipping is by USMail First Class (\$3), or International Airmail (\$5). GNO/ME can be ordered directly from the publisher:

Procyon, Inc.
1005 N. Kingshighway, Suite 309
Cape Girardeau, MO 63701
(314) 334-7078
Mastercard and Visa accepted.

February 17, 1992
(Cape Girardeau, MO)
(press release by Mike Horwath)

See A2PRO, Category 19 (Programming Shells) for more information on GNO/ME, including a feature by feature breakdown of the software.

MONEY MATTERS For those who want to put their home finances in order "*****" or those running a small business, Software Solutions has released Your Money Matters. As you can see in their media release, this may be the single most important piece of management software ever developed for the Apple IIgs. Normally business programs do not turn heads, but this one really shines.

>>>> I am happy to announce a new IIgs software package called Your "*****" Money Matters. It is a complete home and small business financial package which is very fast, flexible and easy to use. Your Money Matters provides a wide range of features while at the same time keeping it as easy to use as possible by using the Apple Human Interface guidelines.

A demo version of Your Money Matters (file #17966) has been uploaded into the A2 Library and should be available in a few days. If you prefer you can get a demo disk in the mail for \$5.00 (check/money

order). The demo version is complete except it will not let you save any changes you made to the file.

Some highlights of Your Money Matters are:

- o The only full featured IIgs Financial Program.
- o The only financial program which will print on your own personal checks. You can move the fields of the check around by just clicking on it and dragging it wherever you would like.
- o Supports having as many windows open as you would like and you can move and resize almost all of the windows.
- o You can paste the results of a NDA calculator into any YMM field.
- o You can define up to 256 Tax Indicators, not just Yes/No
- o You can sort on up to twenty fields and specify which of the sort fields will generate subtotals (for reports).
- o You can specify and unlimited number of selection criteria on any of the fields used in the report/window.
- o You can search across all accounts (i.e. all transactions in all checkbooks/savings accounts/etc which meet your selection criteria.
- o It has Online Help Screens for each menu item.
- o You can split a transaction up to 20 times.
- o You can enter recurring transactions with just a few keystrokes.
- o It comes with thirteen different reports and three graphs with many containing various additional options.
- o You can print to either individual checks or continuous form computer checks.
- o Your Money Matters has a payee file with payee names and addresses for automatic inclusion on your checks.
- o For each account you can enter account address, number, and description information.
- o For any account you can put in the original value and original purchase date and Your Money Matters will tell you what the annual rate of return is on this investment.
- o You can budget accounts weekly, biweekly, monthly, semi-monthly, bimonthly, annually, or semiannually and

you can have the budget amount increase/decrease a set percentage and/or amount each budget period.

- o You can balance/reconcile any account including chargecards, loans, IRA, savings accounts, checkbooks, etc.
- o Your Money Matters keeps track of not only this years actual dollar amounts, but last years, and this years budget amounts.

Your Money Matters is the only Apple IIgs financial program which provides you with all of the features and ease of use of Apple's User Interface. It allows you to have multiple windows open at one time, to resize your windows, and to select multiple records with the mouse and then copy or delete them.

Your Money Matters contains many features which allow you to quickly track your finances as well as features which allow you to customize it to fit your specific situation.

Your Money Matters is the only financial program which allows you to print checks on your own personal checks instead of the relatively expensive preprinted continuous form checks.

With any NDA or CDA calculator which will paste the results into the clipboard (System 6.0 comes with a such a NDA calculator) you can even paste the results of the calculation directly into any field in Your Money Matters.

Requirements/Limitations Your Money Matters requires a IIgs with at least 1 meg of memory and one 3.5 inch disk drive. It is compatible with and runs on any GS/OS (Prodos) hard disk drive. Your Money Matters is not copy protected.

Transactions:	16,000	Accounts:	4,000
Tax Indicators:	255	Account Types:	255
Transaction Types:	255	Payee Addresses:	1,000
Recurring Transactions:	4,000		

To Order Your Money Matters Send Check, Money Order, or VISA/MC number and expiration date to:

Software Solutions
5516 Merritt Circle
Edina, MN 55436

The list price of Your Money Matters is \$99, but until April 15th 1992, Your Money Matters is just \$69 plus \$5 shipping and handling. If you send in the first page from another financial program or the original disk you can get Your Money Matters for just \$59 plus \$5 shipping and handling.

In addition, while supplies last you will also receive a 3.5 inch disk full of useful and fun shareware and public domain GS games and utilities.

Visa and MC orders will be filled and shipped by A2-Central.

Guarantee If you are not completely satisfied with Your Money Matters
"*****" return it within 60 days in good condition for a no
questions asked full refund of the purchase price (does not include
shipping).

>>> ...ON THE GRAPEVINE <<<
"*****"
(Facts, Fiction & Maybe)

HERE WE GO AGAIN Will Apple Inc. discontinue the II line? These
"*****" rumors have been with the Apple II community for many
years now. There are as many good reasons for Apple Inc. to drop the
line as there are to maintain it and this balance has created an
atmosphere where such rumors grow like tumors. Obviously, only the top
brass at Apple Inc. knows for sure:

>>>> According to the latest 'Scarlett', Big Red Apple Club says that
"*****" Apple will announce on April 1st, (no fooling) that they are
stopping the production and distribution of the entire Apple II product
line. This is the reason that the Apple Expo East thing due to happen
the first week of April was cancelled.

I know, this is the latest in a long list of lets-kill-the-II
dates, but sooner or later, it's going to be the real thing.

Any rumblings?
(P.JONES7, CAT5, TOP3, MSG:49/M645)

>>>> Personally, I think it is nonsense. Apple is still making money
"*****" off these things, and they are not going to STOP making them
until they need the manufacturing capacity for something that is going
to make them MORE money. No matter how much they might denigrate the II,
Macs don't have a big enough profit margin that shutting down the II
production lines to ship Macs out of them is cost effective. Gary R.
Utter OffLine Productions (GARY.UTTER, CAT5, TOP3, MSG:68/M645)

APPLE II HORROR STORY This is an RT member's account of his elusive
"*****" search for the Apple II. It is a horror story
which is taking place all over the country and which can be found on
many local BBS's.

I wanted to share this one with you since it is so through and
includes a response from Apple Inc:

Here is a letter I sent to Apple Computer and their reply:

[*][*][*]

December 27, 1991

RE: Sales of Apple II Line and Apple dealers

I have a question about the way your authorized Apple dealers are
doing business.

I have now spoken to five different Apple salesmen about information
on and the purchasing of an Apple IIGS. Here is what they have said:

EXPERIENCE #1 Salesman #1: "May I help you?" Me: "Yes, I'm interested
"*****
 in buying an Apple IIGS, but I don't see one here in
your store."

Salesman #1: "Is this for a school or personal use?"

Me: "Personal use."

Salesman #1: "You know, the IIGS has a very short life. After next
year, Apple is no longer making it."

Me: "Is that a rumor, or a fact?"

Salesman #1: "It's a fact. APPLE HAS NOT YET INFORMED THE GENERAL
PUBLIC, BUT THEY HAVE LET DEALERS KNOW THAT LATE IN 1992, THE IIGS WILL
NO LONGER BE MANUFACTURED. I'm sorry to tell you this, but it is the
truth."

Me: "Why is Apple discontinuing the IIGS?"

Salesman #1: "Because Apple believes the Mac can do so much more in
terms of high end software."

Me: "But I'm not at all interested in a Mac - I'd have to buy all
new software."

Salesman #1: "Yes, that's what all the educators are telling us too.
But we do have the Mac LC, which has a //e emulation card."

Me: "I understand there are some problems with the emulation."

Salesman #1: "Yes, especially with the system 7 software. That's
why we sell it bundled with system 6 software, but Apple is working on a
fix for it."

At this point I walked over to the Mac LC, which had the //e card
up and running, but I couldn't make it do much. It appears that it
cannot use the Mac hard drive, there is no way of using //e interface
cards (such as the //e scanner), it will not run IIGS software, and it
is not up to the speed of my real //e which uses a ZIP chip.

EXPERIENCE #2 Same store, a week later.
"*****"

Me: "I'd like to look at an Apple IIGS, please."

Salesman #2: "I'm sorry, we don't have one anymore. Perhaps
there's one in for repair you could look at."

Me: "I'd like to see a working IIGS."

Salesman #2: "Oh, no, that wouldn't work. We would have to special
order one if you really wanted one. We don't normally carry it."

Me: "Why not?"

Salesman #2: "It isn't selling well enough - that's why we don't
have one to show to people."

EXPERIENCE #3 A different authorized Apple reseller:

Salesman #3: "Apple II is no longer made."

Me: "Which Apple II are you talking about?"

Salesman #3: "Apple is no longer making ANY of the II line."

Me: "Who told you that?"

Salesman #3: "We know that because we are an authorized Apple dealer. We should know."

EXPERIENCE #4 Same store, a different salesman:

Salesman #4: "Apple II is no longer manufactured."

Me: "Is that a rumor, a way to sell Mac's, or what?"

Salesman #4: "It's a fact."

Me: "I don't believe it. Our school just bought a brand new Apple IIGS."

Salesman #4: "Apple is selling from their stock. But they are no longer manufacturing the IIGS."

Me: "Can you show me some documentation from Apple?"

Salesman #4: "Well no, Apple has not come right out and said it, but we know the Apple II has been discontinued because none of the II's show up on the price list."

At this point I asked to talk with the manager of the store, who told me the same thing. Asking for documentation, he phoned his manager and asked how they knew that Apple II's were no longer made.

After the call he said, "Well, well, well. The Apple IIGS and the //e are still on the price list after all. But we feel that they will probably be discontinued next year."

Is this how to sell Apple computers!!!!??? I was ready to spend the money to buy a IIGS because I have used Apple for many years. I started on a II+, then purchased two //e's, which I use in my ministry, one at home, the other at the office. I'm interested in staying with the II family. I do not want a Mac.

I would have to buy all new software as well as throw away my interface cards. A IIGS at the office would allow me to continue using what I have at home, as well as my software. But I can't find a dealer who will even show me one.

And after talking with these five authorized Apple dealers who have told me that it is or soon will be no longer made, I'm not even sure if I want one anymore. Who wants to buy an orphan?

So I've begun looking at IBM compatibles. Everyone else at the office uses IBM compatibles.

I'm looking at a 16 MHz 386SX system made by BSR with a .28 dot pitch super VGA monitor, 40 MB HD, both 5 1/4" and 3 1/2" disk drives, 1 MB Ram, 101-key extended keyboard, for under \$1300. (There are systems selling for a lot less, but they may be junk.)

But I'd really like to stay with Apple. But not with the sort of trash the dealers are telling me. Or are they telling the truth?

Can you tell me something to help me stay with Apple? Are you planning on discontinuing the Apple II line next year? I have heard a rumor from two people now (not Apple dealers) that you are working on a new II line computer - is this true?

I would suggest that in order to stop the rumor mill, Apple come right out and say what you plan to do. Is the Apple II dead (dying within the year), or is there something new on the horizon?

I'd appreciate an answer. Thanks.

Sincerely,
Terrell Smith

APPLE RESPONDS

January 20, 1992

Dear Mr. Smith:

Thank you for your recent questions about future plans for the Apple II product line. Apple will continue to sell, support, and service the Apple II product line as long as customer demand warrants it. We plan to continue to enhance the existing product line through updates to system software and peripheral add-ons and we fully expect Apple II computers to continue to serve our customers satisfactorily for many years to come.

We are pleased to send you the enclosed The Apple II Guide, a comprehensive resource for Apple II products. Designed to help the millions of Apple II owners identify and locate Apple II support resources, this guide includes hardware and software information, answers to commonly-asked technical questions, and more. The Apple II computer will remain a viable and productive tool for years to come. We believe The Apple II Guide, and its future editions will serve as a valuable resource for you and other Apple II users.

(The letter went on to give info on users groups, free 800 line for area support, and an invitation to use the Apple Customer Assistance Center line at 1-800-776-2333 between 6 am and 5 pm Pacific time.)

Signed,
Henry Sohn (Apple Customer Assistance)

[*][*][*]

So folks, that's the official word from Apple. It looks like their DEALERS need to hear it as well! Apple is NOT ready to close down the II line. Let's stop grouching and support the official Apple II Line

"line", give any ignorant dealers in our area the word, and maybe things will pick up again for Apple. It's up to us.

And by the way, The Apple II Guide from Apple is 231 pages. It contains a long letter from John Sculley about his support of Apple II, a history of the Apple II, and other information. -Terrell Smith

>>> MESSAGE SPOTLIGHT <<<

Apple II RoundTable
Category 5, Topic 7
Message 31 Tue Mar 24, 1992
BYTEWORKS at 12:56 EST

Actually, the Apple II is still a pretty good market for us smaller publishers. The fact that Apple has stopped supporting the machine doesn't mean you've stopped using it -- or buying software. The big companies can't make enough money from GS products to make it worth while. (I hear MicroSoft would like to dump their Mac BASIC because it only sells 1000 or so copies a month! I have fantasy dreams of sales like that. :) That makes the GS a great market for new or small niche market publishers.

As for finding someone to release GS or Apple II programs that are no longer in print, that's being done. Beagle Bros. has done that with several programs, Big Red Apple has bought up a lot of stock, and I'm trying to find the current address for whoever owns Pecan's copyrights to swing a deal. All you have to do to keep a program in print -- assuming it's one that can still sell several hundred copies -- is find out who owns the copyright and which current Apple II publisher does that sort of program and make sure they know about each other.

The Apple II isn't dead, and won't be for a long time. The kind of market has just changed -- a lot! :)

Mike Westerfield

P.S. We made more from the II in 1991 than in 1990, and more in 1990 than in 1989, etc. We expect to make more in 1992 than in 1991. We'll be here for a while, guys. :)

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENie Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```
////////////////////////////////////// GENie_QWIK_QUOTE ////////////////////////////////////////
/ "Hai, the word we shout when performing karate is "kiyai." /
/ It's supposed to frighten our opponents; but I've found /
/ that it's not nearly as effective as "ka gun" or "tire iron." /
```

//////////////////////////////////// R.ARP1 ////

[EOA]
[HUM]////////////////////////////////////
HUMOR ONLINE /

////////////////////////////////////

Tax Time!

Compiled by Terry Quinn
[TQUINN]

>>> COOK'N WITH TAXES <<<

~ Chocolate Layer Cake 1040 ~

- Line 1. Butter, a minimum of half a pound <8 oz.>, but not to exceed 1 pound <see line 5>.
- Line 2. Sugar, light brown or white, unless you or your spouse had a financial account in a foreign country in 1988, in which case dark brown sugar must be used. Do not substitute molasses or honey. Use 1 cup and adjust to taste.
- Line 3. Eggs, six or half a dozen, whichever is greater.
- Line 4. Semisweet chocolate, 6 oz. Nonfarm families may choose the optional method of using cocoa powder. If you elect the Cocoa Method, add 1/2 oz. <1 Tablespoon> of butter to each 3 table- spoons of cocoa. Multiply by .9897 per ounce of substitution. For adjustments to sugar, see p. 29. Add total to additional butter to Line 1 <above>. Sugar adjustments should be reflected in final total of Line 2. For additional details on cocoa conversion, see Form 551.
- Line 6a. Flour, white. If you were a federal, state or local government employed, you may be eligible for an excess flour tax credit. Measure 2 cups, sifting is optional.
- Line 6b. Flour, whole wheat, 1 2/3 cups.
- Line 6c. Alternative mixture: 1 cup white flour plus 3/4 cup whole wheat flour.
- Line 7. Vanilla, 1 teaspoon. See Schedule ZE for reporting use of imitation vanilla flavoring. You may be able to deduct the cost of real vanilla extract in 1991 if you itemize deductions.
- Line 8. Salt, 1/3 teaspoon <optional>. If you are a head of household with dependents and were born during a leap year, you must add salt.
- Line 9. Baking powder, 1 1/2 teaspoons. Use of baking soda will result in a penalty. See form W-Q.
- Line 9a. Walnuts, 8 oz., chopped. You may be eligible to use pecans or almonds. See Part III of Schedule PE, Itemized Substitutions. Preheat oven to 350 degrees F <375 if altitude exceeds 5,500 feet>. Be sure that you have turned the oven on before you begin assembling the ingredients. In a bowl <2 quart capacity> cream butter and sugar for 3 minutes, or until well blended, whichever occurs first. <Note: If you are using the Nonfarm Cocoa Method R[see Line 4 R], add additional butter and sugar at this point.> Next incorporate eggs, one egg at a time, into creamed mixture. If the eggs are from a farm of which you are the sole owner, you may be eligible for a Fowl Credit. See Form 9871m "For the Birds". Add vanilla. In a double boiler, melt chocolate at low heat. If you are using the nonfarm Cocoa Method, disregard the preceding instruction and stir in flour

PKARC program for sale. The author of the ARC code, which was freely distributed claimed that the ARC format was not public domain. Therefore even though anyone could get a copy of ARC, the author of PKARC could not use the code in the commercial program.

The result of this disagreement is not as important as the basis for the disagreement. If the ARC code was in public domain the the author had no basis for his objection. The PKARC author could use the code in his commercial program. If the ARC program was not in public domain, even though it was free, then the PKARC author did not have the right to use it, or alter it, without first receiving permission from the ARC author.

SHAREWARE The most common files found on public BBS systems are "*****" shareware. This sprang up due to the fact that many users where complaining that software was becoming to expensive and the you could not return it if it did not live up to the claims made by the publishers. People wanted to be able to "try before you buy!" With shareware you can get a copy off a BBS or from a friend, try out the program for a while, and then decide if you want to pay for it or not. Sounds simple enough, doesn't it?

Almost immediately people started to confuse shareware with public domain. It was understandable since up to that time anything found open to the public was public domain. Shareware authors have their hands full. They first have to make the public understand that the files they release as shareware may not be freely used, changed or altered. Second, they are trying to find a way to get people to pay the money asked for, if and when they decided to use the files.

The results of the "shareware wars" have been interesting. Some have chosen to just place the files in public with clear messages about what they want. Others have released crippled versions of applications, or sample files. When you pay the "THE RESULTS OF THE 'SHAREWARE fee you then receive the full WARS' HAVE BEEN INTERESTING." working copies of the files with documentation. To date I am not sure what has been the result of any of these efforts. I have been in on many discussions that often become heated. The bottom line I see is many people don't understand that the author of shareware files have retained all rights to that file. We have seen some files move from shareware to becoming commercially packaged and distributed. Some have done very well for the authors on the dealers shelf. As shareware they didn't bring in a penny. The files' rights were always owned by the author. What changed was the way the author choose to distributed it.

COPYRIGHTED Copyright for software hold the same rights, and same "*****" muddled clarity, that it does for any other area of creative work. Simply stated, any creative work is under the control of it's author unless legally given to another.

What has caused confusion is twofold. First, in the beginning, computer programers worked mostly in a club atmosphere. Code and programing style was freely passed around. With the onset of the personal computer came the software marketplace and the need of protecting you code under the copyright laws. The concept of passing around code, ideas, programing style and even full working application has hung on, especially in schools and "hacker" user groups. The ethics of "a fair wage for fair labor" is slowly making it's way in the

computer users circles. As computers become an everyday items in peoples houses the understanding of copyrighted software should become clearer.

The other confusion lies in the fact that some software is free for the taking. This leads many to think that the author has given up the

"THIS WAS CLEARLY SHOWN WHEN
APPLE DECIDED TO GIVE AWAY
MACWRITE AND MACPAINT WITH
EACH MACINTOSH. THEN THEY
DECIDED TO SELL IT SEPARATELY.
MANY PEOPLE DISAGREED WITH
THIS MOVE BUT IT WAS WITHIN
APPLE'S LEGAL RIGHTS.

rights to the file (be it code,
application or data). What needs
to be made clear is that the
author of any work has the right
to what happens to that work.
That means the right to say if,
when, where and how the creative
work is distributed. If some is
given freely away and then sold
to others, it is within the

copyright owners right to do that. The only action that removes that right is a legal written release of those rights. This was clearly shown when Apple decided to give away Macwrite and MacPaint with each Macintosh. Then they decided to sell it separately. Many people disagreed with this move but it was within Apple's legal rights.

FREWARE The newest term being used is Freeware. This term was coined
"*****" in an attempt to clear up the confusion mentioned above.
There are many files given away freely but still not in public domain. These files often come with restrictions about how they are to be distributed. Some are very specific about how they are not to be distributed, such as through "pay per disk" shareware companies. The author doesn't want any money for their work and doesn't want anyone else making money from their work. As stated above, they have the right to make that limitation, even if we do not agree with them.

When you get a copy of an application look for the copyright screen. This will tell you if the author is keeping the copyrights. If the screen does not clearly place the file into the public domain then the rights are retained. Look also in any documentation files that come with the file. These often contain directions as to how the file may be shared. Be careful, for these sometime contain very restrictive directions. Many distribution rights are restricted to GENie or other on-line BBS systems.

SUMMARY Some people believe that the copyright laws are unclear about
"*****" computer software and data. In some areas that many be true. In the world that most of us work and play, the copyright laws are very clear. Our rights to use and share any creative work, be it on the computer, on canvas or in any other form are limited by the copyright holder of that work (usually the creator). The copyright owner then has the responsibility to make those limits clear to us in a manner that we can understand.

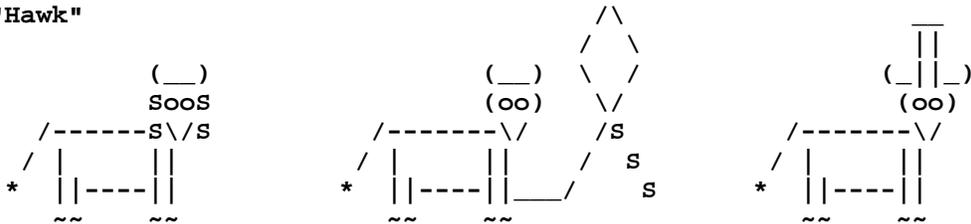
////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////////
/ "Every once in a while, this topic really enters /
/ the Twilight Zone. <grin>" /
////////////////////////////////////// J.EIDSVOOG1 //////////////////////////////////////

[EOA]
[FUN]//////////////////////////////////////
ONLINE FUNNIES /

////////////////////////////////////

CowTOONS!

By "Hawk"



This cow belonged to George Washington. Ben Franklin owned this cow. Abe Lincoln's cow.

[EOA]a

[HAR]////////////////////////////////////

HARDWARE VIEWPOINT /

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Your Apple II Needs A Quickie

By Larry Faust

[L.FAUST2]

THE QUICKIE SCANNER The Quickie scanner by Vitesse promises to be one of the new products that can breathe new life into the Apple II. It is a hand-held half page black & white scanner with up to 400 dpi (dots per inch) resolution. Although I have mine installed on my IIgs, the Quickie will work just as well on the IIe, the II+, or the Laser 128.

The scanner comes with a 6 foot cord, bootable GS/OS and ProDOS versions of it's software on both 3.5" and 5.25" disks, and an interface

<p>"THE QUICKIE SCANNER BY VITESSE PROMISES TO BE ONE OF THE NEW PRODUCTS THAT CAN BREATHE NEW LIFE INTO THE APPLE II."</p>	<p>card. The installation procedure is adequately documented in the 46 page manual. Basically, installation takes less than 5 minutes and boils down to plugging the card</p>
---	---

in a slot, attaching the card's socket to the backplane of the computer and plugging the scanner into it.

Although the manual claims that the card can be installed and operates "invisibly" in any slot, the short cable that goes from the socket to the card doesn't allow for placement in any other slots other than 1 or 2 on the GS. It also fails to give any alternative to the "short access hole" (next to slot 2 on the GS) into which the card's mini-DIN socket is fastened. Mine was occupied with my ProGrappler cable, and after thinking about the problem for a little while, I chose to move the ProGrappler cable and "modify" one of the removable plastic covers for the longer slots for it.

The software is equally as simple as the normal installation. The GS/OS version comes with a run-time version of "Wings", another Vitesse product, which further simplifies the process, and presents the ever-familiar desktop interface. One particularly nice touch to the GS version is the inclusion of a condensed version of the program that can be installed as an New Desk Accessory (NDA) which can be invoked from within virtually any GS application. (Another documentation failure: the

manual fails to point out that not only "Quickie.NDA" must be in the Desk.Accts folder, but the file "Quickie.Prefs" must be as well!). The choices on the pull down menus in the GS version (both stand-alone and NDA) have keyboard equivalents. However, the scanning options in the NDA version are limited as compared with those of the application itself. By contrast, the ProDOS version is simply menu driven.

The real fun begins with the actual operation of the scanner. Once you set the appropriate method of scaling the grey tones, proper use of the Letter/Photo switch and the contrast thumbwheel takes a bit of practice (A minor complaint: the infinitely-adjustable thumbwheel is positioned right where one's hand would grasp the unit for scanning, and therefore is very easy to move unintentionally). Scanning takes a steady movement of the scan head- the software constantly "clicks" as you move the head during a scan, letting you know when you're going too fast.

"THE REAL FUN BEGINS WITH THE ACTUAL OPERATION OF THE SCANNER."

the Letter/Photo switch and the contrast thumbwheel takes a bit of practice (A minor complaint: the infinitely-adjustable thumbwheel is positioned right where

My own experience with the scanner has led me to a somewhat surprising solution for getting consistently straight and smooth scans- use a "Rolling Ruler" held firmly against the top edge of the scan head. The ruler's "wheelbase" is wider than that of the scan head, and the straightedge provides an ideal method of making sure the material to be scanned is lined up correctly.

Once you finish the scan, the scanned image is processed according to your settings and displayed on the screen. The processing time is dependent on your settings as well as the size of the scan itself.

The "Save As..." command gives the user the option of saving the scan in either:

- o Screen Format (65 blocks long),
- o Paint Format (compressed),
- o Apple Preferred Format (compressed),
- o Print Shop GS format (a non-standard format used only for that program),
- o Hi-Res format (standard format used by Publish It!, among other programs), or
- o Double Hi-Res Format.

The software is very forgiving if the scan does not turn just out the way you intended and you want to try again. Just discard the old scan, and scan again.

Uses for the Quickie are only limited by your imagination. True, the scans are in greyscale, but they can be imported into and "colored"

"USES FOR THE QUICKIE ARE ONLY LIMITED BY YOUR IMAGINATION."

with any paint program. Line drawings, photographs and even paintings can become clip-art for your desktop publishing applications or "slides" for

your slide show presentations or even the bases for your own unique computer art.

In summary, the Quickie scanner is simple to install in any Apple II, is nearly flawless in operation (with practice), and is a fast and easy way to add clip-art, photographs, and artwork to all of your Apple II applications.

[EOA]a
[HII]////////////////////////////////////
 HARDWARE VIEWPOINT II /
////////////////////////////////////
Don't Touch That Keyboard!

By Larry Faust
 [L.FAUST2]

>>> DON'T TOUCH THAT KEYBOARD! <<<

NEW LIFE FOR APPLE II In my article about the Quickie hand-held
"*****" scanner, I sang praises about how it could
breathe new life into the Apple II. Well, folks, when the Quickie hand
scanner is used in conjunction with Westcode's InWords OCR (optical
character recognition) software, the Apple II not only gets new life
breathed into it, but actually allows Apple users to tap the raw power
that up until now was reserved for those, ahem, "sophisticated"
machines. And it does so for a fraction of the cost!!

Using InWords, virtually any printed information can be scanned and imported into:

- o a classic AppleWorks or Appleworks GS word processor document, spreadsheet, or database,
- o a BeagleWrite GS (MultiScribe GS) document,
- o a GraphicWriter III document, or
- o a text file for inclusion into HyperStudio (and theoretically, HyperCard GS)

A user should even be able to "scan in" a program listing that has been published in a magazine, instead of typing it!

This powerful program was written by our good friend, Alan Bird. Mr. Bird was responsible for a lot of the Beagle Bros AppleWorks enhancements. In this program, he hasn't forgotten his roots. InWords has the familiar AppleWorks filecard interface, and hence is extremely simple to use. It comes on non copy-protected, bootable 5.25" and 3.5" disks.

The documentation is well-written and indexed. It even walks the user through several OCR sample sessions.

InWords presents the user with THREE different ways to scan printed material:

- o Standard scan- used when the column of text is narrower than the scanner's head,

- o Merge scan- used when the column of text is wider than the scanner's head, as in a hardback book, and
- o Column scan- used when there are two or more columns of text, as in a newspaper or magazine.

InWords comes with an extensive standard font table plus specific font tables for many popular magazines (I was gratified to see A2-Central and NAUG as two of the specific fonts recognized).

Once the Letter switch on the scanner is set and a resolution of 300 dpi (dots per inch) is selected, the user is all set to scan down the page (portrait mode). Again, as when using the Quickie alone, there is the option of audio feedback to monitor the speed of your scan.

After the scan, and Return is pressed, then the magic takes over. This is called the recognition process, and, yes, InWords actually analyzes your scan, compares it to the font table that you've selected, and quickly recognizes the text which it then deposits into an AppleWorks-like editor for proof-reading and correction by the user. All unrecognized characters are denoted by a user-definable character (the manual suggests one such as " ~ " which can be easily detected by a spell-checking program).

Don't worry if InWords doesn't recognize some particular text because it's in a unique font. If the "Font training" option is selected, InWords will "step through" each of the scanned characters and ask the user to tell the program what letter or number that the character represents. As more characters are "defined", the process gets faster. The program gives the user the option of saving this information in a font table which can be saved and used again.

The user is given the choice of THREE methods of saving the recognized text:

- o as a straight text or ASCII file,
- o as a text file with a <RETURN> placed after each line, or
- o as an AppleWorks word processor file.

What you intend to do with the recognized text afterwards should govern how you save it to disk. For instance, if you want to import the recognized text to a AppleWorks database, it is important to save it with a <RETURN> after each line, as these will define the fields and records.

Version 1.0 of the program (released in mid January, 1991) is the current version of InWords, and there are the inevitable but, in this case, relatively minor "undocumented features" or peculiarities to deal with. Four of the most egregious:

- 1) if you have a RAMdisk set up as part of your system's configuration, InWords doesn't like anything to be on it,
- 2) if the document you are trying to scan has any blank lines, such as signature lines, in it, InWords will not be able to recognize them and will crash,

- 3) the program tends to take all available memory (it shares this peculiarity with Classic AppleWorks pre-version 3),
- 4) InWords tends to confuse similar looking characters, such as "O" and "0", "l" and "1", and "S" and "5",
- 5) InWords doesn't allow for landscape scanning (scanning across the page instead of straight down it), and
- 6) Although InWords supports Quickie and other Apple II hand-held scanners, it doesn't support flatbed scanners.

I have it on good authority that version 1.1, which should be shipping to registered users and available for sale by the time you read this, corrects ALL of these shortcomings, except landscape scanning and the flatbed scanner support.

Despite these peculiarities, InWords allows the Apple user to become even more productive- productivity that, again, is only limited by the imagination- unleashing yet another part of the Apple II's power at a very reasonable cost.

[EOA]
 [TEL]////////////////////////////////////
 TELETALK ONLINE /
 //////////////////////////////////////
 Telecomm Power!

 By Phil Shapiro
 [P.SHAPIRO1]

>>> FLAT-RATE TELECOMMUNICATION <<<

~ A Landmark Event in the History of Human Communications ~

Throughout the history of human communications, there has always been a monetary fee associated with long distance communication. From the pony express to the U.S. mail to the telegraph to the telephone to the fax, every long distance communication medium has charged a "per unit" message fee. The underlying rule has been that the more you communicate, the more you pay.

Enter flat-rate telecom.

For the first time in the history of civilization, human beings are offered the opportunity to communicate long distance at a flat-rate.

The upshot of this is that the MORE you communicate, the LESS you pay per message.

Human beings are so accustomed to being charged "per-message" fees for long distance communication that they fail to fully appreciate the revolutionary nature of flat-rate telecom. Homo sapiens are creatures of habit, and the habit to keep long distance communication to a brief minimum is one that is hard to break.

But take a minute to think about this.

The United States Postal Service charges you a communication fee by the ounce.

Your long distance phone carrier charges you by the minute.

Western Union charges you by the word, for telegrams.

But GENie charges you a flat-rate --- by the month --- for unlimited usage.

Not only that.

Unlike other national information services, GENie doesn't place a cap on how many e-mail messages you can send per month. At no time do you have to stop and consider,

"AT NO TIME DO YOU HAVE TO STOP AND CONSIDER, 'GEE, I WONDER IF IT IS WORTH MY MY WHILE TO SEND THIS NEXT MESSAGE?'"

"Gee, I wonder if I've exceeded my 60 messages per month limit? I wonder if it is worth my while to send this next message?" GENie also goes beyond other information

services by allowing lengthy text file uploads via GE Mail. (While GENie does not explicitly state a size limit for text file uploads into the GE Mail editor, a recent test upload of a 25K text file received no complaints from the GE Mail editor.) Other information services limit text file uploads to 5K or less, per e-mail message. This effectively forces you to send larger files via other methods, rather than as e-mail.

As we enter the Information Age, anthropologists have come to appreciate that communication lies at the very core of our social structure. It's no exaggeration to say that civilization as a whole advances in direct proportion to the quantity and quality of communication taking place.

Businesses grow through communication.

Children learn through communication.

Social fabric is formed through communication between human beings.

When the per-unit fee for long distance communication is kept to a bare bones monthly minimum, society as a whole becomes the ultimate beneficiary.

When people freely exchange ideas, society as a whole moves forward.

The full significance of flat-rate telecom becomes apparent when you consider it as a better bargain than even flat-rate local phone service. Just as nobody thinks twice about picking up the phone to call a local friend, in time nobody will think twice about making the best use of flat-rate telecom.

True, e-mail does not offer the equivalent communication experience as a real-time phone conversation. But e-mail does offer two distinct advantages over phone communication: 1) It is non-disruptive, and, 2) It

is easy to "publish" or "broadcast" a message by courtesy copying two, four, eight, or twenty-eight other persons.

Whatever advances in communication occur in the next 50 to 100 years, historians will look back on the early 1990's as being a pivotal turning point in the history of human communications. Those were the first days that the human animal communicated long distance without having to pay a per-message fee.

You don't have to be Johann Gutenberg to realize the full significance of this development.

And the doorways it opens up.

[*][*][*]

Phil Shapiro (The author is the founder of Balloons Software, a new Apple II educational software company. Phil Shapiro is a resident of Washington D.C., uses GEMail to communicate with friends and business colleagues in Honolulu, Hawaii; British Columbia, Canada; and Moscow (via Finland). He can be reached at 5201 Chevy Chase Parkway, NW, Washington, DC 20015-1747. Or via electronic mail on GENie: P.Shapiro1

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////////
/ "It's very nice to be able to ask some esoteric question /
/ like the TONE structure for a touchtone phone... and get /
/ TWO detailed postings!!!! Thanks for sharing the info!!!!" /
////////////////////////////////////// RHFACTOR //////////////////////////////////////

[EOA]

[HID]////////////////////////////////////

HIDDEN TREASURES /

////////////////////////////////////

Computer Keyboarding

By Phil Shapiro

[P.SHAPIRO1]

Program Name : Computer Keyboarding
Filename : TYPING.INST.BXY
Library Area : 51
Program Number : 17526
File Size : 117376
Program Type : Typing Tutorial
Author : Charles Hartley [C.HARTLEY3]
Version Reviewed:
File Type : Freeware

[*][*][*]

>>> HIDDEN TREASURES <<<

~ The "Computer Keyboarding" Freeware Disk ~

Every once in a while a program is uploaded to the Apple II Round-

Table library that has all the polish and refinement of a commercial software program. Two months ago Charles Hartley, a middle school computer teacher from Kentucky, uploaded a disk he made called "Computer Keyboarding." If you missed seeing the freeware notice on the opening screen, you could easily mistake this program for being a commercially produced product.

Computer Keyboarding is a touch typing tutor that thoroughly and carefully drills you on touch typing skills. The program takes you right from the beginning, even giving you a short lesson in proper body posture and hand-positioning. Beyond that, the program keeps careful track of your progress, so that you can easily pick up where you last left off.

Best of all, Computer Keyboarding runs on any 64K Apple II, and does not require an 80 column card. (Presumably, therefore, it could be used on a 64K Apple II+ or an unenhanced, 64K Apple IIe.) Naturally, it should also run fine on any Apple IIc, IIGS, IIc+, and Laser 128 series computer.

Before describing this program any further, let me quote from the documentation that comes along with the disk, describing the author's motivation for making it:

"I wrote this program because I could not find a decent and affordable typing instruction program that taught typing the way I thought it should be taught. This program is unique in that it puts greater emphasis on accuracy, not speed. Other programs that I have seen or used seem to have a fixation with speed. The program is highly structured in the sense that users must attain a degree of mastery with one set of keys before they proceed with the next set. At the same time there is a degree of flexibility built into it. Users who have difficulty with a set of lines are presented with the same set again and/or are presented additional lines to type. Also, users have the opportunity to practice lessons a second time voluntarily if they wish."

When I took this program out for a test drive I was happy to see that the author included three cute little typing games. But the only way to get to these games is to progress methodically through the lessons.

Should you wish to download and use this program, here are some tips and suggestions:

The name of the shrunk file is: "Typing.Inst.BXY". You can download it to either a 5.25 or 3.5 inch disk. The program itself is quite large, and therefore needs to be unpacked to two 5.25 or one 3.5 inch disk.

Instructions for unpacking to two 5.25 inch disks is contained in the AppleWorks file titled: "Read.Me.First". First you format the two 5.25 disks using the given volume names. Then you can unpack the shrunk files to the two disks by following the given directions.

As with most downloadable programs, the final step is to copy ProDOS and BASIC.SYSTEM onto your bootup disk. But before you boot this disk, WAIT! Make a backup copy first. Put the original aside. Because after you register your name to the disk, the disk will not allow someone else to register under a different name.

The whole idea is that each person gets their own typing disk, where the program keeps careful track of your progress. Since the software is freeware, there is no reason why you can't easily make ten, twenty, or as many copies of the disk as you need. But if you register your name on the disk before making the copy, you'll have to go through the whole unshrinking procedure to produce a virgin "unregistered" disk.

One final note: the documentation in the "Read.Me.First" file is contained in an AppleWorks 3.0 word processing file. Even if you don't own AppleWorks 3.0, you can still display this file on your screen by using the "Type" command on ShrinkIt. You may want to take some written notes if you plan on unshrinking the file to two 5.25 inch floppies.

If you're an adult who is still doing the "hunt-and-peck" routine, now you have no excuse for not learning to type with ten fingers. If you know of any teenagers who have some spare time this coming summer, learning to type with Computer Keyboarding could be one of the best uses they could make of their free time.

Charles Hartley, the talented programmer who made Computer Keyboarding, invested months of work in producing this disk. The fact that he is willing to share this program as freeware is a testament to his generous and caring spirit. We are fortunate to have such a creative, sharing soul as an active members of the GENie Apple II community.

[EOA]

[SOF]////////////////////////////////////
SOFTVIEW][/
////////////////////////////////////

Making A Point

By "Rainy"
[L.WILSON6]

>>> A USER'S REVIEW OF POINTLESS <<<

~ by WestCode Software ~

I'll try to hold the Pointless jokes to a minimum. TrueType for the Apple IIGS is the name of the game here, and Pointless is an excellent rendition of it.

This program begs for your abuse. You can store fonts in any online drive, load and unload available fonts from the control panel, and read Macintosh TrueType fonts directly from a Mac formatted disk. (Reading Mac disks will be allowed with the arrival of GS/OS 6.00)

Alan Bird knew what we needed, and gave it to us in spades. Pointless works invisibly, on screen and out the printer. In short, this is good stuff:

- 1) Smaller system size for those with a lot of font sizes -- a

TrueType font family can be a lot smaller than the bit mapped equivalent; bitmapped Courier font in 8 sizes (9,10,12,14,18,20,24,28) takes 61K and prints jagged characters in the larger point sizes. Courier bold adds another 63K for a 124K total.

If you use a printer driver that reduces larger point sizes for higher quality (The Imagewriter II uses 2 times the screen font, Imagewriter LQ uses 3 times the screen font, Deskjet uses 4 times the screen font) you'll have used a lot of disk space for fonts.

TrueType Courier, with bold, takes 113K, and prints smoothly at all sizes. And the TrueType fonts will load from any online disk -- not just the boot volume.

- 2) Better print for most printers -- Pointless generates the correct size when asked by your printer driver, so you always have that larger font size to reduce for smoother print.
- 3) Better screen print -- I haven't noticed THAT much difference on the screen, except I can now read the font used in the AWGS communications module. The online talk is that many people do notice
- 4) The manual is quite good.
- 5) It's from WestCode, home of Inwords digital scanning software. These guys deserve our support!

Bad Stuff!

- 1) Eats system RAM if you are not careful -- Generating fonts is so painless, you will not notice them piling up. At 4 megs I can play pretty hard. But with five or six fonts in three sizes on the screen, I better not try to print. Pointless will generate bit maps for each of font and point size that are 4 times the screen size when Harmonie asks it to. I will run out of memory.

I had the same problem before, with the bitmapped fonts, but Pointless is so much fun, it happens more often.

- 2) Time for font generation may be a factor -- With a ZipGS 10 mhz, 64K cache, font generation time is always less than 5 seconds. But I am impatient, so I load some bit mapped fonts.
- 3) Genie bills will go up -- As you download more fonts (the cost of improvement) or you brag about the improved output, or some obscure font. All in all, It's Pointless to use TruType fonts on the GS!

So What?

- 1) You need this program if you have Harmonie or Independence, and a high quality printer.

2) LaserWriters are a special problem, and this won't help. You don't need this if you have a "basic" system, unless you like to play with fonts.

Note: If you use a Mac, Metamorphosis will convert most any PostScript typel font to TrueType, then use Stuffit (not Deluxe) and transfer to a Prodos disk with APFE, unShrinkit it with the GS, and you have a new font for your GS.

Send abuse to:

L.Wilson6
Post accolades and discussion
in A2 Cat 37 Topic 4,
WestCode's support category

[EOA]

[FYI]////////////////////////////////////

F.Y.I. /

////////////////////////////////////

Alliance International On GENie

ALLIANCE INTERNATIONAL ON GENie New on the marketing side of the
***** Apple II world is the Alliance
International Inc. In its simplest form, the AII is a national Apple II
user group, determined to bring the lonely Apple II user into the
interactive Apple II community.

But AII plans on doing much more. The following two posts can be found in AII's new topic, Category 5, Topic 7. The first explains the formation of AII and the groups goals. The second tells about AII's current status.

>>> WHAT IS THE ALLIANCE INTERNATIONAL INC. (AII)? <<<

The Alliance came about as a result of discussions between a group of Apple II developers, users and Apple engineers on America Online's "Across The Boards" area. One of the developers/users involved in those discussions, John Majka, of Louisville, KY, decided to form a "support group" for the Apple II based on the premise that since Apple Computer, Inc. apparently is not going to support Apple II owners, Apple II owners should get together and support each other.

In late 1991, AII was incorporated in the state of Kentucky. It is currently a "for-profit" corporation because a "non-profit" company is somewhat more complicated to set up and there are complex state and federal laws about tracking donations, costs, reporting, etc. So it is simpler and cheaper to go "for-profit", at least for a while.

The mission of The Alliance is to promote and advance the use of the Apple II computer in home, business, education and other markets.

We intend to accomplish that mission by...

- 1. Notifying Apple II users through national media (newspapers, radio, TV) that they can get support for their computer from The Alliance.

2. Providing an "800" support number.
3. Offering a subscription to a quarterly publication which lists available Apple II software, hardware and services and where to purchase it or find it.
4. Encouraging existing developers of Apple II software to continue development.
5. Encouraging developers of software for other computers (Borland, Aston-Tate, Lotus, etc.) for home and small businesses to develop software for the Apple II.
6. Talking to, lobbying, pressuring Apple Computer, Inc. to devote more resources to the Apple II line.

In order to accomplish these goals we are asking individuals and Users Groups to become members of the Alliance. The dues for individuals are \$20 and for Users Groups, \$50.

Your membership will tell us that YOU want the Apple II to live and grow. It will tell us, and the developers that you want more software and hardware. It will tell us if we are right or if Apple Computer, Inc. is right, that Apple II users don't care, and that we are just whistling in the grave yard of the Apple II. It will let us know if we are wasting our time, efforts and money or not.

If you decide to support us in supporting the Apple II, please send your \$20 or \$50 check and any ideas and suggestions you may have to:

THE ALLIANCE INTERNATIONAL INCORPORATED
P.O. Box 20756
Louisville, KY 40250.

For more information about the Alliance's activities and goals, please continue to read the messages in this topic. We invite any questions, comments or discussion of the Alliance's goals and purposes.

The Alliance International Incorporated
P.O. Box 20756
Louisville, Kentucky 40250
(502) 491-6828

Contact: John R. Majka
(502) 491-6828

MORE ALLIANCE FOR IMMEDIATE RELEASE March 16, 1992

THE ALLIANCE INTERNATIONAL INC. REACHES INITIAL MEMBERSHIP TARGET, WILL BEGIN APPLE II PROMOTIONS

The Alliance International Incorporated announced today that it has reached its initial target of 150 paid members. Alliance officials say this early success means that The AII will soon be able to begin actively promoting the Apple II computer through advertisements in national magazines or newspapers.

The ads will be aimed at current Apple II owners who do not belong to a local users' group or subscribe to Apple II publications. The advertising campaign also will target new computer buyers with the message that an Apple II computer is still an excellent buy in the current computer market.

The Alliance, incorporated in October, 1991, is an organization of Apple II users and software developers who want to promote the Apple II computer. Although such promotional activity would normally be done by the computer's manufacturer, Apple Computer Inc.'s marketing efforts have been focused almost exclusively on its Macintosh line of computers in recent years, resulting in a significant decline in consumer awareness of the Apple II. The Alliance is not affiliated in any way with Apple Computer Inc.

In January, 1992, The Alliance's board of directors had established a minimum target of acquiring 150 dues-paying members (\$20 per year for individual memberships, \$50 for user group membership) by April 1, 1992. The board believed that achieving this goal would show that there is sufficient user support for the goals of The Alliance. The fact that the goal was reached two weeks ahead of schedule is especially encouraging.

As support for the Alliance continues to grow, convincing software developers to stay with the Apple II and to create new products for it should become easier.

Another goal of The Alliance is to provide greater support for current Apple II owners by increasing the number of programs available for the computer. The AII intends to accomplish this goal by encouraging current Apple II software developers to write new programs and by persuading IBM PC and Macintosh software developers to "port" or re-write current applications to run on the Apple IIe and Apple IIGS.

"If Lotus 1-2-3 could run on a 40 kilobyte IBM PC, then it could easily run on a 1 megabyte Apple IIe," said John Majka, secretary of The Alliance. "And there is a great deal of similarity between the operating system and tools of the Macintosh computer and the Apple IIGS computer. If a program runs well on a Macintosh, re-writing it for the Apple IIGS would be very simple. By opening up the Apple II market, software developers could increase their sales and profits."

APPLE ALLIANCE THOUGHTS Allow me to post my own thoughts on the
"***** Alliance and its goals. I speak here as a
member of the Alliance (I sent my \$20 check last week), a friend of John
Majka's (he's in my local Apple users' group) and a longtime and
still-committed Apple II user. I opened this topic because John asked
me -- and I agreed -- to serve as the unofficial GENie representative
for AII.

I support the Alliance for the same reasons that I supported an effort that began more than a year ago here on GENie. For those of you who followed that discussion, there was an attempt to accumulate enough money to place an Apple II ad (or series of ads) in inCider or some other national publication. As I recall, nearly 100 GENie subscribers pledged money to the cause, but in the end the person who had agreed to lead the effort abandoned it for lack of time.

It was evident then that any such effort would engender, at the

least, a fair amount of dissension. Everyone seemed to have his or her own idea about what the ad should say and where it should be placed and why we should adopt one strategy over another.

The Alliance undoubtedly will face the same problems. Lots of us would like to support the Apple II in some way or another, but we want to do it OUR way. We would all love to see Apple Inc. step up and actually try to persuade people to BUY the computer they make (and software developers to write programs for it), but we also all know that that just isn't going to happen.

So what are our choices? We can gripe a lot at users group meetings or in BBS messages; we can send poison pen letters to John Sculley, or we can join the Alliance and try to pool our resources to create an effective, organized voice of support for the Apple II.

The Alliance may not be the organization that YOU would have created, or you may not agree with all of its goals or strategies, but it is the ONLY group I know of that is actively working to create a national (indeed, international) coalition to support and promote the Apple II. Its long-term goals include advertising the Apple II in national magazines and newspapers, encouraging developers to write or port software for the Apple II and, in general, increasing consumer awareness of the Apple II.

If you agree with these goals (and especially if you were willing to pledge to the earlier effort here on GENie) I hope you will support the Alliance by sending your \$20 membership fee to the address listed in previous messages in this topic.

If you have ideas, suggestions, comments for AII, or disagreements or whatever, please post them here (or send me e-mail) and I will pass them on to John and the other Alliance directors. --Dan (via TCXpress)
(D.CRUTCHER, CAT5, TOP7, MSG:8/M645)

ALLIANCE RESPONDS (D.CRUTCHER: John Majka asked me to post the
"*****" following response to previous messages in this
topic: First, all comments and criticisms and advice are well taken.
Some of us have said many of the same things. We are NOT thin-skinned.
If you don't agree, fire away! We don't claim to know everything nor
have a corner on the good idea market.

The Stamp Well, its worth a shot! The worse they can do is say "No"
"*****" and we're no worse off than before. If we get it, it's
great publicity for a great computer.

Support One of the biggest, if not the biggest gripes I've heard from
"*****" users is that there isn't enough software for the Apple II.
We aim to change that.

The Alliance is trying to support existing Apple II users! One way is that we're encouraging current Apple II developers, publishers, etc. to stay with the Apple II or, if they've left, to come back. Another way is that we are going to try to get Mac & MS-DOS software people into the Apple II market. Both mean more products and support for the Apple II and it's users.

Marketing The Apple II is a great computer but the world doesn't know

"" about it. It's time it did! That's why we're trying to advertise it. Then, maybe, people will stop saying that the II is technologically obsolete or a kid's toy and say nice things about it. That will encourage Apple II users and developers. It may also bring in new computer sales. Remember that Apple said that they would support the II as long as people wanted to buy it. If new users aren't buying, Apple will drop it. So new sales are as important as existing users.

We will NOT be advertising in Apple II publications. That's preaching to the choir! That's also the responsibility of companies that make and sell Apple II stuff. If we're selling anything, it's the computer and the Apple II Dream that seems to have died at Apple Computer Inc. Just a few of the mags we're putting ads in are National Review, New Woman, Sports Afield, Inc. Magazine and Nation's Business.

Our ads will start out small but as The Alliance grows, so will the ads and our effectiveness.

We probably won't be advertising in other computer mags either. That's preaching to the devil! The readers already have their computer and are not about to toss it out. (Although, an IBM PC clone user here in Louisville recently got his hands on a IIGS. His PC clone is now for sale. Any offers?)

Coming out of the closet As for pulling the Apple II out of the "" closet, if that's what they have, then we'll encourage them to do so. In addition to my IIGS, I still have and use a III+! It's even connected to my HP LaserJet IIP. The Alliance has also received letters with membership checks from a number of Apple II+ owners. One was a lawyer who still uses Applewriter and is very happy. If the user is happy and it meets his needs, fine and dandy. If not, maybe we can convince him to upgrade to an Apple IIGS instead of a clone.

Education We've not forgotten the educational wing even though most "" software and hardware sales are not to educational institutions. (A recent, non-scientific survey of a few Apple II developers showed that less than 5% of their sales went to the education market.) One of our members is writing up his experiences in helping a local school make their Apple IIs more effective. When finished, we plan on giving it to educational computing magazines and member user groups as an article or series of articles depending on the length. Another member already has written a couple of books on the subject and is writing another. We are going to see if we can sell them.

T-Shirt Thanks to A2 Sysops for putting The AII on your mailing list. "" We appreciate it and especially appreciate the article mentioning The Alliance.

If the topic of my article was not suitable, well, I can't be perfect all the time and can't please everybody. But if it was my writing style, let me know and I'll change or get somebody to do it better. Of course, you're free to edit it too.

The T-Shirt was done before but it might be worthwhile to do again. My idea is a picture of an Apple II on the front of the T-shirt with the words "One more time: This is your brain." On the back, a picture of an MS-DOS computer with the words, "This is your brain on drugs. Any

questions?" We could sell the T-shirt and use the funds for additional activities. One person wrote in and suggested jewelry like a tie tack or pin.

Good idea though, contests are always good at generating publicity. That's why radio stations use them so much.

Let's get these ads rolling first. If you're in the business of supporting the Apple II, expect to be getting a letter in the next week to 10 days. If you haven't received it by April, 15th (TAX DAY), let us know. We're going to need something to send to the people who respond to our ads. We think brochures of Apple II software & hardware are perfect to let them know that the II hasn't been abandoned!

We've been up to our eye balls with processing new memberships, getting advertising info, developing the ads, figuring out where to put them, getting developers & publishers & others involved and getting info for the National Apple II Day at the Mall and answering questions. Then there's KansasFest and Boston Applefest coming up.

Once this stuff is out of the way, we can concentrate on other things.

Joining I can understand reluctance to join on the part of Apple II "*****" users. One fellow sent in a membership check and said that he'd put an article about The AII in his user group newsletter if we were still around in 30 days. There have been a number of ad hoc campaigns that just petered out. I assure you that this one won't! We know that we have to prove it to you and we will! Besides, have I ever lied to you before? :)

We've been officially around since October 22, 1991, the incorporation date. That's more than 30 days right there! It's taken a while for word to spread and get stuff in the Apple II magazines because of publishing schedules. But we're in here for the long haul.

I'm of 100% Polish blood. There seems to be something about Poles that doesn't let them give up. Face it, any country whose national anthem begins "Poland isn't lost while we are still alive..." is going to produce fighters. As far as The AII is concerned, "The Apple II isn't lost while we are still alive."

We may still lose the fight but there will be a fight!

-John Majka (D.CRUTCHER, CAT5, TOP7, MSG:34/M645)

[EOA]
[PRT]////////////////////////////////////
PRINT ME! /
////////////////////////////////////
GENie Lamp Template

PRINT ME! Are you a new member on GENie? If so, this GENie Lamp "*****" template can come in handy when exploring the Computing RoundTables.

To make your GENie Lamp template, "clip" the following chart and print it on your printer, cut to size, then tape it to a heavy piece of paper or thin cardboard.

~ cut here ~

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GENie Lamp Template M515
.....
<BYE> - Bye, logoff the system.      <C>ommand - Toggles command/menu mode
<F>eedback - Send FEEDBACK to GE     <H>elp - Help
<L>ocate m - Locate member m         <M>ove xxx - Move to Page xxx
<M>ove xxx;y - Move to Page xxx;y    <N>otify m n - Send a notice n to member m
<NON>otify - Toggle No Notify        <P>revious - Move to Previous Page
<PA>ssword - Change your password    <PH>one - Information on GENie access #s
<PO>rt - Display the Port Number     <R>ead - Read your new mail
<S>end - Send a new letter           <T>ime - Print the current time and date
.....
~ Fold Here ~

```

~ Cut Here ~

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//////////////////////////////////////////////////// GENie_QWIK_QUOTE //
/ "Well, years later when we look back into our lives from the /
/ future and ask ourselves "What is the most memorable thing /
/ that you've done?". I believe most of us will say "I bought /
/ an Apple //".
//////////////////////////////////////////////////// Ryan //

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[EOA]
[LOG]////////////////////////////////////
                LOG OFF /
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GENie Lamp Information
.....

- o COMMENTS: Contacting GENie Lamp
 - o GENIE LAMP STAFF: Who Are We?
 - o CONTRIBUTORS: This Issue

GENie LAMP GENie Lamp is monthly online magazine published in the
 "....." GENie Lamp RoundTable on page 515. You can also find
 GENie Lamp in the ST (475), the Macintosh (605), the IBM (615) and
 Apple II (645) RoundTables.

If you would like to ask a question, leave a comment or just drop in and say hi. You can contact us at the following addresses:

- o John F. Peters [GENIELAMP] Publisher/Editor
- o Kent Fillmore [DRACO] GENie Product Manager

U.S. MAIL
.....

GENie Lamp Online Magazine
% John Peters

5102 Galley Rd. #115/B
Colorado Springs, CO 80915

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- o Larry Faust [L.FAUST2]
- o Lorraine Wilson [L.WILSON6]

////////////////////////////////////
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////////////////////////////////////
 (c) Copyright 1992 T/TalkNET OnLine Publishing, GENIE, and the GENIE Computing RoundTables. To sign up for GENIE service, call (with modem) 1-800-638-8369. Upon connection type HHH. Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system will then prompt you for your information.
 //////////////////////////////////////
 [EOF]a

"" anything in time (other than a seek to read the code), and reliability of the code is greater.

Reduced Dev

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DOCUMENT almp9205.app
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Your
GENie Lamp Apple][
RoundTable
RESOURCE!

- ~ Lunatic's Finder Hints ~
~ Apple II Online Awards ~
~ Apple II News and Views ~
~ DRACO Says Goodbye To An Old Friend ~

////////////////////////////////////
GENie Lamp A2 ~ A T/TalkNET OnLine Publication ~ Vol. 1, Issue 2
Publisher.....Kent Fillmore
Senior Editor.....John Peters
Co-Editor (A2).....Tom Schmitz
GENie Lamp ST ~ GENie Lamp MAC ~ GENie Lamp IBM ~ GENie Lamp Apple][
////////////////////////////////////

>>> WHAT'S HAPPENING IN THE COMPUTER ROUNDTABLES ON GENIE? <<<
~ May 1, 1992 ~

- FROM MY DESKTOP [FRM] APPLE_BITS [BIT]
Notes From The Editors. A2 News & Views.
HEY MISTER POSTMAN [HUM] HUMOR ONLINE [HUM]
Is That A Letter For Me? Shareware? How About...
TELETALK ONLINE [TEL] F.Y.I. [FYI]
Good Bye, Old Friend. Getting Started With 6.0.
THINK ABOUT IT [THI] ONLINE FUNNIES [FUN]
Food For Thought. CowTOONS!
ASK ME! [ASK] APPLE II AWARD WINNERS .. [AWA]
Go Ahead, Ask Me! Pass The Envelope Please...
FOCUS ON [FOC] SOFTVIEW [SOF]
So What Is It? Part II. Lunatic's Finder Hints.
ONLINE ELSEWHERE [ELS] AT THE FAIR [FAI]
Modem USA Book Review. Hi_Tech_Woodstock?
HARDWARE VIEWPOINT [HAR] ONLINE LIBRARY [LIB]
Back It Up. Yours For The Asking.

LOG OFF [LOG]
GENie Lamp Information.

[IDX]
READING GENie Lamp GENie Lamp has incorporated a unique indexing
"....." system to help make reading the magazine easier.
To utilize this system, load GENie Lamp into any ASCII word processor
or text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed
"....." here in GENie Lamp, you will find all the information you
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____|_____|_____|_____|_____|
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and
"....." weekend access to more than 100 services including
electronic mail, online encyclopedia, shopping, news, entertainment,
single-player games, multi-player chess and bulletin boards on leisure
and professional subjects. With many other services, including the
largest collection of files to download and the best online games, for
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie
service, call (with modem) 1-800-638-8369. Upon connection type HHH.
Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system
will then prompt you for your information.

.....
//////////////////// GENie_QWIK_QUOTE ////
/ "Keep your eyes on some Florida Apple II developers, such as /
/ Seven Hills and Econ Technologies. You may see some surprises /
/ coming from there too. The Apple II is far from dead." /
//////////////////// A2.TYLER ////

[EOA]
[FRM]////////////////////
FROM MY DESKTOP /
////////////////////
Notes From The Editor
.....

By John Peters
[GENIELAMP]

TOP OF THE PAGE Welcome to the second multi-platform issue of GENIE
"*****" Lamp Online E-Magazine, (and for the ST readers, our
35th issue). All-in-all, we've had a pretty good month. Considering
the scope of the task of getting four 100+K issues online, things went
rather smoothly for our first issue. We did experience a couple of
major glitches, however. My apologies to the ST and MAC readers for the
repeating text problem. I think I have a handle on the infamous
"dreaded GENIE Text Editor," and I'm confident that it won't happen
again. Also, the IBM, MAC and ST version ran an article on the
GENIE Flight/war simulator, Air Warrior. Somewhere along the line, I
got the idea that AIR.WOLF was the author when it really was Robert C.
Bingham. [R.BINGHAM2]. Sorry, Robert!

Soon after the premier issue went online, I received GEmail from
Patrick Boyle asking if it would be possible to insert codes into the
issues that would allow vision impaired people who use text-to-braille
and text-to-speech devices to be able to skip over the "ascii-art." I
thought that this was a great idea, so I set up a bulletin board topic
in the DISABILITIES RoundTable to get some feedback on it. It appears
that we are breaking new ground here as there are no standards set for
these readers. If you would like to get in on the conversation, you
will find us in Category 9, TOPic 42 in the DISABILITIES RT.

GENIElamp Is Looking For... We need help! If you think you have what
"*****" it takes to be part of the GENIElamp
staff, we want to hear from you! We are especially in need of help in
the IBM, Macintosh and Apple][areas. Send your brief resume to
GENIELAMP now. Let's talk!

GENIElamp RoundTable The GENIElamp RoundTable got off to a slow start
"*****" - at least as far as content goes. The actual
setting up, testing and going "live" was all done in less then 48 hours
(a new GENIE record!). We do have lots of plans for the RoundTable in
the near future, so keep an eye on page 515.

ED-NET Comes To GENIE! What is ED-NET? One of the major headaches
"*****" many user group newsletter editors have is
getting articles for his or her publication. ED-NET provides an answer
for that. ED-NET is a place where you can trade pd or shareware
articles with other editors from around the world for use in your own
publication. You will find ED-NET in the GENIElamp RoundTable on page
515.

GENIElamp Keeps On Growing GENIElamp is now available in the
"*****" following RoundTables:

RoundTable	Version Available	Page #
***** GENIELAMP	~ ALL VERSIONS ~	Page 515
ATARI ST	GENIE Lamp ST	Page 475
IBM	GENIE Lamp IBM	Page 615
MACINTOSH	GENIE Lamp MAC	Page 605
APPLE][GENIE Lamp A2	Page 645
UNIX RT	GENIE Lamp IBM	Page 160

MACPRO RT	GENie Lamp MAC	Page 480
A2PRO RT	GENie Lamp A2	Page 530
GGEOWORKS RT	GENie Lamp IBM	Page 1050

GENieLamp Via Cross-Net! GENieLamp is now available on Cross-Net,
 "*****" via Node #602 on the Cartoon Haven BBS. For
 more details, you can reach the Sysop, Bruce Faulkner on his BBS at
 719-574-7406, 8/N/24hr/1200-9600 (US Robotics Courier 9600 HST) or leave
 GEmail to [R.FAULKNER4].

>>> GENie ELSEWHERE! <<<

~ RoundTable News & Announcements ~

The GENie Faire Hits Town! On Saturday, May 30 from 6:00 to 9:00 PM EST,
 "*****" GENie will be sponsoring its first ever GENie
 Faire. It will be an event that Saturday afternoon in the National
 Real-Time Conference during which many GENie products will be manning a
 booth to introduce you to their product and to have some fun. The entire
 GENie Faire will be free, so it will be a chance for you to find out what
 is out there on the system while having some fun.

The SFRT will man a booth during the entire Faire. They will be
 presenting a series of events based on the broad spectrum of subjects
 covered in the SFRT. You will be able to find anything from discussions
 about comics and Star Trek to a meeting with an published author to a
 writer's workshop, and much more!

The Radio RT will be sponsoring a live shortwave listening RTC at its
 booth. They occur every Saturday in the Radio RT, but this way people
 without radios or new to the hobby can stop by for pointers and to see what
 others are hearing. This is your chance to eavesdrop on what is happening
 in the world as it occurs! Stop by for a few minutes or for the entire
 GENie Faire.

The Writers RT will also be manning a booth for the entire GENie
 Faire. They will be sponsoring a series of meetings about the craft and
 industry of writing. An hour will be devoted to a discussion with the
 romance writers on the topic "So You Think This Is Easy? What DOES it Take
 to Write a Romance Novel?" Special guests will include several published
 romance authors along with several Romance Exchange participants.

The Games RT by Scorpia has come up with fun and games for everyone!
 They will be sponsoring a booth which will include the following:

- 6 - 6:30 : Games RT Open House (all staff online for intros etc).
- 6:30 - 7 : War Games with Pete Szymonik
- 7 - 7:30 : Ask Scorpia
- 7:30 - 8 : Video Games with Danny Han
- 8 - 8:30 : Neat Library Stuff with Capt. Cook
- 8:30 - 9 : Ultima Contest (win a copy of Ultima Underworlds, PC ver).

GENIEus will be sponsoring a booth which will go beyond the basic
 questions of how to use GENie. They will be talking about a range of
 subjects including how to put together your own GENie user group and much
 more!

The Genealogy RT will be hosting a time where you can learn how you

can go about the process of digging for your ancestors on GENie. It's fun!
It's clean! It's you!

The *StarShip* Amiga RT will be demonstrating one of its new features, the 5-MINUTE News Network. This feature gives you the news from the world of Amiga in a concise, fun way.

The Home and Real Estate RT will be hosting an hour's worth of popular "Parlor Games" for you. These games are geared towards subjects about the home, so anyone with a home should stop by for some fun and relaxation!

Star Fleet Battles will be hosting a booth where you will have a chance to talk directly to the developers of this game! They will be discussing Star Fleet Battles and their other games including Star Fleet Missions and Federation & Empire. They will accept proposals for new rules and debate their merits. If you want to participate in discussing important issues that will impact the games, then this will be your chance.

The Germany RT will be hosting discussion about Germany followed by thirty minutes of trivia where you will have the chance to win a German prize. Come meet people from another continent and find out about a place where many Americans can find their roots.

The Aladdin RTs will each host a booth where you can find out about a variety of subjects. Do you want to know how Aladdin can help you? Are you interested in knowing ways Aladdin can cut down on your time online? Here's your chance to ask the experts. Look for three Aladdin booths brought to you by the PC Aladdin, Ami Aladdin, and ST Aladdin RoundTables.

-Laura Staley [L.STALEY]

LAPTOPS ROUNDTABLE Some vital files whose names never change, though
 "*****" their file number will change as they are updated:

STREET.\$\$\$ - Quarterly report on street prices of popular laptops
 DEALERS.RAM - Quarterly listing of RAM module/chip dealers
 COMPANY.DIR - Quarterly listing of laptop/notebook manufacturers
 3RDPARTY.ZIP - Listing of peripheral vendors and their products;
 prepared by Toshiba America, the information can be
 of great value to all laptop users. Current: 4/25/92
 TOSHIBA.\$\$\$ - Models & list prices of Toshiba computers. 4/92

Also, check out "RoundTable News" (Page 655;5) regularly for the latest pointers about the WordPerfect RoundTable and WPCorp announcements.
-Dave Thomas, Laptops SYSOP

GeoWorks RT Anniversary! The GeoWorks RoundTable is celebrating it's
 "*****" 1st anniversary. The RoundTable features
 support for GeoWorks Ensemble 1.0 to 1.2 to GeoWorks Pro, the GeoWorks
 Font Packs and a Clip Art library. They have also released the three
 Personal Office Series products. (They now have over 100 clip art
 volumes in our library and we're quickly approaching the 100 mark in the
 PD/Shareware font library!)

POSTSCRIPT HAPPENINGS... COMPUTER SHOPPER has unilaterally, formally,
 "*****" and completely discontinued the ASK THE GURU
 and LASERWRITER CORNER columns, citing "lack of space".

We do have ALL of the Guru columns available as our Book-on-Demand published ASK THE GURU I, II, and III. The full original texts, including all of the "lost" columns. Many of the later columns are (and will remain) on GENie PSRT.

I've also just upgraded and improved our LASERWRITER SECRETS book and disk package, again picking up the latest and best (mostly unprinted) stuff. Just about all of these are (and will remain) on GENie PSRT.

Any and all of these can be ordered through [SYNERGETICS] email, or by calling me at (602) 428-4073. I've also got a pair of free INSIDER SECRET RESOURCES brochures waiting for you, but I must have your snailmail address to send them to you. (GENie keeps your address private, even from sysops with no-strings-attached free stuff to give away.)

I've just started a major new RESOURCE BIN column in NUTS & VOLTS (714) 632-7721. This is mostly on unusual sources of supply for electronic and computer projects. My HARDWARE HACKER columns in RADIO-ELECTRONICS (516) 293-3000 and my BLATANT OPPORTUNIST columns in MIDNIGHT ENGINEERING (303) 491-9092 are continuing as usual, with full reprints available.

And I seem to be backing into a minor column in THE FLASH, a great free Desktop publishing newsletter from Walt Jeffries and his BLACK LIGHTNING at (800) BLACK-99.

But I would very much like to find new and suitable high profile homes for a PostScript/LaserWriter column and for a Desktop-publishing-for-real-end-users column. If you can suggest anyone, have them give me a call at (602) 428-4073.

I guess I need your help on this. Thanks.

-- Don Lancaster
SYNERGETICS
(602) 428-4073

UNIX ROUNDTABLE NEWS It is now April 1992 and spring has arrived.
"*****" Spring cleaning is happening in the Unix
bulletin board. New events are occurring, and ongoing happenings
continue.

Two key items are coming up in the near future; the Unix RT hopes to be your center for information about these products.

- * GENie is implementing an Internet Gateway with X.400 mail services scheduled later on
- * A Unix Help Desk is being established in both the Unix RT Conference area and the GENie Chat Lines.

What does internet mail mean for you? GENie responds to the widespread request of its members to have some kind of gateway for mail to the "Net." It means now you can distribute to persons outside the GENie mail system your internet address. It means that you will be able to send mail to just about anyone on the Net. It means greater connectivity with the world. It may even mean world peace. We can

News & Views

By Tom Schmitz
[TOM.SCHMITZ]

Marketplace Changes Big changes are afoot in the Apple II marketplace
***** and it is difficult to say who actually has the
biggest news to tell. What we at GENie Lamp are sure of is that these
changes are for the good and will strengthen the Apple II community.

Readers of A2-Central can tell you Apple Inc. has licensed the
Apple Programers and Developers Association catalog to Resource Central.
According to the March Resource Central Catalog, "Adding Apple's tools
to our already large catalog of Apple II developer books and tools from
third party sources, such as Addison-Wesley and The Byte Works, makes us
the world's central source for these materials."

It is well known Apple Inc. has been looking to tighten ship so
they can concentrate on more recent projects. With this news from
Resource Central, what had been a cause for concern to Apple II users
resulted in a positive action where everybody wins -- this time.

But Resource Central is not the only mail order giant with
exciting news. As Mark Munz from Beagle Bros explains, "Quality
Computers has been contracted to be the exclusive distributor of our
(Apple II) product and to handle all sales and support of our product."
Quality Computers is not only a respected seller but also operates
various development companies such as Q Labs. In a separate deal, QC
recently acquired Roger Coats mail order company as well.

Munz went on to say, "I think the move to have Quality support our
A2 products is a great one in which everybody wins. Beagle Bros can
concentrate most of its efforts on other platforms (ie. Macintosh and
the like) and Beagle Customers get a great level of support. Beagle
Software Dealers will see that Beagle Bros products will be more
visible, making them happier."

As for continued support Munz said, "I believe Quality Computers
will be able to give the customer the same kind of support that Beagle
Bros has always given its customers. This was an important
consideration when we decided to do this with our Apple II line.
Quality Computers has many exciting things planned for these products
and as you may have heard, they planning on releasing a new TimeOut
application in the very near future which is sure to be a hit."

In other news, Seven Hills took advantage of Apple Inc.'s System
Software 6.0 introduction to release QuickLaunch.(File #18232)
QuickLaunch, a must for your system software collection, is a finder
extra that allows GS users to run applications without tunneling through
endless folders. While QuickLaunch far surpasses all similar programs,
Seven Hills decided to enter QuickLaunch onto the freeware market for
open distribution.

Why would anyone release such a strong package without charge? As
explained in the program's help file, Seven Hills wants to hear from
every Apple IIGS owner so they can mail out a catalog full of products
for the GS. GENie members can e-mail their address to Seven Hills at
SEVENHILLS. (Where else?)

Dave Hecker of Seven Hills recently told GENie Lamp how he feels about Apple II users. "The Apple II community will continue to thrive because they use great computers, great software, and have formed one of the strongest user networks in the world. Seven Hills plans to support Apple II users by its continued development of software for the Apple IIGS."

Seven Hills has developed everything from utilities to games including their recent release Express. Express is a printer buffer/spooler which allows GS users to continue working while documents are being printed. Under ordinary circumstances one has to wait for printing to finish before moving on.

Hecker also told GENie Lamp about some upcoming releases. "Of particular interest to GENie customers will be "Spectrum," a IIGS-specific telecommunications program! Spectrum supports several screen emulations, all common file transfer protocols, and full scripting capabilities to automate frequent tasks. Spectrum should be available in June or July." Other titles include a utility package titled Kangaroo that allows the user to quickly hop from one folder to another and a major update to their popular "Disk Access" NDA.

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "Did I miss something? That _could_ be right (you _can_ zap a /
/ chip with static, though it's also possible you won't). My /
/ favorite story was from my wife; one of her office cohorts /
/ ordered some chips and the included installation instructions /
/ warned about static generation from certain types of clothing./
/ So he changed his chips in the nude. :)" /
////////////////////////////////////// A2-CENTRAL //////////////////////////////////

```

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[EOA]
[HEY]//////////////////////////////////////
                HEY MISTER POSTMAN /
//////////////////////////////////////
Is That A Letter For Me?
*****
By Tom Schmitz
[T.SCHMITZ]

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- o BULLETIN BOARD HOT SPOTS
 - o WHAT'S NEW WITH APPLE II
 - o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

- [*] Category 5, Topic 2.....Confirmed News
- [*] Category 5, Topic 3.....Rumor mill and basic Apple chit-chat
- [*] Category 9, Topic 3.....Finder
- [*] Category 9, Topic 6.....System 6.0--Questions & Comments
- [*] Category 9, Topic 8.....System 6.0--Installation
- [*] Category 17, Topic 17.....AWGS general questions (all modules)
- [*] Category 23, Topic 3.....A2-Central (Ask Uncle-DOS)
- [*] Category 24, Topic 2.....Proterm 3.0

- [*] Category 26, Topic 2.....Apple IIgs
- [*] Category 28, Topic 2.....Letters to the editors
- [*] Category 30, Topic 2.....ProSel-16
- [*] Category 32, Topic 2.....HyperStudio
- [*] Category 37, Topic 4.....Pointless - GS outline fonts (TrueType)
- [*] Category 41, Topic 2.....Feedback to Quality Computers

>>> WHAT'S NEW WITH APPLE II! <<<

DID YOU HAVE IT YET? In case it passed you by, the BIG news for April
 "*****" was the physical release of System Software 6.0
 for the Apple IIGS and Prodos 8, 2.0.1. System 6.0 started as an update
 for 5.0.4 and was going to be called 5.1. But with all the new items
 being placed in the system the folks at Apple soon decided to call it
 6.0.

Now that 6.0 is out, the big question is will there be future
 versions of the system software or is it time to put the Apple II to
 rest? There has been much speculation about this, but as Lunatic found
 out from Finder author Andy Nicholas, Apple is committed to keeping the
 current system updated:

(LUNATIC, CAT9. TOP6, MSG:42/M645)

MORE FINDER NEWS \\\ell, here's something a little more reliable
 "*****" than A+/inCider, from Andy Nicholas on
 comp.sys.apple2:

Article 31036 (17 more) in comp.sys.apple2:
 From: shrinkit@Apple.COM (Andrew Nicholas)
 Subject: Re: Whooshing Rectangles
 Date: 11 Mar 92 00:42:57 GMT
 Organization: Apple Computer Inc., Cupertino, CA

In article <1992Mar04.141652.8064@crash.cts.com>
 andy@pro-palmtree.cts.com (Andy Stein) writes:

> "Broadcasting a finderSaysBeforeOpen before opening a folder could
 > probably be arranged for a future Finder."
 >
 > So, there will be a future Finder? :)

(As an aside, I was very tempted to say something very sarcastic
 here...)

Yes. I have already said many times that we anticipate doing
 System Software beyond System 6.0 for the IIGS. Don't get your hopes up
 for System Software of the caliber that would require us to change the
 version number to 7.0. At this point we don't foresee doing another
 System disk that major.

andy

(Void where prohibited, subject to change without notice).
 Andy Nicholas GENIE & America-Online: shrinkit
 Apple Computer, Inc. InterNET: shrinkit@apple.com
 - Lunatic (:

DO IT NOW! If you have not gotten 6.0 yet, get it! This system software is a must for all new 16 bit applications. If you have to have it right now you can download it from GENie. (Details are in this issue. Keep reading!) But if you want to save some money, contact your local Apple dealer or user group. You can often get the system software by just bringing in six blank disks with you.

6.0 packages are available commercially too. Some of the dealers carrying 6.0 are Resource Central, Quality Computers and Roger Wagner Publishing, all of whom can be found actively participating in Genies Apple II round table.

>>> MESSAGE SPOTLIGHT <<<

~ A behind the scene look at why the Apple Bowl game is on 6.0 ~

>>> A2-CENTRAL [Dennis]
>>> (But is Apple Bowl really "System Software"? And was Greg Really Bored
>>> or Jolt influenced when he did it? <g>)

Neither, actually. I've been playing Apple Bowl for about ten years or so, or at least until it became inconvenient to have to boot DOS 3.3 from a 5.25 floppy just to load Integer BASIC into the "language card" just to play a damn game.

I had been toying around with the idea of translating the program into C so I could run it under GS/OS, but just never seemed to find the time or the energy to do it. (Always seemed to have more important stuff to work on, like GS/OS, P8, development tools, etc.) Then last summer, Mike released his ORCA Integer BASIC compiler at KansasFest. I immediately jumped on it, brought it home, and got the game running. In addition to compiling the main program, I also had to update the necessary Programmer's Aid ROM routines to run in the 16-bit environment as well.

Once done, I looked on the System 6 disks to see if there was enough room to include it as a "goody". There was, I lobbied, and I snuck it on. I figured that computers were getting too serious, and it was time to inject a little fun back into the experience. Hope y'all enjoy it! -Greg (G.BRANCHE1, CAT9, TOP6, MSG:120/M645)

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENie Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

//////////////////// GENie_QWIK_QUOTE ////
/ "Lou, All my files act the same way. /
/ I could Fmail you the blank page.:~)" /
//////////////////// REALM ////

[EOA]
[HUM]////////////////////////////////////
HUMOR ONLINE /
////////////////////////////////////

Shareware? How About...

Compiled by Terry Quinn
[TQUINN]

>>> REGISTRATION INCENTIVES THAT DON'T WORK <<<

~ Part 1 in a Series ~

- SCAREWARE After 45 days, if you haven't registered, it threatens to format your hard disk.
SNAREWARE Like SCAREWARE, but it merely threatens to hold one of your data files hostage.
GLAREWARE If you don't register, it burns the word "CHEAPSKATE" into your monitor.
SPAREWARE If you register, the author sends you another copy of the program, complete with the "Please Register Me" message.
PRAY'WARE If you register, the author agrees to ask God to be nice to you for being so honest.
FAREWARE Every five days you have to send the author another \$5.
CAREWARE If you don't register after 45 days, the program starts writing cutesy-pie poems on your output until you get sick to your stomach.
MAYERWARE When you register, you get a nice thank-you note from the President of the ASP.
STAREWARE After the 75th day, two bloodshot eyes appear in the upper right hand corner of the screen. They watch you accusingly until you feel guilty and pay up.
TEARWARE Runs your printer paper back and forth until it jams.
BLAREWARE If you don't register in time, the program still works. With the added entertainment of a loud tone coming from the speaker.
DEBONAIRWARE As long as the program is within the legal evaluation period, it enthusiastically compliments you on your appearance. Afterwards, though...
AIRWARE If you haven't registered by the 60th day, the program simply disappears off your hard disk, vanishing into thin ... etc.
(T.CAMPBELL11, CAT15, TOP16, MSG:15/M370)

//////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "<can I make money on it?> <I haven't a clue> /

/ Damn, you just stole my whole autobiography!" /
//////////////////////////////////// N.WEINRESS ///

[EOA]

[TEL]////////////////////////////////////

TELETALK ONLINE /

////////////////////////////////////

Good Bye, Old Friend

By Kent Fillmore

[DRACO]

>>> EPITAPH FOR AN OLD FRIEND <<<

There are a lot of hard things you must do throughout the course of your life; difficult decisions, hard choices, and, of course, good-byes are always a part of growing. Good byes to friends, acquaintances, and loved ones - even pets are one of the hardest things with which you will ever have to deal, but a BBS?

When I bought my first computer (lo, those many years ago), the choices were very few. I made my selection of computer based upon experience and ease of use. I had learned on an Apple II (not even a Plus) computer; had gone through both the instruction manual, and the Reference Guide (who remembers the green & white Apple II Reference Guide?) in about a month. I was hooked! After I had made my purchase (which is a whole story in itself) I closeted myself in my little "computer room" and from that day to this, my wife has seen more of the back of my head than she has the front. She was VERY surprised to learn that my hair line had receded as much as it has (but then it was about a four year period since she had last seen my face).

I started with my Apple II trying to teach myself programming: BASIC, PASCAL, and 6502 Assembler. I also learned a lot about the operating system (or DOS 3.2 and DOS 3.3, remember those?) through various publications. One such publication became the early focus of my attention. A magazine devoted solely to the Apple II family, SoftTalk. I was an avid fan of the monthly Uncle-Dos column (and still read A2-CENTRAL every month). I bought anything and everything that Beagle Brothers published, and I carried the manual for "Bag Of Tricks" around with me like a Bible ("Have you heard the Word of DOS today?"). In spite of all that, I knew that my computer was deaf, dumb, and blind to any information that I did not put into it myself. I wanted to communicate! So... I made the second biggest (best?) mistake in my life, I bought a modem. Now in those days, there weren't a lot of modems to choose from, and most were external (which required the additional purchase of an interface, or serial card). I wanted an INTERNAL modem, and that limited my choices even more. I ended up buying a Novation Apple Cat, 300 BPS modem. I had the computer... I had the modem!... I had the phone line and the manual! I even had the SOFTWARE!!!! But - I didn't have any phone numbers. In desperation, I called Novation, and a young tech-weenie (now a near-famous Apple tech-weenie, and good friend; Willie Collier) gave me a few numbers in my area code. I found a BBS across the San Francisco Bay from me, and spent WEEKS reading, posting, inter-acting, and chatting with the sysop. BUT! (and I hope you're all sitting down) when the phone bill came in - - \$252.00 for a TWO WEEK PERIOD IN THE SAME AREA CODE! I honestly came as close to passing out as

I think I ever have been. Naturally I had to curb my calling out to BBSs. But... I was hooked! I had to get that "BBS Fix"! The only alternative open to me was to start my OWN BBS. So I called back down to Novation, spoke with my friend Willie again, and he recommended a BBS software program that worked with my computer and modem. It was called T-Net at that time, and was written by a young student in Warren, Michigan, named Dean Drako. I bought a copy, and started my own BBS. I advertised on a few other BBSs, and soon found that, because I had one of the very few Apple II systems in the area, that I attracted a lot of Apple II users. Many were from the local user group (San Francisco Apple Core) and told me that the group no longer had a BBS, so I went to the group leaders (of which I would become one in later days) and asked if they wanted a BBS. They said "How much will it cost us?". "Not a thing!", I replied, and we were in business! This all came about within about the first nine months of operation. In that time I had seen a number of other BBSs open and close quickly. Usually run by a seventeen year old, and called "The Dragon's Sphincter" or something like that. I learned two valuable lessons from those days: be consistent; and provide substantial information regularly.

As time went on I took up support for two other user groups: The Apple II Users of Northern California (ATUNC), and the Peninsula Apple Users Group. Then I got ambitious. I was aware that a number of large user groups had BBSs, but the largest, International Apple Core did not. I got on the phone, talked with the president, Karen Zinsmeister, and asked if she wanted a BBS. She said "How much will it cost us?". "Not a thing!", I replied, and we were in business! So now I was running the BBS for IAC! It was about this time that I decided to upgrade the software and changed to another system called Alpha-III (by a company called ProTree). The author, Bob Garth, later created a multi-user BBS called ELITE, and I ran that for about 2 years (it required an Apple II+ for each modem and an Apple IIe for a file server).

Then I got ambitious again... Softalk had folded shop some years ago (and I still have all those back issues), and I had become an avid reader of A+ Magazine (Maggie Canon, Fred Davis, Chip Carmen, Gary Little, and Michael Fischer)! So... I got on the phone to Maggie and asked... and she said ... and so we were in business! By this time I had two 60 Mb drives on the system, and was getting about 90 calls a day. I needed three other sysops to help with answers ('cause I don't know much myself), and a software librarian!

It was about this time I saw an ad in a magazine for a new network just about to open (you know how you get a magazine for the next month, 7-10 days before the end of the month?). The new network was called "GENIE", and there was a demo number you could call for a free "tour". Being a solid "modem junkie" by now, I dialed in and immediately went to the Apple II section. Naturally I couldn't read messages or download files, but the way the system functioned was pretty easy to understand and... WHAT'S THIS??? THEY ARE LOOKING FOR AN APPLE II SYSOP??? Quick - where is "GENIE" located... 301 area code? Where the hell is that? Maryland? Ok... [DIALING SOUNDS] "Hello, I'd like the number for GENIE in Rockville" ... "I don't know, it has something to do with General Electric!" ... "General Electric Information Services? Yeah, sounds close enough to me!". I called and spoke to a gentleman named Bill Loudon. "Hey, I see you're looking for an Apple II sysop? I run a BBS system out here on the west coast, and I think we might have something of mutual interest to talk about.". And so it came about that I started

working for GENie as the first Apple II sysop. It consumed a lot of time and energy. My wife saw even less of my face, and the users of my BBS saw even less of my messages (probably many of them were greatly relieved). I got another sysop to run the entire BBS, and I devoted most of my time to running the "American Apple RoundTable" on GENie. What followed is history...

In all this time the BBS remained running in my office (no matter where I moved), and the regular users kept calling in. However the number was dwindling, the user groups had either folded or faded, A+ was absorbed by InCider, and I was tremendously occupied with what had now become a time and a half job! In it's last incarnation, the BBS (now called "Draco Apple Information Service") was moved over to a Macintosh computer (oh, the indignity of it all), and served no more than 50 regular callers with about 60 Mb of storage and two phone lines.

Now a brief explanation is due... in all the years I've been sysoping, and producing or doing whatever it is I do online, I've developed some operating principles that I know are true; they are simple, basic, and they work. Some of these principles involve the running, management, and ultimate success of a small BBS (others are more applicable to national information services like GENie). One of these principles requires that who ever runs and manages the BBS must (repeat MUST) also provide an engaging personality (either pleasant or controversial, but it must cause people to want to come back for more). Since I had more or less abandoned the BBS to the care and ministrations of others, it lost something. They were there to learn. The BBS had become a training ground for sysops, and had declined in the service it was providing to the Apple II users in the community. (Note, almost ALL of the sysops who have worked on the system have gone on to become sysops on national services: Leonard Reed, (AOL, GENie); Bob Mulligan, (GENie, AOL); Rick Mulligan, (GENie, AOL, GENie); Rod Whitten, (AOL); Tom Carlton, (AOL); Kent Fillmore, (GENie, AOL, GENie)). It would also be unfair to mention the BBS without mentioning that these people were largely responsible for its success, with their diligence and hard work. They didn't get to where they are now, on the national systems, by mistake. On the other hand, the number of Apple II users who were calling in also declined. I tried focusing on Mac information as well to supplement the messaging, but that didn't help either (there are a number of GOOD Mac BBSs in the San Francisco Bay Area).

It becomes a very sad point when you realize that something you've started, something that has become a tradition, and a benchmark in its time, has outlived its usefulness. This was the situation I faced. Finally, on Sunday, December 22nd, 1991, after some ten years of continuous, non-stop service, I turned off the power to the computer, parked and powered down the hard drives, and let it rest. It had been a constant companion, a good friend, and a virtual help mate. It had seen many Apple II users through insoluble problems, and had lightened many dark evenings with a little chuckle ('cause I don't believe ANY information is worth spit if it doesn't have something entertaining to go with it). For me, it had been a point of pride, frustration, honor, and anger. It had helped me realize that there IS truth in Apple's promise "The power to be your best" even though they may not have seen the full potential of that promise, and had always been a refuge where I could communicate with those who knew me best. I think it may have been that to others as well. Ultimately it was fun, and really when you get right down to it, isn't that what makes it all worth doing?

Good bye, old friend - you've earned your rest. Sleep well.

-Kent Fillmore

GENie: DRACO
AppleLink: DRACO
The Well: draco
AOL: Draco

////////// GENie_QWIK_QUOTE //
/ "Thanks for all of the support, gang. A couple of you /
/ responded in GEmail, even including attached files to /
/ show me how to use @DAVG, etc. I don't know what I /
/ would do with GENie and all of the friendly, helpful /
/ folks here!" /
////////// K.VANDELLEN //

[EOA]

[FYI]//////////
F.Y.I. /
//////////

Getting Started With 6.0

By Tom Schmitz
[TOM.SCHMITZ]

>>> SYSTEM SOFTWARE 6.0 <<<

~ Getting Started ~

WHY SYSTEM 6.0? The first thing most folks notice is that System
***** Software 6.0 comes on six disk. Yes, people have asked
me if that is why Apple calls it System 6. Don't let this scare you though.
Included in these disks is a volume called SYSTEM.DISK. If you do not have
a hard drive or a large ram disk, the SYSTEM.DISK will allow you to use 6.0
to the same extent as earlier versions, but with several modifications.

The reason for so many disks is all the new technology which has
been added. If you want to use more than a few of these extra options
you need more than a single 800k disk drive. Dennis Doms from Resource
Central said it best, "If you're using your system that hard, you
probably should have extra hardware anyway." You are going to want at
least two megabytes of RAM and a hard drive to use 6.0 with applications
effectively.

As mentioned, there are six 800k disks in the System Software 6.0
set:

Table with 3 columns: GENie File #, Disk Name, Description. Rows include 18140 /Install, 18141 /SystemTools1, 18142 /SystemTools2, 18143 /Fonts, 18144 /synthLAB.

REACH OUT AND... Anyone who has ever used a modem knows how fast data
"*****" can be accurately transferred along a telephone
line. Yet business phone calls across this country continue to exchange
vital data via voice, which takes place at an effective rate of about 10
baud, using an error detection protocol that's inherently susceptible to
mistakes. "Mistakes?" "That's: M for Mary, I for Igloo, S for Sam, T
for Tuesday, A for Apple, K for Kangaroo, E for Elizabeth, and S for
Slow, Silly, and Stupid."

Take, for example, the exchange of names and addresses by two
potential business persons. If either of the two person's names is
uncommon, they'll have to spell it out letter by letter to the other
person. Usually the street address doesn't present too many problems,
but you better double check the suite number twice.

Cities and zip codes typically aren't that difficult to exchange,
except you have to pay attention to subtle differences, such as Newark,
New Jersey, and New York, New York. "That's Newark: N for Nancy, E for
Elizabeth, W for Window, A for Apple, R for Radio, and K for Kangaroo."
You never want to make a mistake on the zip code, so better check it
over at least twice.

Exchange of data by voice would simply be slow and inefficient under
the best of circumstances. But throw in background noises (traffic and
printers being the chief villains), regional accents, and sundry
distractions, and the result can be a real headache. "Headache?"
"That's H for Henry, E for Elizabeth, A for Apple, D for David, A for
Apple, C for Charlie, H for Henry, E for Elizabeth."

The simple exchange of name and address can take up to two minutes
for each person's name and address. For a mutual exchange of names and
addresses, we're talking four to five minutes. How much time would such
an exchange take using a data transfer of 2400 baud? About two seconds,
maximum. The 150 times improvement in speed being only incidentally
important to the improved accuracy in data transfer. "Transfer?"
"That's: T as in Tom, ..."

Now, the neat thing is that the data transfer need not be on a
separate phone line from the voice communication. Just last week I
called a friend who runs her own little desktop publishing business.
While we were chatting, her fax machine cut in, and started
transmitting. I chatted with her fax machine for a while, but continued
to hear her voice in the background. After she switched off her fax, I
remarked, "Gee, do you think it's possible to transmit both voice and
data along the same phone line, at the same time?"

Even if you couldn't transmit voice and data simultaneously, it
wouldn't be too difficult for both sides to coordinate a few quick
pulses of data exchange at a certain point in the conversation. Both
phone systems would have to be equipped with modem capability. Low end
systems could have a capture buffer, to capture the incoming data. High
end systems could have a direct link to a person's desktop computer, so
that incoming data could be automatically dumped into a database (or
temporary clipboard, where appropriate.)

The absolute ideal set up would be to have two phone lines for every
call: one for voice, and one for data. The voice line would serve to

coordinate which types of data to be sent on the data line. Data exchanges could be ASCII exchanges, using a modem, or graphics exchanges, using a fax machine.

All "routine exchange data" could be available for quick transfer. Routine exchange data would include:

- 1) The names, positions, and phone numbers of key employees at each company
- 2) Product lists and price sheets
- 3) Written records of standard operating procedures of each company

The process of data exchange would be further enhanced if each futurephone had a mini-printer attached. The mini-printer would serve solely to print mailing labels. These labels could then be printed at the touch of a key, rather than having the information manually transferred from a slip of paper into a computer, and then out to a printer.

The process of exchanging vital data over the phone has changed very little since Alexander Graham Bell invented the phone about a hundred years ago. It's high time we used the new electronic tools to streamline the way modern business is conducted. The savings in time and energy are in the order of ten and twenty times as fast and efficient. Some procedures could speed up vital data exchange by as much as 5000 percent.

Everybody benefits by such streamlined efficiencies. And the wheels of business and industry will be able to spin that much more smoothly. Sure beats having to spell out long names over the phone. "That's: S for Sam, L for Lucy, O for October, and W for Walrus."

[*][*][*]

Phil Shapiro (The author is the founder of Balloons Software, a new Apple II educational software company. Phil Shapiro is a resident of Washington D.C., uses GEMail to communicate with friends and business colleagues in Honolulu, Hawaii; British Columbia, Canada; and Moscow (via Finland). He can be reached at 5201 Chevy Chase Parkway, NW, Washington, DC 20015-1747. Or via electronic mail on GENie: P.Shapiro1

[EOA]#20

[FUN]////////////////////////////////////

ONLINE FUNNIES /

////////////////////////////////////

CowTOONS!

By "Hawk"

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      (__)          (__)          (__)          (__)
      (oo)          (oo)          (oo)          (oo)
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 / |      || \   )*)(\ / * / *    / |      ||
 * ||----| | *   \ ||| / ) / ( (    ~~~~~~
 \ / | ( / ) ( \ / ( , , /   \ ) | ( \ / | ) ( \

```


for the installation is on the CD ready to go - just give it a target and kick back for a while.

The next best thing is to bum some 3.5 drives from a friend so you have two platinum 3.5's and two Uni 3.5's. Then, boot the Install disk and put "SystemTools1", "SystemTools2", and "Fonts" in the other drives. You can install everything except synthLAB that way (assuming you're installing to a hard drive). If you also have /RAM5 set up as "synthLAB", then you'll have everything you need online... :-)
(TIM.SWIHART, CAT9, TOP6, MSG:96/M645)

Q. I'm having problems installing 6.0 onto my Vulcan.

A. Doesn't Vulcan require a custom driver? Seems I recall they use their own interface card and need a special driver for it. System 6.0 does NOT include any third party drivers, so you'd need to put the Vulcan driver on the Install disk and try again (you might need to nuke a couple of scripts to make room for the driver so use a COPY of the Install disk).

(don't nuke system components to make room!!!! nuke scripts that you're not likely to use!!!!!!)

(or, set up a Ram disk big enough to hold Install AND your Vulcan driver and boot from there).
(TIM.SWIHART, CAT9, TOP6, MSG:101/M645)

Q. Can I install 6.0 onto my existing ramfast?

A. It works fine with the existing driver, but you can't do HFS volumes through the RamFast. i.e. HFS floppies work fine, but HFS partitions are invisible, I put in a Mac formatted Syquest cart, and it doesn't show.

Q. Why won't AppleWorks GS work with 6.0?

A. Re: AWGS 1.something. The very first thing that comes to mind is that if you are not using the latest version of a piece of software you should not only be prepared for problems ... you should expect them. The current version for GS system Software is 6.0. The current version for AWGS is 1.1. Software updates/upgrades may add features, but they almost always fix bugs and certainly are more likely to be compatible with later System Software updates.
(HANGTIME, CAT9, TOP6, MSG:28/M645)

Q. Why does 6.0 take longer to boot than 5.0.4?

A. The reason it takes longer to boot System 6 than System 5 is that SYSTEM 6 IS BIGGER!
(QC, CAT9, TOP6, MSG:274/M645)

Q. I'm having problems unpacking the disks I downloaded.

A. Make sure you are using the latest version of ShrinkIt. That's ShrinkIt v3.4 or GSHK v1.0.5. These were uploaded in the last couple weeks. They fix bugs in the older versions that have caused problems unpacking the new system disks.
(A2PRO.TOM CAT9, TOP8, MSG:47/M645)

Q. How do I get ProSel 16 back to the way I had it before?

A. Here's what to do to make SetStart work:

- 1) Name the Finder FINDER
- 2) Name ProSel-16 PROSEL.16
- 3) Copy SetStart to your CDEVs folder (if you haven't already done so)
- 4) Copy the file named START from the System folder on the Installer disk to the System folder on your boot disk
- 5) Reboot. Pull down the Control Panel, select SetStart, and set your boot application to ProSel.16 (or whatever you want)
(C.MADSEN, CAT9, TOP8, MSG:125/M645)

Q. Why won't SoftSwitch work with 6.0?

A. There is a compatibility problem with SoftSwitch and System 6.0, which we will soon have a fix for. I don't have an "official" message for you yet, but feel free to ask in just a few weeks if you haven't heard from me by then.

(ROGER.WAGNER, CAT32, TOP5, MSG:90/M645)

Q. Prodos 2.0.1 keeps crashing with my RamFast.

A. This is caused by a mapping conflict between your RamFast and Prodos. The best way to cure this problem is to make a one byte change in Prodos as provided by Tim Grams:

1) To turn it off the completely, perform the following patch to file P8 in the system directory. Be sure to save a copy somewhere before you do the patch:

Block 5 byte \$1A3, change \$A5 to \$00 (or anything really)

You can also download file #18309 P8Patch.Bxy by Tim Grams which will automatically complete the disabling.

(TGRAMS, CAT9, TOP13, MSG:16/M645)

[*][*][*]

ASK ME! If you are having trouble with 6.0 and cannot find the answer "*****" here, you can ask the experts on GENie's A2 RT, Category 9, Topic 8. There you will be able to meet people like Tim Swihart who answered many of the above questions. Tim was on the 6.0 Marketing team members who kept us so well informed while everyone waited for System Software 6.0 to go Golden Master -- twice.

[EOA]

[AWA]////////////////////////////////////

APPLE II AWARD WINNERS /

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Pass The Envelope Please...

IT'S AWARDS TIME! The Apple II Achievement Awards and the GENie ***** User's Choice Awards are out. Hats off to Matt and Lunny for their hard work! Here are the results:

>>> THE 1991 GENIE APPLE II USER'S CHOICE AWARDS WINNERS! <<<
.....

Category	Award goes to
Best Freeware or Shareware program: Honourable Mention: GENie CoPilot, Milestones 2000	GS ShrinkIt
Best Educational Program:	HyperStudio 3.0
Best 8-bit Application: Honourable Mention: InWords, NoiseTracker	ProTERM 3.0
Best 16-bit Application: Honourable Mention: HyperStudio 3.0	HyperCard IIGS
Best Innovation: Honourable Mention: RAMFast Rev D SCSI Card	Pointless
Best Multimedia Achievement: Honourable Mention: HyperCard IIGS	HyperStudio 3.0
Best Utility:	TIE: Pointless, and ProSel 16
Outstanding Developer Aid: Honourable Mention: Rez and DeRez, GSbug	NiftyList
Best Apple II Periodical: Honourable Mention: GS+	A2-Central
Best Apple II Online Service:	GENie
Software of the Year: Honourable Mention: Pointless	TIE: HyperStudio 3.0, and IIGS System Software v6.0
Apple II Individual Achievement Award: Honourable Mention: Alan Bird, Ken Franklin	Joe Kohn
Apple II Group Achievement Award: Honourable Mention: Resource Central	IIGS System 6.0 Development Team

][I'd like to thank everyone who voted for doing so! Now, let's see how well the Achievement Awards match up to ours! - Lunatic (:
GENie A2 Awards creature

(LUNATIC, CAT5, TOP9, MSG:41/M645)

>>> APPLE II ACHIEVEMENT AWARDS PRESENTED <<<
.....

The 1991 Apple II Achievement Awards, sponsored by Resource Central and A+/inCider Magazine with cooperation from Apple Computer, Inc., were presented Friday, April 3rd, in a national online conference on America Online, winner of the 1990 Achievement Award for Best Online Service.

A prestigious panel of Apple II industry watchers, including representatives from A+/inCider, A2-Central, Apple Computer, America Online, CompuServe, GENie, GS Plus Magazine and Nibble, recently nominated awards in a number of categories designed to recognize excellence in products for the Apple II family of computers during the period from November 1, 1990 through the present. Those products recognized as the best by the panel were nominated for Awards. A panel of over 100 Apple II community members was entrusted with selecting the best of the best during balloting between March 3rd and March 27th, 1992. Those selected receive the 1991 Apple II Achievement Award, a lead crystal disk engraved with "1991 Apple II Excellence" and an Apple logo on a crystal base.

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

- Best Freeware or Shareware: ShrinkIt for the Apple IIgs (Andy Nicholas).
- Best Educational Software: HyperStudio 3.1 (Roger Wagner Publishing).
- Best 8-bit Application: ProTERM 3.0 (InSync Software).
- Best 16-bit Application: HyperCard IIgs (Apple Computer, Inc.)
- Best Innovation: Pointless (Westcode Software).
- Best Multimedia Achievement: HyperStudio 3.1 (Roger Wagner Publishing).
- Best Utility: Prosel 16 (Glen Bredon)
- Outstanding Developer Aid: GSbug v1.6 (Apple Computer, Inc.).
- Best Apple II Periodical: A2-Central (Resource Central, Inc.).
- Best Online Service: TIE: America Online (America Online, Inc.)
GENie (General Electric/Resource Central, Inc.)
- Software of the Year: Apple IIgs System Software 6.0 (Apple Computer)

Apple II Individual Recognition (for service of distinction to the Apple II community): Alan Bird and Tom Weishaar.

Apple II Individual Achievement (for making the most positive impact for Apple II computer owners during the awards period): Andy Nicholas.

Apple II Group Achievement (for making the most positive impact for Apple II computer owners during the awards period): Apple II System Software team. (C.GUNN, CAT5, TOP6, MSG:92/M645)

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "I wish Jeff had more stuff to sell so's I could read ads like /
/ this more frequently. ;-)" /
////////////////////////////////////// D.A.BRUMLEVE //////////////////////////////////

[EOA]

[FOC]//////////////////////////////////////

FOCUS ON /

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So What Is It? Part II

By Richard Vega
[R.VEGA]

COPYRIGHT FEVER I had no idea the article on copyrights would create
***** such an interest. I want to thank all those who
dropped me email with comments on the article and on the subject of
software distribution. I decided to write this second part because of

"This software is in the Public Domain with the exception that it may not be included in any commercial package or sold for a fee." What this person really means is that the program is 'freeware', not 'public domain'. It is being released free, but the control is staying with the author.

If you read the section about public domain in the first article then you will understand that public domain means no restrictions. Once you place something in public domain you give up all rights to what happens to it. In the above section I told you that I placed my BASIC program on a BBS. I also placed it in public domain. It hurt me to see my name removed from it later, but I had no recourse. I had given up any rights to that program. I could tell the person that I thought the actions were unethical, but that was all.

Q: Is a program that was sold, and the company is now out of business, in public domain or freeware?

A: No. The program's copyright is still held by the person, or persons that owned it when it was being sold. The rights may be tied up in court, but it is still protected. I have seen programs sold, then disappear with the company that sold them, then come back. Sometimes under the same name or a different name. A good example of this is the spell checker Thunder! on the Macintosh. It was originally sold by a company called Batteries Included. Then Batteries Included was bought by Electronic Arts and all but disappeared. Thunder! then appeared with an update from another company called Baseline Publishing. Now it's one of the best selling spell checkers on the Mac.

Q: Can I start asking a fee for a program that I once released as freeware?

A: Yes. What you are doing is moving your program from freeware to shareware. That is within your right as long as you made it clear in the first place that the program was not public domain. I would suggest that you do this after a major upgrade, but you don't have to.

Q: What if it isn't clear if the program is PD or not?

A: Treat it like it is freeware. This is a very gray area. A program should always have clearly stated if it is PD, shareware or freeware. That is usually done in the documentation, title screen or the 'About' box. If it is not clearly stated then the author has little recourse when it is treated like PD.

This is where the ethical issues come into play. From a legal ground you could most likely get away with using the above program in your commercial package. From an ethical point of view it would be questionable, if not down right wrong. It wasn't your work so why should you get the money and glory for it.

Q: Is it okay for me to change (or hack) a program as long as I don't pass it around to anyone else?

A: I really try to stay away from questions like these! I cannot come up with an easy and safe answer. If the program is in public domain, yes. Then again if it is in public domain you could also share your changed version with someone else. Please note, that is the closest

thing to an answer you will get from me on questions like that.

[*][*][*]

THAT'S ALL FOR NOW If there are more issues that come up, or if I
"*****" feel inspired, I'll write up another article for
future issues for the GENie Lamp. Feel free to keep the email coming
with your comments. I always enjoy getting email and reading them.

[EOA]

[SOF]////////////////////////////////////

SOFTVIEW /

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Lunatic's Finder Hints

>>> FINDER 6.0 TIPS & HINTS <<<

Finder 6.0 Tip #1, v1.1 If you have any problems with Finder 6.0
"*****" re-mapping your icons to something you don't
want, do the following:

- 1) Set your Preferences so that Finder will show invisible files.
- 2) Determine the disk that the original icon Finder re-mapped
is on (icons taken from the resource forks of applications,
including Finder, will be on the same disk as the application).
- 3) Determine the application that Finder re-mapped your icon to.
- 4) Delete the Desktop file in the Icons folder on the disk that
application is on.

WARNING: You will lose any links to applications on this specific disk
that you have made under Finder 6.0.

[Note from Tim Swihart of Apple Computer]

(TIM.SWIHART, CAT9, TOP3, MSG:68/M645)

Finder 6.0 Tip #0 Don't use a crow bar to open a box of cookies!

i.e.: Your tip #1 is off in the weeds! Finder 6.0 has a BUILT-IN
way to let users "adjust" icon mapping!!! Use it and you won't
lose all your other mapping (your method loses wayyyyyy too much
info - it essentially makes crumbs from cookies, not usually a good
thing to do <grin>).

If you don't like the way an icon is mapped, just hold the OPTION
key down while you're double-clicking the icon. That brings up the
"Locate" dialog and lets you pick a different application to have
that icon mapped to!

Finder 6.0 Tip #2 If you want to make sure that you never
"*****" accidentally add a comment to a file under "Icon
Info," simply lock that file.

ADDENDUM: If you put in a volume name before the name of the
application in the application path, Finder will present you with the

name of the application to launch. Otherwise, it will just give you "".

Finder 6.0 Tip #3 Make sure that any icon files you have which have more generic icons in them than other, more specific icon files in that folder come AFTER the more specific icon files. Otherwise, the icons in them will override any of the more custom icons you have in other files in that folder. Be especially careful that any icons file you have which has replacement icons in it for the standard Finder icons is LAST in the Icons folder. This is the reverse of previous System Software releases.

Finder 6.0 Tip #4, v1.1 If you want to have as many of your document icons as possible placed into your Desktop file(s), simply go into an icon editor and edit the application path(s) of all your icons so that they contain only the file name of the application. Now, Finder will ask you to Locate all of those applications when you double-click on those icons. As soon as you Locate those applications in Finder, it will put those icons into a Desktop file.

Finder 6.0 Tip #5 Old-style document icons MUST have some data in their Application path attribute for Finder 6.0 to ask you to Locate the application that corresponds to them. If the Application Path attribute is blank, Finder 6.0 will only tell you that it cannot find an application for that document.

Finder 6.0 Tip #6 There is no Tip #6.

Finder 6.0 Tip #7 There can be more than one Desktop file. Finder 6.0 creates one in the icons folder of every disk that has applications on it which Finder has linked to document icons.

Finder 6.0 Tip #8, v1.1 For those of you who don't like yellow folders and don't want to wait for some resource editor to come out that can recognize the rRectList resource in Finder 6.0: Folders that are already set in place with an existing Finder.Data file are left white and not coloured yellow. Folders can be re-coloured white with the Colour menu and will stay white if you save a Finder.Data file for that window. (P.S. Any standard resource editor can be used to edit the menus of Finder 6.0 to correct the spelling of the "Color" menu and the "Initialize..." item. :)

Also, if you are using a custom folder icon (such as my "pop-open" folders), you can load the icon file into DICEd, go to the attribute editing dialog for that icon, and select the "Color" checkbox there. Finder will no longer re-colour your folder icons, however, YOU will also no longer be able to re-colour your folder icons with the "Color" menu, either. IconEd does not support setting the colour bit for an icon (IHMO, its greatest failing).

Finder 6.0 Tip #9 Certain file types cannot have Comments attached to them in the Icon Info window under ProDOS. The types I have identified as such, so far, are:

Folders (\$0F/\$xxxx), TrueType Fonts (\$C8/\$0001), GS/OS System files (\$F9/\$xxxx), and ProDOS 8 applications (\$FF/\$xxxx).

(_)ne more file type I've found that can't have comments attached to it is the FST (\$BD/\$0000).

Finder 6.0 Tip #10 To minimize icon conflicts, especially if you ever
 " switch between System 6.0 and earlier version of the system software, I would suggest editing all of your icon files so that all icons for a specific file type are contained within one file. Then, the order of the icon files within an icons folder will be much less important. Of course, you still must have more "generic" icons located later within the files.

Finder 6.0 Tip #11 The method of renaming files has changed slightly
 " under Finder 6.0. If you click twice too quickly on the name of an icon, Finder will try to open that file. Under Finder 6.0, after clicking on an icon, you should wait about a second before clicking in its file name to edit it. Another way to edit a file's name is to select the file with the mouse, and then simply start typing. If you only wish to edit the existing file name slightly, just use the cursor keys before typing. If an icon has ALREADY been selected after performing some action on it (Icon Info, copying, duplicating, etc.), simply press the Return key before typing or using the cursor keys to edit its file name. If you make a mistake while editing a file's name, pressing the Escape key will return it to what it was originally, as in previous versions of the Finder.

Finder 6.0 Tip #12 v1.1 Finder now checks to see if a file matches a different icon immediately after you rename a file. Unfortunately, Finder doesn't do the same thing if you change a file in some other way, such as making it active or inactive, or changing its file type or aux type with a non-Finder 6.0 aware DA or improperly written extension. If you wish to immediately see Finder update the icon of a file on the desktop or in an open window, after it's changed in some way other than by being renamed, simply select that icon and press the Return key once or twice. This tricks Finder into thinking the file's name has changed, so it checks that file's icon match again.

Finder 6.0 Tip #13 There is a bug in Finder 6.0 related to having
 " documents on the desktop. When trying to launch a ProDOS 8 application by double-clicking on a document icon that is on the desktop, Finder will present the message "Documents which launch ProDOS 8 applications must reside on ProDOS or AppleShare volumes." However, _IF_ the position of that icon on the desktop has previously been saved by Finder in a Finder data file, the ProDOS 8 application will launch correctly. The necessary Finder data file that Finder uses to save the position of icons on the desktop is called Finder.Root. It resides in the root volume of the disk on which the file on the desktop is located (it's an "invisible" file, so you have to set your Finder preferences correctly to see it).

To save the position of a file on the desktop, first drag the file onto the desktop, and then do the following:

Set your Finder Preferences to "Save Finder information to disk," or hold down the Control key.

Then

Drag the disk with the file on it into the Trash,

- or -

Quit Finder (either by selecting "Shutdown," or by launching an application).

The next time you insert that disk or return to Finder, the file will be on the desktop, and you will be able to use it to launch ProDOS 8 applications.

Finder 6.0 Tip #14 If you have a bunch of old custom icons for BASIC programs which point to BASIC.Launcher as their application, and for some reason you do not wish to change their application path attributes to point to BASIC.System, you can simply make a copy of BASIC.System in the root directory of your boot volume and name it BASIC.Launcher. The programs will then continue to launch correctly without any modification of their icons. (A good reason would be if you needed to switch between Sys 5.0.x and 6.0 a lot.)

(This one's thanks to Jerry Kindall who suggested this in another topic. I checked it out to make sure it works before posting it as a Finder 6.0 Tip.)

- Lunatic (:

(You can find all of Lunny's hints in Category 9, Topic 3, Pager 645)

////////////////////////////////////// GENIE_QWIK_QUOTE //
/ "re: 'cast in concrete' /
/ Now, there's a thought. Concrete roms..." /
////////////////////////////////////// J.NESS //

[EOA]

[TEL]//////////////////////////////////////

TELETALK ONLINE /

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Modem USA Book Review

By Phil Shapiro

[P.SHAPIRO1]

>>> MODEM USA <<<

~ Low Cost and Free Online Sources for
Information, Databases, and Electronic Bulletin Boards
via Personal Computer and Modem in 50 States ~

This newly published reference book contains a wealth of information on government-operated and privately-run electronic bulletin boards. The book itself is divided up into the following thirteen sections, based on topic:

- 1) Medical and Health Info
- 2) Library and Book Info
- 3) Government Info
- 4) Environment and Nature Info

- 5) Police and Public Safety Info
- 6) Science Info
- 7) Music Info
- 8) Jobs and Employment Info
- 9) Gardening and Horticulture Info
- 10) Real Estate Info
- 11) Genealogy Info
- 12) Writing Info
- 13) Computer Info

Each section starts out with a listing of toll-free phone numbers, followed by a listing of bulletin boards organized alphabetically by state. Each entry in the book is accompanied by a short annotation, ranging in length from a brief sentence to a full paragraph.

The first section I perused was the section on government information. My curiosity was piqued into finding out whether gigabytes of governmentally compiled information could be tapped via a simple phone call.

While I was happy to find many government BBS's right in the Washington DC area (where I live), few of the them beckoned me to put down the book and call right away. I was a little disappointed to find that the Library of Congress hasn't set up a public BBS yet. (Or if they have set one up already, it's not listed in this book.)

One BBS that caught my eye is the U.S. Dept. of Transportation's Federal Highway Administration BBS. (Phone: 202-366-3764.) This BBS contains downloadable text file reports on all sorts of transportation safety concerns. Ralph Nader could have the time of his life calling this board.

Another BBS that has downloadable files of civic interest is The All Night Book Store, in Newark, NJ. (Phone: 201-751-9420, 7PM to 7 AM, Eastern time.) The annotation says, "Call here for a copy of the Freedom of Information Act, with form letters for your use (go to Door 5.)" It's amazing that Lynne Motley, the author of this book, was able to track down such golden nuggets.

After paging through the section on government-oriented boards, I headed over to the Medical and Health section. With health care so much a national concern these days, it's hardly surprising to find quite a few bulletin boards organized around health care themes. One particular BBS in Kansas City even offers the advice of a family practice physician to people who call in with questions. How delightfully progressive. (For serious questions, kindly e-mail your own physician, though.)

Naturally, other health theme bulletin boards offer health and community resource information on topics such as disabilities, AIDS, nutrition, and addiction. To have so much useful information accessible with a simple dialing of your modem is a great convenience. Think of how much easier it is to call a BBS late in the evening, rather than scheduling a trip to the public library during your busy day.

Incidentally, do you need a GIF graphic of the Jarvik-7 artificial heart? A BBS in Juneau, Alaska, has exactly what you're looking for.

Moving onto the chapter on genealogy bulletin boards, it's

interesting to note that almost every state has at least one bulletin board set up for genealogy enthusiasts. Some of these boards concern themselves with genealogy in general, and some concern themselves with a particular population. An example of a particular population might be persons of European ancestry, Australian ancestry, or Texan ancestry, or Jewish ancestry.

One interesting BBS in Atchison, Kansas, provides an online database of all headstones of local cemeteries. Now that's what you call an imaginative database application.

The Job & Employment Information chapter contains bulletin boards that deal with employment in general, and employment within specific fields. Some of these boards have conferences dealing with job search strategies, too.

Several boards have been set up to announce jobs in the "emergency response" field. Presumably such jobs would include police officers, firefighters, and emergency medical technicians.

The chapter on Computer & Data Processing lists boards that include toll-free tech support for modem makers (such as Hayes and U.S. Robotics). But the chapter also lists boards whose focus is C programming, assembly language programming, and object oriented programming.

This book is clearly a labor of love. Researching all the facts in the book must have taken several months of hard work. Organizing this information into subject categories must have been no small job either.

The only small criticism I have of this book is that the sales pitch on the back cover of the book comes across a little too strong. In my mind, the sales pitch promises more than the book delivers.

All in all, Modem USA would make a useful addition to almost any library. Telecommunication enthusiasts might want to obtain a copy for their personal bookshelves, too.

With updates to the book planned, the book itself takes on a life of its own. Given proper encouragement, this 190 page large-sized paperback may well grow up to be the "Whole Earth Catalog" of the Information Age.

MODEM USA Low Cost and Free Online Sources for Information, Databases,
"*****" and Electronic Bulletin Boards via Personal Computer and
Modem in 50 States

by Lynne Motley, 190 pages, \$16.95 (\$3 Air Mail shipping)

Publisher and distributor:

Allium Press
P.O. Box 5752-553
Takoma Park, MD 20913-5752

ISBN: 0-9631233-4-3
LC No. 91-076711
Copyright Feb. 1992

[*][*][*]

Phil Shapiro The author develops educational software professionally.
***** He can be reached on GENie at: P.Shapiro1)

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "This topic has been dead as of late, and I'd like to see /
/ some conversations in here. Maybe it's the decor? Gee, I /
/ wouldn't have thought the paisley wallpaper and lava lamps /
/ in here would have caused such silence. I've got some time /
/ next week, maybe I'll come in, trash the place, and do it /
/ up right. Make sure all of you clear out your stuff! I /
/ wouldn't want anyone complaining about water or dust /
/ damage. Oh and whoever's the last one to leave, please /
/ turn out the lights. We don't want to scare off anyone /
/ visiting the adjoining topics." /
////////////////////////////////////// R.MARTIN22 ////
```

[EOA]

[FAI]//////////////////////////////////////

AT THE FAIR! /

//////////////////////////////////////

Hi_Tech_Woodstock?

By Phil Shapiro

[P.SHAPIRO1]

>>> A REPORT FROM THE 17TH ANNUAL TRENTON COMPUTER FAIR <<<

The annual Trenton Computer Fair, held near Trenton, New Jersey, is one of the largest computer fairs on the East Coast. It attracts people from as far away as North Carolina and Boston.

The crowd congregates at Mercer Community College, a grassy knolled campus with large, spacious parking lots. For a modest \$35, anyone can set up a vendor table in these parking lots. About 700 to 800 persons do.

In addition to the outdoor parking lot vendors, populated by private persons and small businesses, the indoor campus buildings include large booths from the heavyweight software companies: Adobe, Aldus, Borland, Lotus, Microsoft, Symmantec, and the rest of the gang.

But the Trenton Computer Fair is more than just a colossal commercial carnival. Free tutorials are scheduled throughout the two day events. These tutorials, which take place in the regular college classrooms, offer something for everyone. On the novice side, the tutorials offered a bare-bones beginners class titled, "How to Use a Word Processor." On the other side of spectrum were classes in advanced C++ programming.

To accommodate the 6000 to 7000 people that show up, an adjacent state park is commandeered to serve as a makeshift parking lot for the 3500 vehicles that show up. About fifteen to twenty traffic attendants steer these vehicles into three parking areas. A dozen school buses shuttle people from the state park over to the community college area.

Arriving at the fair Saturday morning was an experience akin to showing up at the Woodstock folk festival. Two miles away from the campus you already began to see long lines of people walked briskly towards the campus. (Other than the vendors, no members of the public were allowed to park on the college campus proper.) Yellow school buses, packed full with computer enthusiasts, convoyed back and forth between the state park and college campus.

The lines of walkers apparently were composed of people who got tired up waiting their turn for the shuttle buses to ferry them over to the campus. At the state park, people waited in lengthy lines for the shuttle buses. The lines must have been more than 100 to 150 yards long, with two or three persons across each line. From the looks of it, people waited about half an hour to forty-five minutes to get on a shuttle bus.

Even with such large crowds, the parking lot flea market area was surprisingly orderly. The flea market area was spread out over two large parking lots, so the aisles in between the vendors were wide enough to accommodate a lot of human traffic.

Some flea market vendors were selling new, shrink-wrapped software at discount prices. Other vendors were selling boxes of electronic components: diodes, capacitors, assorted electronic doodads. Still others were selling second-hand parts and peripherals.

One vendor from Pennsylvania was selling blank Maxell 3.5 inch floppy disks at \$25 per hundred. Within six hours they had sold 10000. They were planning on bringing another 10000 for the second day of the fair.

A few vendors were selling boxes and boxes of broken electronic junk. One vendor hawked his wares: "One dollar takes this whole box of broken goodies. Get your treasures here." Knowledgeable buyers knew that somewhere in that box was something worth more than one dollar.

About two or three dozen vendors had set up large tents, with all their wares set out on tables underneath the tents. (The tents served as a nice insurance in case it rained.) Many of the other vendors were selling from the back of their trucks or vans.

Walking through the flea market area was like walking through a time tunnel of electronics history. At one booth an elderly gentleman sat with boxes of dusty vacuum tubes. At his feet were boxes of electronics magazines from the 1950's, sure to be of interest to modern archaeologists.

At another booth was a bearded flower-child with a TRS-80 microcomputer, circa 1979, priced at \$10. To everyone's amazement, someone bought it.

State of the art business computers, circa 1981, were selling for about \$60 to \$80. These huge behemoths could conceivably be useful for some small businesses, if you were able to purchase the system with a sufficient supply of 8 inch blank floppies.

With the popularity of the new low-cost laser and ink-jet printers,

it was not surprising to see a goodly number of daisy wheel and dot matrix printers at the fair. Most such printers were selling for under \$100. One not so astute person was trying to sell a second-hand nine pin dot matrix printer for \$180. Chances are he had to carry the printer back home with him at the end of the day.

Camaraderie and goodwill were widely evident. Vendors took time to explain to buyers what it was that they were buying. More important to vendors than getting the best price was finding a good home for older electronic equipment.

Despite the general atmosphere of goodwill, one or two vendors displayed shocking conduct. One table was set up to sell bootleg cassette music tapes. A large sign actually said, "Bootleg cassette music tapes." Such a flagrant violation of the copyright law met with more than a few cold stares.

Another vendor was selling a handful of Apple 5.25 inch disk drives at bargain basement prices. A cursory inspection of the drives showed that they had been sanded with sand paper on the front and sides of the disk drive case --- exactly where schools mark their names with indelible magic marker ink.

When asked about the origins of the drives, the young vendor gave the evasive answer: "Oh, a friend of mine asked me to sell these for him." It's a sad day indeed when schools lose precious computer equipment to juvenile thieves.

At the end of the day people filed onto the yellow school buses to head back to the parking lot. With arms full of bargains and brick-a-brack, many looked weary but happy. Once home they'd be able to separate the jewels from the junk. Finding out which is which is all the fun.

Phil Shapiro The author develops educational software professionally.
"*****" He can be reached on GENie at: P.Shapiro1)

```
////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Well, nuts, if you guys are gonna get really picky, do what I do /
/ for Air Warrior: Run your sound out into a guitar amp.           /
/ You say you WANT VOLUME CONTROL?????"                          /
////////////////////////////////////// MIKE.KELLER  ////
```

```
[EOA]
[HAR]//////////////////////////////////////
      HARDWARE VIEWPOINT /
//////////////////////////////////////
```

Back It Up!

Lorraine "Rainy" Wilson
[L.WILSON6]

```
>>> A QUICK LOOK AT GSTape - HDTape <<<
*****
~ Tape backup for SCSI block devices ~
```

I am doing this review, because these products are so useful, and so under advertised. GSTape - HDTape are tape backup and restore

programs by Tim Grams for the Apple][.

HARDWARE SUPPORTED

Teac SCSI (60 or 150), Archive 150, and Apple (3M) tape drives. But most SCSI tape drives work with this software, even though Tim hasn't tested each one specifically. Apple SCSI cards (either one), and soon the RamFast SCSI card.

SOFTWARE

GS/OS for GSTape, Prodos for HDTape.
 HFS partition support is also coming soon

I feel uniquely qualified for this, because I have so much need for the programs, and have built a few SCSI hard drive/tape units. The need comes about from two very active children and their friends. The hard drive/tapes were made for neighbors.

All this adds up to a lot of disk space at high risk (games are not always system friendly, and new users do make mistakes). GSTape has rescued me from bad files and accidental formats more times than I care to remember. GSTape's unique single file recovery can save a lot of aggravation. Especially when the saved game they trash is mine! Then there was that term paper, and the Christmas list. If you have a hard drive, you have to back it up. Sometimes you trash just one file, why restore the whole drive? GSTape makes that backup (and restore) easy.

GOOD :)

- o works with most hardware
- o runs under GS/OS (GSTape has desktop interface) or Prodos 8 (HDTape)
- o supports Apple cards (HDTape with Rev C Apple card only)
- o GSTape has single file restore (HDTape is an image backup)
- o Tim Grams has experience and dedication, this will be supported by him personally

BAD :(

- o you don't have a tape backup (can't use this program)
- o you enjoy rebuilding your hard drive files from scratch (one sick puppy here)
- o RamFast support is incomplete HFS support is incomplete GSTape doesn't work with the GS/OS SCSI tape driver.

SO WHAT?

If you have an Apple SCSI card, these are the best tape programs around. Get a tape drive, send Tim Grams \$35 and make your backup problems go away. If you have a RamFast, watch for an announcement about version 2.0 . If you use the HFS FST in system 6.0, look for that in version 2.0 also. 2.0 is due out this spring, with the release of the 3.0 ROM RamFast.

MORE ON TAPE I am running GS/OS 6.0 now, and still use Tim's driver
"*****" and software. It has features that Archiver (Apple's
utility) can't match. The 3M tape is SSLLOOWW, but half hour backup
times are the norm with floppies, on a 32 meg volume, so a slow tape is
not so bad. You don't have to be there feeding it disks every minute.

The TEAC is fast. Any SCSI tape will probably get the job done
easier than disks. I added a 3M tape drive to my drive (home made
Quantum) for \$100! GSTape will not do background backups, like the
RamFast, but it will do single file restores, and that is worth the
extra time and planning. Just do your backups at night.

GSTape - HDTape may be purchased directly from"
Tim Grams (TGRAMS)
P.O.box 462283
Garland , TX 75046

Discussions belong in A2 RT's Cat 11 Topic 20, home brew hard drives

@;^) Rainy

//////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Very unique. It takes a very special breed to believe that you /
/ can do desktop publishing on a 9" screen. :)" /
//////////////////////////////////// J.FLANAGAN4 //////////////////////////////////

[EOA]

[LIB]////////////////////////////////////

THE ONLINE LIBRARY /

////////////////////////////////////

Yours For The Asking!

By Phil Shapiro & Tom Schmitz
[P.SHAPIRO1] [TOM.SCHMITZ]

>>> HOT FILES! <<<

The Apple II Roundtable library continues to grow at a healthy
pace. Not long ago file number 18000 was uploaded. Here are some newer
and older files that you might want to add to your collection.

Catching Criminals Does your kid's school use "Where in the World is
"*****" Carmen Sandiego?" If so, you may want to get them
a copy of the public domain disk, "Chasing Carmen."

This disk has several AppleWorks word processor "worksheet" files,
to give students practice in using the World Almanac. Teachers can
print out however many worksheets they need.

The disk also has a database file for students to find facts to
help them play Where in the World is Carmen Sandiego. The database is
large, but incomplete. This was done on purpose, so that students can
get practice adding new facts to the database.

Please note: you do require AppleWorks 3.0 to use the Chasing

- [*] 18268 EXPLOSIONHT.BXY.....Desc: System sound for the Nuclear Trash!
- [*] 18266 EASY.DEAD.BXY.....Desc: Working arcade game from FTA
- [*] 18251 SOLITAIRE.BXY V2.0....Desc: Solitaire IIgs Game v2.0
- [*] 18249 TEXAS.II.BXY V2.4...Desc: Newsletter for AW 3.0 users - v2.4
- [*] 18232 QUICKLAUNCH.BXY.....Desc: Program Lanucher Finder Extension.
- [*] 18231 NUKE.NY.2.I.BXY.....Desc: New version of Nuke Trash icon!
- [*] 18218 SOUNDPATCH.BXY.....Desc: Fixes Shutdown Sounds Bug in Sys. 6.
- [*] 18190 TIMEMASTER.BXY V1.1....Desc: Set IIgs clock via Atomic Clock svc.
- [*] 18176 ABOUT.SYS6.TXT.....Desc: IMPORTANT info on System 6.0! Read!
- [*] 18169 BASIC.1.5.BXY.....Desc: BASIC.SYSTEM version 1.5.1
- [*] 18168 PRODOS.2.01.BXY.....Desc: ProDOS 8 version 2.01
- [*] 18156 FILE.MGR.BXY V2.01...Desc: NDA File Manager, excellent!
- [*] 18154 FONTSEL.BXY V0.31.....Desc: font names in menu drawn in fonts
- [*] 18152 PMPUNZIP101.BXY.....Desc: Unpack ZIP Files on your IIgs!
- [*] 18145 S6.SYSDISK.BXY..... Desc: Main SYSTEM DISK for IIgs System 6.0
- [*] 18144 S6.SYNTHLAB.BXY.....Desc: SYNTHLAB disk for IIgs System 6.0
- [*] 18143 S6.FONT.S.BXY.....Desc: FONTS disk for IIgs System 6.0
- [*] 18142 S6.TOOLS2.BXY.....Desc: SYSTEM TOOLS disk #2 for System 6.0
- [*] 18141 S6.TOOLS1.BXY.....Desc: SYSTEM TOOLS disk #1 for System 6.0
- [*] 18140 S6.INSTALL.BXY.....Desc: INSTALL disk for IIgs System 6.0
- [*] 18139 COMPANIES.BXY.....Desc: Apple II companies & products info
- [*] 18120 ESA.NT.BXY.....Desc: Great original song for NoiseTracker
- [*] 18062 AUTO11.BXY.....Desc: Auto-UnshrinkIt v1.1, big bug fix
- [*] 18061 SHRINKIT34.EXE.....Desc: Self-Extracting ShrinkIt 3.4
- [*] 18060 SHRINKIT34.BXY.....Desc: ShrinkIt for IIe/IIc, version 3.4
- [*] 18059 GSHK105.EXE.....Desc: Self-Extracting GS-ShrinkIt v1.0.5
- [*] 18058 GSHK105.BXY.....Desc: IIgs ShrinkIt, version 1.0.5
- [*] 18021 CHGFIL.4.11.BXY.....Desc: Appleworks file repair utility
- [*] 18014 ASPHYXIA.3.BXY.....Desc: Great Freeware Apple II magazine!

```

//////////////////////////////////////////////////// GENIE_QWIK_QUOTE //
/ >>"I'll go over the manual several more times" /
/ >>"If that fails, then I'll bother" /
/ /
/ "What a refreshing attitude. :)" /
////////////////////////////////////// GARY.UTTER ////

```

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

////////////////////////////////////

GENIE Lamp Information

- o COMMENTS: Contacting GENIE Lamp
 - o GENIE LAMP STAFF: Who Are We?
 - o CONTRIBUTORS: This Issue

GENIE LAMP GENIE Lamp is monthly online magazine published in the
 "*****" GENIE Lamp RoundTable on page 515. You can also find
 GENIE Lamp in the ST (475), the Macintosh (605), the IBM (615) Apple II
 (645), Unix (160), Mac Pro (480), A2 Pro (530) and the Geoworks (1050)
 RoundTables.

We welcome and respond to all GEmail. To leave messages,
 suggestions or just to say hi. You can contact us at the following

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- o Kent Fillmore [DRACO] Publisher/Genie Product Manager

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Vertical bar patterns forming a decorative header.

Your
Genie Lamp Apple II
RoundTable
RESOURCE!

- ~ HOT FILES / HOT MESSAGES ~
~ APPLE BYTES: Confirmed News! ~
~ APPLE II HISTORY - PART 1 ~
~ APPLE II AND THE FUTURE ~
~ ASK DOCTOR FRANKLIN ~

Genie Lamp Apple II ~ A T/TalkNET OnLine Publication ~ Vol.1, Issue 03

Publisher.....Kent Fillmore
Senior Editor.....John Peters
Editor (AII).....Tom Schmitz
Co-Editor (AII).....Phil Shapiro

~ Genie Lamp MAC ~ ~ Genie Lamp IBM ~
~ Genie Lamp ST ~ ~ Genie Lamp Elsewhere ~ ~ GenieLamp Apple II ~

>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ June 1, 1992 ~

- FROM MY DESKTOP [FRM] Notes From The Editor.
APPLE BYTES [BYT] Confirmed News!
HEY MISTER POSTMAN [HEY] Is That A Letter for Me?
HUMOR ONLINE [HUM] Virus Alert!
WHO'S WHO [WHO] Who's Who In Apple II.
FOCUS ON... [FOC] Apple II History.
TELETALK ONLINE [TEL] Apple II BBS's Around the USA.
ABOUT THIS APPLE II [ABO] Apple II & The Future.
THINK ABOUT IT! [THI] Online Food For Thought.
ONLINE FUNNIES [FUN] CowTOONS!
VIEWPOINT [VIE] Pointless Made Easy.
THE ONLINE LIBRARY [LIB] HOT Files For The Asking.
THE PROGRAM CLINIC [ASK] LOG OFF [LOG]

Ask Doctor Franklin.

GENieLamp Information.

[IDX]

READING GENie Lamp GENie Lamp has incorporated a unique indexing
..... system to help make reading the magazine easier.
To utilize this system, load GENie Lamp into any ASCII word processor
or text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed
..... here in GENie Lamp, you will find all the information you
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|-----|-----|-----|-----|-----|
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and
..... weekend access to more than 100 services including
electronic mail, online encyclopedia, shopping, news, entertainment,
single-player games, multi-player chess and bulletin boards on leisure
and professional subjects. With many other services, including the
largest collection of files to download and the best online games, for
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie
service, call (with modem) 1-800-638-8369. Upon connection type HHH.
Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system
will then prompt you for your information.

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "There are probably thousands more who installed system 6.0 /
/ and have had no problems and of course you won't hear from /
/ us--and that's the way it should be. So.....GO AHEAD, Try /
/ it, you'll like it!" /
////////////////////////////////////// D.GILL10 ////

[EOA]
[FRM]//////////////////////////////////////

FROM MY DESKTOP /

//////////////////////////////////////

Notes From The Editor
.....

By John Peters
[GENIELAMP]

o KANSASFEST TAKING SHAPE

INCIDER/A+ TO HOLD FTA CONTEST Summer time, for many, is vacation time
and a time for fun, so the next several
Shareware Solutions columns will be all about fun and games. In the July
issue, we'll be taking a look at some wonderful ProDOS-8 based games and
in the August issue, we'll be looking at some phenomenal GS/OS games.
We'll be looking at some of the unreleased treasures from our good friends
The FTA, and from some other French programmers you may have never heard
of before.

Also, in the August issue, timed to coincide with KansasFest, we will
be announcing the first ever Shareware Solutions Contests. One contest
will be for programmers and one will be for end users. Without giving
away any state secrets, I'll just say that the contest is being made
possible by Olivier Goguel. You know the Gog; founder of the FTA.

(Go one Joe, tell 'em a little more)

As you may have heard, when the FTA disbanded last winter, they left
behind a number of partially completed programs. Olivier Goguel has
provided me with the source code for the FTA software, and it is that
source code that will be the basis of the programming contest. That source
code is going to be released as public domain (Spread it far and wide,
please) and we will be conducting our contest to see who can create the
most mind blowing completed product from the source code. We're currently
trying to get sponsors, so we can offer prizes.

I'm very excited about the contests, as I see it as a way for the II
community to get focused again on something positive. There's been
entirely too much doom and gloom recently (IMHO) and I see the contest as a
way out of all that negativity. I hope you'll agree, and get involved in
that first contest. So does Olivier Goguel, who sends his regards to the
IIGS community. -Joe Kohn

(J.KOHN, CAT28, TOP4, MSG:2/M645;1)

[NOTE: Joe writes the SHAREWARE SOLUTIONS column and other articles
for inCider/A+. Be sure to check out his great work!]

KANSASFEST TAKING SHAPE A2-Central Summer Conference!
July 21-22: Two-day Colleges. If you come for
Tuesday and Wednesday's activities, you'll have your choice of one of three
two-day developer colleges. One of these will be an introduction to Pascal
programming on the Apple IIgs, by Mike Westerfield, developer of the Orca
series of development tools from The Byte Works. The second will be an
introduction to C programming on the Apple IIgs, by Walker Archer and Gary
Morrison. The third will be an intensive look at Apple IIgs Sound and
Graphics programming, which will be led by Nate Trost, Chris McKinsey, and
Bill Heineman.

JULY 23-24: KANSASFEST If you come for Thursday and Friday's activities,
you'll get our best summer conference ever - two
days packed with sessions about the Apple II. We're planning sessions that
will help developers keep their System 6 products compatible with each
other. We already have registrations from a group of Australian developers
and a number of interesting proposals. For example, Softdisk, which
continues to actively buy Apple II software from developers, is planning

several sessions. And we're planning sessions for HyperStudio, HyperCard, and UltraMacros developers. Apple itself will once again attend this portion of our conference. In addition, we'll have a bunch of old-timers around to reminisce with you and a bunch of new-timers to tell you about their dreams for the Apple II's next 15 years.

JULY 25-26: APPLE CENTRAL EXPO Just like last year, Events Specialists is holding its Apple Central Expo in Kansas City on the Saturday and Sunday following our conference. This is a user-oriented show that draws Apple II users from across the midwest. The Expo will be held in the same building as our conference. For tickets to the Expo or to reserve exhibit space, call Events Specialists at 800-955-6630 (617-784-4531), or write them at 17 Lilac Road, Sharon, MA 02067

Call for proposals If you'd like to make a presentation at this year's conference, send us a proposal by May 1. Tell us about your topic, intended audience, and equipment and time requirements. Presenters earn a discount!

Facilities Like last year's summer conference, most of our sessions will be held at a state-of-the-art conference facility owned by the National Office Machine Dealer's Association (NOMDA) in Kansas City, Mo. This facility is within networking distance of Avila College, where our conference has been held in the past and where, once again, we'll be able to provide dormitory rooms and meals to those who want to have the best time possible meeting and learning from other developers. Make your plans to attend now. Whether you come for one day or more, we promise you'll enjoy the sessions you'll attend and the people you'll meet. You must register by June 1 to get the best prices. We have private rooms available at Avila this year, or, if you prefer, choose double-occupancy and save some money. Avila's prices include evening and morning meals surrounding the nights of your stay. College and conference prices include lunch. If you like, you can pay for the sessions only and make your own hotel and transportation arrangements. Or you can eat and stay at Avila for \$30 a night (\$40 for a private room). And, for \$30 more, we'll arrange to have you met at the airport and brought directly to Avila and returned. This final option would cover ALL of your costs for the conference except airfare.

Registration Information Tuesday & Wednesday

CONF-GS	Graphics & Sound College	before	after
CONF-P	Pascal College	June 1	June 1
CONF-C	C College		
	College of choice (lunch incl)	\$150	\$175
	Thursday & Friday		
CONF	KansasFest(lunch incl)	\$300	\$350

Saturday & Sunday

Apple Central Expo 1-800-955-6630

Accommodations

TRANS	Airport/Avila round trip	\$30	\$35
AVILA-1	2 Meals, Private Room, per day	\$40	\$45
AVILA-2	2 Meals, Double Room, per day	\$30	\$35

You must attend a college or KansasFest to be eligible for a room at Avila. Room charge includes supper the night of your stay and breakfast the next morning. You must indicate which nights you want to stay at Avila.

Accommodations are available from Monday the 20th to Sunday (RC.ELLEN, CAT23, TOP10, MSG56/M645;1)

//////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "Overnight there have been a dozen downloads. Now, how do we /
/ reach all those folks NOT on GENIE ? :-)" /
//////////////////////////////////// L.ROCHA1 ////

[EOA]
[HEY]////////////////////////////////////

HEY MISTER POSTMAN /

////////////////////////////////////

Is That A Letter For Me?

By Tom Schmitz & Phil Shapiro
[TOM.SCHMITZ] [P.SHAPIRO1]

o BULLETIN BOARD HOT SPOTS

o APPLE II ODDS & ENDS

o WHAT'S NEW W/APPLE II?

o ...THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

- [*] CAT2, TOP5, MSG:76.....How to make CDA's, NDA's, CDEV's & Init's work
- [*] CAT2, TOP5, MSG:113....Clean-up by name -- neat new System 6 option!
- [*] CAT3, TOP3, MSG:71.....How your Apple dealer can download System 6
- [*] CAT9, TOP6, MSG:148....Patch to restore white folder default to 6.0
- [*] CAT9, TOP6, MSG:385....What is Archiver on the system software?
- [*] CAT9, TOP6, MSG:412....ZIP Chip GS Speed problems
- [*] CAT9, TOP6, MSG:425....How to wire a SCSI cable
- [*] CAT9, TOP13, MSG:64....SYSTEM 6.0 AND RAMFAST
- [*] CAT11, TOP11, MSG:122..Zany Golf patch -- Get to the Mystery Hole!
- [*] CAT13, TOP21, MSG:36...New features for TCX!!!
- [*] CAT13, TOP6, MSG:47....New BrainStormer application for WriteWorks
- [*] CAT13, TOP25, MSG:105..Where did my Texas II subscription go?
- [*] CAT17, TOP5 , MSG:57...Word counting with AppleWorks 3.0
- [*] CAT26, TOP2, MSG:71....The 911 error and what to do
- [*] CAT26, TOP9, MSG:4.....Apple StyleWriter warning
- [*] CAT35, TOP3, MSG:5.....ECON Announces Pegasus 0i - Internal SCSI Hard Drive Kit

>>> APPLE II ODDS & ENDS <<<

WHAT IS APPLE'S TIM SWIHART DOING? Now that System 6 and HCGS are done,

***** I've moved into a new role at Apple.
I'm now managing the development and quality engineers in the A2 group.
Same group, different role. Instead of managing products, I'm managing
people. :-) Tim Swihart

NEW Co-PILOT VERSION 2.0 I have just uploaded Co-Pilot version 2.0
***** (finally!!!). It should be available as
#18389, GECOPilot.BXY, as soon as the sysops get to review it.

This version of the Co-Pilot program itself is pretty much the same as
the beta version that has been available, but with the bugs all fixed
(hopefully) and a few details improved. The scripts have been completely
revised to make them easier to understand (for those of you who care) and
easier for me to modify and improve and to work better with GENie. There
is a new installer to make the installation easier but, due to numerous
changes in the organization of Co-Pilot, the installer can not update
configuration files from previous versions -- you will have to re-configure
them manually.

This version of Co-Pilot requires Point-to-Point version 4.0 or later
or Talk is Cheap version 3.20 or later (please note that TIC 3.20 is now
required -- the beta worked with earlier versions IC). This version will
work correctly with Ptp and System 6.0.

The fee for new users remains \$25. I regret that I have concluded
that I have to charge an upgrade fee for this new version, due to the
amount of time and effort that went into it, and the severe reduction in
new sales. The upgrade is \$10. There is one exception to this -- in
appreciation of his support of Co-Pilot when I have not been available,
Gary Utter gets a free upgrade.

Besides squashing the inevitable bugs that will appear, I will be
devoting my time in the next few weeks to adding support for ProTERM to
Co-Pilot. (K.GLUCKMAN, CAT10M TOP11, MSG:65/M645;1)

MORE FROM GENIE LAMP When we saw the good word GENie Lamp decided to
***** give Ken a call and find out more about Co-Pilot:
Co-Pilot is an off-line message processor which works with Talk is Cheap or
Point-to-Point (and soon with ProTERM 3.0) to provide an easy to use IIGS
desktop interface to GENie. Changes in the latest version allow you to
copy text from the message you are reading and paste it into the message
you are writing, or to any other program which supports the clipboard.
Other changes improve the performance of the scripts used to access GENie
and make the script files easier to read and therefore to customize. Many
smaller refinements in the program have also been added to make use even
easier.

Co-Pilot was originally written as my first programming effort. It is
still the only major application that I have written. It is written
entirely in ORCA/M assembly.

I only intended to create a desktop program that would allow me to
read messages from (excuse me) CompuServe. However, it just kept growing
and soon had many features for responding, archiving, downloading files
and, eventually, fully automating an on-line session. Subsequently, I
began to notice that really cool things were happening in the Apple II
world on GENie. However, I just couldn't deal with the GENie interface.
Tom Hoover's GEM helped a lot, but I am not an AppleWorks person, so I was

still not comfortable with GENie. I approached Tom Weisharr at AppleFest in Boston and he agreed to support the creation of a version of Co-Pilot for GENie. I got a lot of help from all of the Sysops, Tom Hoover, Don Elton, Gary Little and others.

I was really pleased when I was able to create a version of Co-Pilot for GENie that looked to the user almost the same as the CompuServe version. I believe that one of Co-Pilot's greatest contributions has been that it provides the same interface for both GENie and CompuServe. I know of no other set of programs that does that for any other computer. This has enabled many users of CompuServe to start using GENie and vice-versa. In fact, it was Co-Pilot that brought the famous Gary Utter to GENie from CompuServe! -Ken

AII ADVERTISING THIS MONTH The following is from John Majka, secretary
of AII: The ads for the Apple II have been placed in the following magazines:

National Review - Mother Jones - Discover - Sports Afield - The Atlantic - Inc. - Electronic Musician - CQ (for ham radio operators)

They should begin appearing in the June issue due to publishing schedules except for NATIONAL REVIEW. Our ads are already appearing there and we have been getting responses to it.

(D.CRUTCHER, CAT5, TOP7, MSG:44/M645;1)

NO HARMONIE FOR EXPRESS From the thread here on GENie it has become
obvious that Express is not useful with the Harmonie printer drivers. This is due to the way Harmonie works (images a little then sends data out the port in little chunks). Express is most beneficial for printer drivers like the standard ImageWriter driver and the Independence printer drivers for the DeskJet and LaserJet. All of these drivers image larger chunks of data and pump more data out the port in a single shot. For these drivers Express DOES REDUCE the time waiting to regain computer control.

We apologize for making the assumption that if it saved time with our Independence printer drivers and if it saved time with the ImageWriter printer driver, that it would save time with the Harmonie d rivers. {Live and learn the hard way...}

If you are using a Harmonie driver and Express isn't working well for you, please try to return the program to the place of purchase...we don't want anyone to be unhappy with us or with Express. Express is a great product; unfortunately it just doesn't benefit Harmonie users

For those who do find Express useful, please don't return the software just to get it free...it took two years and lots of money to develop. We don't mind refunding Kirk and others who are using Harmonie because Express doesn't appear to be useful to them. Thanks, -Dave
(SEVENHILLS, CAT43, TOP10, MSG:21/24/M645;1)

>>> WHAT'S NEW WITH APPLE II? <<<

A2 RT HAS A NEW BOSS Dean Esmay (A2.DEAN) has been promoted to Head
Sysop of A2 and A2Pro, the Apple II RoundTables on GENie. Dean has been our librarian here since early 1989. Dean follows in

the footsteps of Chet Day, who resigned in late March to run the Religion and Ethics RoundTable here on GENie.

I'm renovating this room for Dean so he can have an office. Please excuse the folding table and chairs for now, we've got a computer desk and some file cabinets on order. If you have any ideas u'd like to share with Dean about how the Apple II RoundTables should be run, this is where you can catch him. -Tom Weishaar, Manager, Apple II RoundTables
(UNCLE-DOS, CAT3, TOP7, MSG:1/M645;1)

WHO IS DEAN? Gosh, Lloyd, tell you about myself? That might scare
"*****" people away, but I'll give it a shot. :-)
I started working with computers in an independent study program back at a special education High School I attended back in the early 80's. Actually I started before that playing around with a TRS-80 Model I and Commodore 64 systems, went through a brief love affair with the IBM-PC, and finally discovered the Apple II via an Apple IIe at school. I started reading Open-Apple at that time and became me a fanatic (perhaps too much of one, but I was young) from that point on.

When Tom Weishaar took over the Apple II RoundTables on GENie, I sent him my resume. I'd been using a modem for a while and was running my own BBS at the time. I was also President of the Apple Tree Computer Club and had developed a reputation with a lot of folks for being a problem-solver. Tom, in a momentary lapse of reason, decided to hire me. I became library and A2.HELP manager here in A2 something like three and a half years ago. I started in December '88 I think, and after a couple of weeks of training I took over from Doug Acker (library) and Dennis Doms (A2.HELP). Those were pre tty scary days, especially since I'd never even used GENie before, but I guess it worked out. I'm still here.

I was divorced a while back, and now live in the south suburbs of Chicago with my girlfriend Susan, owner of Digital Data Express (a small Apple II software & used hardware dealership that also distributes the Apple II GEM CD-ROM), with her two kids and her dad. We reside in beautiful unincorporated Midlothian, just a few minutes south of the city. Heck, if anyone from around here wants to get together for coffee or beer or some such, I'd be happy to meet you.

In addition to my duties here, I've been the editor of A2-Central On Disk ever since its inception. My first job was converting all our back issues into text format for sale on a single package, and after that massive project began creating a monthly disk issue jammed full of the best PD, freeware, and shareware software I could find.

I also have that wonderful job responsibility known as "other tasks as assigned," and have at various times done things like answered mail for A2-Central or handled other tasks that Tom needed. Mostly it was just the library and A2 On Disk.

Last year I became the editor of Studio City, nee' Stack-Central. I'm particularly proud of Studio City. We made a lot of changes to it and I now think it's one of the finest disk based publications you'll find on any machine. It's a lot of work and terribly demanding, maybe even more than it's worth, but I find it incredibly rewarding.

I still do the occasional article or other task for the A2-Central newsletter, and am in the process of negotiating a deal to become a

columnist for inCider on top of everything else.

This stuff is about all I do for a living, though I occasionally teach computer workshops or write articles for other magazines. I also sometimes write music reviews for On-Line Digital Music Review.

I've been working more or less on my own since '88, mostly at home though I do have an office in Blue Island, Illinois. I find it all quite wonderful. Perhaps I don't make as much money as I might at a "real" job, but the compensation is that I have a much greater degree of freedom in my working hours and habits than most people ever do. It also allows me to take occasional classes at the local community college without worrying too much about scheduling conflicts. I never went to college after High School so this is nice.

Though I'm familiar with and occasionally use other machines, I've been an Apple II diehard since the early 80's and I don't see that changing any time soon.

I stand about 5'10", weigh too much, and sport quite long blonde hair and a beard to go with my somewhat piercingly blue eyes. I've been told at various times that I look like either some kind of Viking or Gregg Allman, though neither is intentional. I usually don't wear much besides t-shirts and shorts. I own exactly one tie, which I never learned how to put it on and haven't worn in at least three years.

(A2.DEAN, CAT3, TOP7, MSG:26/M645;1)

MORE NEW HIRES I'd like to announce that Bill Dooley (BILL.DOOLEY) has "*****" recently joined the A2 staff as our bulletin board manager and Chief Topic Cop. You may not all be familiar with Bill, he's usually pretty quiet here in A2, but you may recognize him from some of the other RTs he frequents, most notably the Jerry Pournelle RT.

I hope you'll all make Bill feel welcome in his new role. I know the staff here in A2 is looking forward to working with him.

I'd also like to announce here that Greg DaCosta, now using the account GREGD, has rejoined the staff, this time as an assistant to Tom Stechow over in A2Pro. Welcome back, Greg!

(A2.DEAN, CAT3, TOP7, MSG:36/M645;1)

TRADING ZONE REVAMPED Categories 4 and 7 were completely reorganized "*****" last month. Category four, A2 RT's trading zone has expanded its scope and sectioned off various types of products into their own topics. GENIE's A2 RT is a unique second-hand market where great bargains are constantly found. And if nobody is offering what you are looking for, just ask. Somebody will be right along with a hot lead or maybe even with the item in hand. Here is a list of the new trade zones:

- Category 4 Product/Service Directory (ads, addresses, phone numbers)
- Topic # Description
- [*] 1 A2's Classifieds
- [*] 5 Full Systems/Large packages
- [*] 7 8-bit Software
- [*] 10 16-bit Software
- [*] 14 II+ specific expansion cards
- [*] 15 Standard slot (1-7) expansion cards
- [*] 16 IIE auxiliary slot expansion cards

GS, perhaps).

5. In the process, make A2 and A2PRO an important hub in the continuing support of the Apple II line of computers.

These goals have been stated basically in order of importance. Our primary consideration is the preservation of existing software which may no longer be published. Because of this, we here at A2/A2PRO applaud efforts by Big Red, Triton, and others to acquire distribution rights for much of the more recent Apple II software. But they do not go far enough. In many cases they do not obtain source code, so they cannot upgrade or update much of the software they carry. If the current owner of the source code should lose their disk(s), the software is gone forever. (And we know how many people keep backups, right? :) The best that can be accomplished through Big Red, et al, is partial satisfaction of Goal #1 and Goal #2 (which is no mean feat, but it is not enough).

Detailed Approach We will be keeping a database of as many Apple II
 "*****" programmers as possible. The only criterion will be that these programmers be owners of copyrights on previous commercial (copyrighted) Apple II software. We need your help. If you are an Apple II programmer (current or past), reply in the appropriate Topic in this category with your particulars: address, phone #, e-mail addresses (GENIE and elsewhere), and what software you have written. Doing so will NOT obligate you in any way. Should you know of the whereabouts of other programmers/copyright holders, then we would like that information also.

By knowing where these people are, we can start a systematic effort to track them down to ask for support of our project. Since storage on GENIE's mainframes would appear to be a very safe place for storage, this would satisfy Goal #1, even without source code. If allowed to distribute, this would satisfy Goal #2. If it needs update, we can work to organize the programmers which frequent A2PRO to get software updated (with permission, of course), assuming the original programmer is unable or unwilling to undertake the task himself. This satisfies Goal #3. Because some Apple II programmers went on to other platforms, it may be possible to convince them, or another programmer, to do a port to the Apple II of the newer, non-Apple II software which is currently unavailable on the Apple II. This satisfies Goal #4. By performing all of these, we automatically meet Goal #5.

Privacy Issues Should you be one of the programmers we are searching
 "*****" for, and do NOT want your personal information stated publicly, then send private e-mail to T.TOBIN with your data and instructions to that effect. All information acquired privately will remain that way, private. If you are providing data on another individual and are unsure if they wish their addresses publicly aired, then please send their info by e-mail as well. All requests for privacy will be honored. It is also assumed that there may be programmers who do not wish their software distributed online, but would like to partake of the other services being offered here (safety from loss, programmer clearinghouse, etc.).

Although this avoids Goal #2, we realize we cannot have everything, and we will be willing to help work the problem. We are in the process of setting up an Optical Disk Cartridge (560MB Total Storage, per Cartridge) for offline storage of any and all programs and source which programmers do

not wish on GENie initially. This provides a geographically separate 'safety' storage which can be guaranteed not to be distributed without express permission, and which can be used to support whatever update/upgrade plan the author may have in mind (if any).

In Summary Remember, if you are an Apple II programmer, let us know who and where you are. If you know of an Apple II programmer, let us know where he or she is. This will only work with your support. Show your support for the best, most versatile computer ever made by becoming actively involved. Apple II Forever! (And WE really mean it!)

Disclaimer As this effort evolves, we retain the right to change or "improve how we do this, as necessary. (But we will not violate any confidences, regardless)
(T.TOBIN, CAT7, TOP1, MSG:2/3/4/M645;1)

>>> LOST CLASSIC TOPICS

- [*] 1 About Lost Classics
- [*] 2 Who Really Owns this Stuff?
- [*] 3 Lobby and Front Desk: Check in Here
- [*] 4 Apple][Fantasies
- [*] 5 Volunteer Programmers Needed

>>> ...THROUGH THE GRAPEVINE <<<

HYPERCARD MAC DEATH? I see where Apple is now denying the rumored death of HyperCard (Mac). It seems some people are interpreting the release (pending?) of Apple script as the death knell for HyperCard. Apple says it ain't so. Isn't strange that they have to spend so much time and energy saying they aren't killing a product line?

HyperCard (and the Mac) will probably evolve to the point where current users are in the same boat as we][users. Tools on a RISC chip to allow it to run 680404 code? Wanna bet what kind of compatibility problems that will cause?

But hey, system 6 is great. Thanks Tom et al.
(J.L.COFFEY, CAT5, TOP3, MSG:76/M645;1)

APPLE II GF? Readers of GENie's paper magazine, LIVEWIRE, may have noticed a photo caption mentioning the Apple IIGF. As always, this started the rumor mill churning so we at GENie Lamp decided to call our friends at Livewire and get the scoop. Here is what they had to say:

The 'IIGF' is unfortunately nothing more than a typo of IIGS. Somewhere along the line someone made a mistake and it was mentioned under a screen shot of Sensei as 'IIGF', when it was supposed to be IIGS.

Being a IIGS owner myself, I wasn't exactly thrilled to see the error appear (especially since I captured the screen shot, etc).

Sincerely,
Kevin J. McCann
Asst. Editor, LW

HEATHKIT COMPUTER PASSES Today, in the Chicago Tribune Tempo section, I
"*****" saw some very sad, though in retrospect, not
very surprising news. Heath Co. is discontinuing the production of
Heathkits. "Actuarial tables" were cited as the determining factor in
discontinuing the kits in favor of ready-made consumer electronics items.
Just another sign of the times. Too many of Heathkit's customers were old,
and passing on, and they were not being replaced. Mr. William Johnson,
president of the company asked "Do your kids have the patience to sit down
and build there own stereo set over the course of several evenings, or a
weekend? Mine don't. They want to buy one at a store so they can listen
to it the very same day".

So easy. So convenient. No curiosity for how or why it works. No, as
Johnson called it, "Eureka!" factor needed... although some people I've
seen lately probably shout that when they manage to get the batteries in
the right way.

I guess I'm just sad. Another treasure of the past fading away, as so
many others have recently, in the name of the holy bottom line. The world
is becoming a very gray place.

Bartender, got a Coke? I'm gonna dig out my Don Lancaster books and
my IC references and have some fun, in memory of Heathkit. -Rich
(BARRACUDA, CAT2, TOP7, MSG:17/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 19, Topic 13
Message 3 Mon May 18, 1992
A2.DEAN [Studio City] at 18:11 EDT

I might as well throw myself into this controversy... some of my
friends won't like that I say this, but what the heck.

BTW, I'm editor of Studio City, a HyperStudio based magazine, and am
involved on the fringes of Script-Central (some months more than others).

Using an accelerated IIgs with a hard drive and a RamFast, I have
still never seen a stack working under Hypercard IIgs that I considered
fast enough to be useful. I find it painful any time I try to do anything
with Hypercard; yes, there are neat things you can do with that language,
but anything you do with it is going to run so slow you'll probably have
time to walk down to a local restaurant for a few cups of coffee while you
wait for it to finish whatever it's doing.

I can't even imagine how horrid it would be trying to use Hypercard
on a IIgs without acceleration. If I didn't already have a Zip GS, and I
bought Hypercard IIgs, I'd want my money back.

HyperStudio is significantly faster all the way around. So much
faster that from what I've seen, a IIgs without an accelerator will be
faster with HyperStudio than a machine WITH an accelerator will be with
Hypercard.

HyperStudio excels in the tons of little things it does that other
Hypermedia programs can't do. Little things mean a lot when added up;
funky transitions, vastly better graphics and animation support, speed,
greater ease of use, flexibility, and on and on. Right now the ONLY think

Hypercard has on HyperStudio is the scripting language; if it weren't for Hypertalk's power, Hypercard would be a complete joke. HyperStudio's scripting is quite weak right now; not only weak, but also embarassingly buggy. If SimpleScript were half as good as HyperTalk, and actually WORKED right most of the time, there simply wouldn't be any question that HyperStudio was a better environment.

I'll go ahead and say that I think that HyperStudio is a vastly superior environment for most Hypermedia tasks on the IIGs. Hypercard is too bloody slow and cumbersome to do anything really useful with; it's fun to play with if you're "into" programming and want a neat and easy language that you can do lots of stuff with, but I frankly have a hard time thinking of it as anything more than an impressive and glorified toy.

Dean Esmay

[*][*][*]

Category 19, Topic 13
Message 5 Mon May 18, 1992
BO.MONROE [=040] at 21:22 EDT

Heh heh. You're fired, Dean. (Did I mention I'm Editor-In-Chief?)

The truth is, HyperCard IIGS has been getting faster while HyperStudio has been getting SLOWER. My gut feeling is they operate now at about the same speed, though HyperStudio is still probably a little snappier. This could be because this here Quadra running HyperCard makes'em both look like they're stuck in the mud. On the other hand, I don't find the pace of either of them to be painful; more like "deliberate". At any rate, seems like some benchmarks are in order.

As for HyperCard being "useful"... I use a hacked-together HyperCard IIGS stack to, believe it or not, balance my checkbook. It's eminently useful and every bit fast enough for my needs. (Like I said, I've got a Quadra sitting next to my GS. If HCGS was so "painfully slow", I'd just use the Mac. But it ain't, so I don't.) Best of all I wrote it in about 5 minutes in accordance with MY particular needs. That's the promise and the power of HyperTalk: the ability to quickly create software tailored to your own specific needs. Remember Applesoft?

Dean hints at one of the truly cool things about HyperStudio: the modular nature of NBAs, Extras, and Transitions. This means that if some enterprising programmers were to write packages of these things, you could buy them and seamlessly integrate them into HyperStudio. So far, however, these things haven't materialized. (For that matter, scripting languages themselves are modular, and new languages for HyperStudio could be added if someone were to develop them. I think this idea is a more than a little retarded, but that's another story...)

Dean rattled off some impressive HyperStudio features. On paper, it doesn't look like a contest between HyperStudio and HyperCard. However, a program is lot more than a list of features -- it's how well those features work together to make you creative and productive. My experience has been that HyperCard IIGS grows on me-- the more I work with it, the more comfortable (and transparent) it becomes. My experience with HyperStudio has been pretty much the opposite; the more I work with it, the less I enjoy it, and the more I find myself fighting the program and

devising work-arounds.

That sounds like a hell of a slam, I s'pose. However, I think it really only reflects the different natures of the two programs (and, admittedly, my somewhat unusual use of them). One of the primary design goals of HyperStudio has been to make it instantly accessible; this, in my opinion, comes at the cost of depth. HyperCard is a simpler tool; you have to master it before you can do anything neat with it.

If HyperStudio were a plastic model airplane kit, HyperCard would be an X-Acto knife and a block of balsa. A lot of people are going to be perfectly happy with the results of the kit. But the person with the block of balsa doesn't _have_ to build a plane; she can carve a boat or even a cuckoo clock if she feels like it. She may also cut her hand or never finish the project because it's too hard. Your preference depends on your creative inclination and whether you view mastering a tool as a challenge or a chore.

--Bo

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your APPLE II, the GENie Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "I used to spell it correctly, until I began reading messages /
/ from others online." /
////////////////////////////////////// D.A.BRUMLEVE ////

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[EOA]
[HUM]////////////////////////////////////

HUMOR ONLINE /

////////////////////////////////////

Virus Alert!

Compiled by Terry Quinn

[TQUINN]

!!! POLITICAL VIRUS ALERT !!!

- * George Bush Virus: Doesn't do anything, but you can't get rid of it until November.
- * Ted Kennedy Virus: Crashes your computer but denies it ever happened.
- * Warren Commission Virus: Won't allow you to open your files for 75 years.
- * Jerry Brown Virus: Blanks your screen and begins flashing an 800

number.

- * David Duke Virus: Makes your screen go completely white.
- * Congress Virus: Overdraws your disk space.
- * Paul Tsongas Virus: Pops up on Dec. 25 and says "I'm NOT Santa Claus".
- * Pat Buchanan Virus: Shifts all output to the extreme right of the screen.
- * Dan Quayle Virus: Forces your computer to play "PGA Tour" from 10am to 4pm six days a week.
- * Bill Clinton Virus: This virus mutates from region to region. We're not exactly sure what it does.
- * Richard Nixon Virus: aka the "Tricky Dick Virus"...you can wipe it out, but it always makes a comeback.
- * H.Ross Perot Virus: same as the Jerry Brown Virus, only nicer. Fonts are used and it appears to have had a lot more money put into its' development.

And, for those of you that absolutely *must* have the state-of-the-art in everything, is the recently released:

- * L.A.P.D. Virus: This is a reincarnation of the Ted Kennedy Virus, but comes with videotape coverage of the crash and the insanity which follows.

This was contributed by Rick Bryan on another source.....
(R.SCHENOT, CAT15, TOP21, MSG:1/MXXX)

```

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "P.S. There's another question that hasn't been asked yet, so /
/ I'll try to head it off. Yes, when you type keys on the /
/ keyboard, they appear on the screen. <grin>" /
////////////////////////////////////// J.EIDSVOOG1 ////

```

[EOA]

[WHO]//////////////////////////////////////

WHO'S WHO /

//////////////////////////////////////

Who's Who In Apple II

>>> GENIELamp PROFILE OF KARL BUNKER <<<

[This is the first in a series of profiles planned by the editors of the Apple II version of GENIE Lamp. These profiles will spotlight some of the uniquely creative individuals that have contributed time and energy to making the Apple II such a wonderful computer. -ED]

[*][*][*]

1) How did you first become interested in the Apple II computer?

- 2) Can you share with us some anecdotes of your first forays into computer programming?

Early in 1986, I decided to buy a computer. For the life of me, I can't think why I wanted to do this. I literally had never touched a computer at this time. After looking through a Consumer Reports paperback on personal computers, I decided to get an Apple //c. I chose the //c because I liked the look of it. I don't mean the features, or the display options, or the available software; I mean the LOOK. I liked the design of the external case. Also, I could afford it.

Once I had the computer, I figured I'd better learn how to use it, so I got a book called "Understanding the Apple //c." This book just happened to contain a lot of information about Applesoft BASIC programming. I tried typing in some of the programs from the book, and before I knew it, I was hooked -- I had discovered why I had bought a computer in the first place. My first "original" program was one that continuously printed an obscenity at random locations on the screen. I thought it was hilarious; then, as now, I had an pretty juvenile sense of humor.

I bought a copy of AppleWriter (a word processor) along with my //c. After I had learned a little bit about BASIC programming, I figured I could use this knowledge to modify AppleWriter to correct some of its faults. I was quite surprised and disappointed to learn that I couldn't just "LOAD" and "LIST" AppleWriter. (AppleWriter, of course, was written in assembly language, about which I knew nothing.)

- 3) Over the years you've released some very high quality Apple II freeware utilities. (Such marvels as DOGPAW and Sneeze come immediately to mind.) What was your motivation in sharing these programs for free with other Apple II users? Do you have a personal philosophy about such things?

Well, first off, many programs much better than any of mine have been released as freeware. I've gotten a lot of use and benefit from things that others have donated to the Apple II community, so I feel compelled make a contribution myself -- and that's how the tradition is perpetuated.

With Dogpaw (a text file displayer/printer) in particular, I wanted to create something that could be used to display or print out the instruction files that are distributed along with freeware and shareware programs. For this to work, I had to allow Dogpaw to be freely distributed, so I made it public domain. Sneeze is free because it started out life as "Window", a program written by someone else and released as freeware. I modified and improved this earlier program, eventually putting it through about 10 zillion iterations and increasing its capabilities enormously, but kept it as freeware. Sneeze is now probably one of the most versatile and powerful freeware utilities available for Apple II's. (Sneeze is a combination text viewer/printer, graphics viewer, program launcher, and file manager.)

Most of my "major" programs have been released as shareware. I love the institution of shareware; the voluntary, honor-system nature of it, the fact that all payments and other communication go directly from user to programmer, with no "MBA" middle-man deciding what the customer wants and what the programmer should do. I say in the documentation file to one of my programs that a shareware payment "provides inspiration and moral support that goes far beyond its monetary value", and it's quite true. I LOVE getting those little checks!

- 4) Who do you consider your mentors? What about them do you most admire?

There are many, many extraordinary Apple II programmers, past and present. A list of the ones I admire would go on for pages. Actually, it's easy for me to admire other programmers, because I'm not really that great of a programmer myself. I think that I get some good IDEAS for programs, and that I can design a pretty decent user interface, but when it comes to being a whiz at writing code, or inventing the killer algorithm, I'm honestly nothing special. It took me AGES to learn assembly language, and MORE ages to learn IIgs toolbox programming, and right now I'm in the process of learning C -- and it's taking me AGES!

Probably the most significant "mentor" in my life was William Ross, a woodworker who gave me my first job when I was 16. He taught me a lot about good craftsmanship, attention to detail, and that getting something RIGHT is more important than how long it takes. These principles apply very much to computer programming.

- 5) Where do you see the future of personal computing going?

It's not going in the direction of more and better Apple II's, that's for sure. <sigh>

But the future of computer technology is an interesting subject. There will certainly continue to be vast improvements in hardware (more, cheaper, faster, smaller), but software will continue to be something of a bottleneck. Programming is still difficult (even for smarter programmers than me), and I don't see any great breakthroughs coming that will make it significantly easier. Artificial intelligence continues to be the Great Promise for the future of computers. Apple Inc. produces promotional videos touting the hypothetical "Knowledge Navigator" of the future -- a handy-dandy personal computer that you'll be able to talk to like you'd talk to your mother, only it will understand your spoken sentences better than your mother probably does, and have more intelligent and useful responses than your mother probably does. This sort of thing has been a pipe dream since the earliest days of computers, and it's still a LONG way off, in my opinion.

- 6) Can you tell us a little about the types of things you like to do for fun? (Speaking of "non-computer" fun, here.)

I read a fair amount of non-fiction, and I tend to "go through" a lot of interests; reading about many different topics. My current favorite non-computer subject is military history. I've also done a lot of reading lately on the topic of failure -- great planning disasters, engineering failures, military disasters, historical embarrassments, etc. I think that spectacular failure is a fascinating subject.

- 7) What accomplishments are you most proud of?

I think one's best, proudest accomplishments should always be the ones you haven't done yet; the ones you're still working on.

More prosaically, I especially like my IIgs program-switcher "Quit-To". I use it constantly myself, and it makes my computering much faster and more productive. The IIgs and its system software make for a

(PART 1 -- PRE-APPLE HISTORY)
[v1.1 :: 12 Dec 91]

INTRODUCTION This project began as a description of how the Apple II
 "*****" evolved into a IIGS, and some of the standards that emerged
 along the way. It has grown into a history of Apple Computer, with an
 emphasis on the place of the Apple II in that history. It has been gleaned
 from a variety of magazine articles and books that I have collected over
 the years, supplemented by information supplied by individuals who were
 "there" when it happened. I have tried not to spend much time on
 information that has been often repeated, but rather on the less known
 stories that led to the Apple II as we know it (and love it) today. Along
 the way I hope to present some interesting technical trivia, some thoughts
 about what the Apple II could have been, and what the Apple II still can
 be. The Apple II has been described as the computer that refuses to die.
 This story tells a little bit of why that is true.

If you are a new Apple II owner in 1992 and use any 8-bit Apple II
 software at all, you may feel bewildered by the seemingly nonsensical way
 in which certain things are laid out. AppleWorks asks which "slot" your
 printer is in. If you want to use the 80 column screen in Applesoft BASIC
 you must type an odd command, "PR#3". If you want to write PROGRAMS for
 Applesoft, you may have some of those ridiculous PEEKs and POKES to contend
 with. The disk layout (which type is supposed to go into which slot) seems
 to be in some random order! And then there is the alphabet soup of disk
 systems: DOS 3.3, CP/M, Pascal, ProDOS, and GS/OS (if you have a IIGS). If
 you use 16-bit software EXCLUSIVELY, you will probably see none of this;
 however, even the most diehard GS user of the "latest and greatest" 16-bit
 programs will eventually need to use an 8-bit program. If you can tolerate
 a history lesson and would like to know "the rest of the story," I will try
 to make sense of it all.

I think one of the Apple II's greatest strengths is the attention they
 have paid over the years to be backward compatible. That means that a IIGS
 "power system" manufactured in 1991, with 8 meg of memory, a hand-held
 optical scanner, CD-ROM drive, and 150 meg of hard disk storage can still
 run an Integer BASIC program written in 1977, probably without ANY
 modification! In the world of microcomputers, where technology continues
 to advance monthly, and old programs may or may not run on the new models,
 that consistency is amazing to me. Consider the quantum leap in complexity
 and function between the original 4K Apple][and the ROM 03 IIGS; the
 amount of firmware (built-in programs) in the IIGS is larger than the
 entire RAM SPACE in a fully expanded original Apple][!

This strength of the Apple II could also be considered a weakness,
 because it presents a major difficulty in making design improvements that
 keep up with the advances in computer technology between 1976 and the
 present, and yet maintain that compatibility with the past. Other early
 computer makers found it easy to design improvements that created a better
 machine, but they did so at the expense of their existing user base
 (Commodore comes to mind, with the PET, Vic 20, Commodore 64, and lastly
 the Amiga, all completely incompatible). However, this attention to detail
 is just one of the things that has made the Apple II the long-lived
 computer that it is. In examining the development of the Apple II, we will
 take a look at some pre-Apple microcomputer history, the Apple I, and the
 formation of Apple Computers, Inc., with some sideroads into ways in which
 early users overcame the limits of their systems. We will follow through

with the development of the Apple IIe, IIc, and IIGS, and lastly make some comments on the current state of affairs at Apple Inc. regarding the Apple II.

PRE-APPLE HISTORY Let's begin our adventure in history. I've designed a
 "*****" special interface card that plugs into slot 7 on an
 Apple II. It contains an item its inventor called a "Flux Capacitor"
 (something about the being able to modify flux and flow of time). The card
 derives its power from a self-contained generator called "Mr. Fusion"
 (another item I dug out of the wreckage from a train/auto accident in
 California a couple of years ago). Connected to the card via a specially
 shielded line, Mr. Fusion runs on trash (and is, therefore, the ultimate
 computer peripheral, if you recall the old principal of "garbage in,
 garbage out"). Let's put a few issues of PC MAGAZINE into Mr. Fusion, and
 switch on the Flux Capacitor. (Incidentally, for this to work, it needs an
 Apple II equipped with a specially modified Zip chip running at 88 MHz).
 Boot the disk and set the time circuits for 1975. Ready? Set? Go! **
 CRACKADOOM ** !!

Did you make it all right? (Just don't touch anything -- you don't
 want to disrupt the space-time continuum, you know!) Now, since the first
 Apple II wasn't released until 1977, what are we doing back in 1975? Well,
 to understand how the Apple II came about, it helps to know the environment
 that produced it. In 1975, the microcomputer industry was still very much
 in its infancy. There were few "home computers" that you can choose from,
 and their capabilities were very much limited. The first microprocessor
 chip, the 4-bit 4004, had been released by Intel back in 1971. The first
 video game, Pong, was created by Nolan Bushnell of Atari in 1972. Also in
 1972, Intel had gone a step further in microprocessor development and
 released the 8-bit 8008, and then the 8080 in 1973. The year 1974 saw
 Scelbi Computer Consulting sell what some consider to be the first
 commercially built microcomputer, the Scelbi 8-H, based on Intel's 8008
 chip. However, it had limited distribution and due to the designer's
 health problems it didn't go very far. The first home-built computer, the
 Mark 8, was released that same year. The Mark 8 used the Intel 8080 chip,
 but had no power supply, monitor, keyboard, or case, and only a few
 hobbyists ever finished their kits. Overall, the microchip had yet to make
 much of an impact on the general public beyond the introduction of the
 hand-held calculator.

With the start of 1975 came a significant event in microcomputer
 history. If you will consider the early microprocessors of the years 1971
 through 1974 as a time of germination and "pregnancy" of ideas and various
 hardware designs, January of 1975 saw the "labor and delivery" of a special
 package. The birth announcement was splashed on the front cover of a
 hacker's magazine, Popular Electronics. The baby's parents, MITS, Inc.,
 named it "Altair 8800"; it measured 18-inches deep by 17 inches wide by 7
 inches high, and it weighed in at a massive 256 bytes (that's one fourth of
 a "K"). Called the "World's First Minicomputer Kit to Rival Commercial
 Models," the Altair 8800 used the Intel 8080 chip, and sold for \$395 (or
 \$498 fully assembled). MITS hoped that they would get about four hundred
 orders for clones of this baby, trickling in over the months that the
 two-part article was printed. This would supply the money MITS needed to
 buy the parts to send to people ordering the kits (one common way those
 days of "bootstrapping" a small electronics business). This "trickle" of
 orders would also give MITS time to establish a proper assembly line for
 packaging the kits. However, they misjudged the burning desire of Popular
 Electronic's readers to build and operate their own computer. MITS

received four hundred orders in ONE AFTERNOON, and in three weeks it had taken in \$250,000.<1>

The Popular Electronics article was a bit exuberant in the way the Altair 8800 was described. They called it "a full-blown computer that can hold its own against sophisticated minicomputers now on the market... The Altair 8800 is not a 'demonstrator' or souped-up calculator... [it] is a complete system." The article had an insert that lists some possible applications for the computer, stating that "the Altair 8800 is so powerful, in fact, that many of these applications can be performed simultaneously." Among the possible uses listed are an automated control for a ham station, a digital clock with time zone conversion, an autopilot for planes and boats, navigation computer, a brain for a robot, a pattern-recognition device, and a printed matter-to-Braille converter for the blind.<2> Many of these things will be possible with microcomputers by 1991, but even by then few people will have the hardware add-ons to make some of these applications possible. Also, despite the power that micros will have in that year, the ability to carry out more than one of these applications "simultaneously" will not be not practical or in some cases even possible. The exaggeration by the authors of the Popular Electronics article can perhaps be excused by their excitement in being able to offer a computer that ANYONE can own and use. All this was promised from a computer that came "complete" with only 256 bytes of memory (expandable if you can afford it) and no keyboard, monitor, or storage device.

The IMSAI 8080 (an Altair clone) also came out in 1975 and did fairly well in the hobbyist market. Another popular early computer, the Sol, would not be released until the following year. Other computers released in 1975 that enjoyed limited success were the Altair 680 (also from MITS, Inc., based on the Motorola 6800 processor), the Jupiter II (Wavemate), M6800 (Southwest Technical Products), and the JOLT (Microcomputer Associates), all kits.<3> The entire microcomputer market was still very much a hobbyist market, best suited for those who enjoyed assembling a computer from a kit. After you assembled your computer, you either had to write your own programs (from assembly language) or enter a program someone else wrote. If you could afford the extra memory and the cost of buying a BASIC interpreter, you might have been able to write some small programs that ran in that language instead of having to figure out 8080 assembly language. If you were lucky (or rich) you had 16K of memory, possibly more; if you were REALLY lucky you owned (or could borrow) a surplus paper tape reader to avoid typing in manually your friend's checkbook balancing program. Did I say typing? Many early computer hobbyists didn't even have the interface allowing them to TYPE from a keyboard or teletype. The "complete" Altair 8800 discussed above could only be programmed by entering data via tiny little switches on its front panel, as either octal (base 8) bytes or hexadecimal (base 16) bytes. With no television monitor available either, the results of the program were read in binary (base 2) from lights on that front panel. This may sound like the old story that begins with the statement, "I had to walk five miles to school through snow three feet deep when I was your age," but it helps to understand how things were at this time to see what a leap forward the Apple II really was (er, will be. Time travel complicates grammar!)

>>>> NEXT INSTALLMENT The Apple I

>>> NOTES <<<

- <1> Steven Levy, HACKERS: HEROES OF THE COMPUTER REVOLUTION, pp. 187-192.
- <2> H. Edward Roberts and William Yates, "Altair 8800 Minicomputer, Part 1", POPULAR ELECTRONICS, 7(1) (January 1975), pp. 33, 38. The article is interesting also in some of the terminology that is used. The Altair is described as having "256 eight-bit words" of RAM. Apparently, the term "byte" was not in common use yet.
- <3> Gene Smarte and Andrew Reinhardt, "15 Years of Bits, Bytes, and Other Great Moments", BYTE, (September 1990), pp. 370-371.

Steve's ever growing Apple II history can be found in the GENie A2 software library. To get a complete list of available files run a file search with the keyword HISTORY.

```

//////////////////////////////////////////////////// GENie_QWIK_QUOTE //
/ "Given that theproduct already has some name recognition and the /
/ fact that my wife REALLY likes the name and STRONGLY suggested /
/ that I leave it alone, I believe that it will be released as /
/ Diamond Edge. (Hey, I may wash the dishes, but I am very aware /
/ of teh importance of keeping teh cook happy :-)" /
////////////////////////////////////// B.LUNESKI1 //

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[EOA]
[TEL]//////////////////////////////////////
                TELETALK ONLINE /
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Apple II BBS's Around The USA
*****

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DOING IT ONLINE! Here is a list of BBS's which can be found promoted in category 10, topic 23 of the A2 RT. GENie Lamp does not offer any guarantees to the accuracy of this list. BBS's are listed by area code.

- o Pro-Nka (201) 944-3102
- o Gng-Tff (201) 989-0545
- o Unicorn BBS (206) 472-9331
- o StarBase 74 (213) 695-6785
- o Pro-Gateway (214) 644-5113
- o Name Unknown (219) 586-7880
- o Bloom County (313) 582-0888
- o Apple Byte GS (408) 578-3201
- o Trimuvirate (410) 486-9812
- o Pro-micol (416) 731-3468
- o Nexus 6 (504) 522-6607
- o A.U.G. Livermore, CA (510) 294-8052
- o Final Nexus (518) 298-4294
- o Eagle-Eyes' Emporium (514) 337-8844
- o Appletree Computer Club (708) 597-6942
- o Sirius Cybernetics (808) 521-3306
- o Club Playhouse (818) 781-PLAY
- o Wozniak's Revenge (913) 272-5173

I also found this message which may be of interest:

On the internet, you might want to consider the following ftp sites for apple II files. I know that this is not a complete list, but it might get you started.

bric-a-brac.apple.com
archive.umich.edu
f.ms.uky.edu

Again, this is not a complete list by any means, but it should get you started. -Eric

(KITCHEN.SINK, CAT12, TOP5, MSG:44/M645;1)

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Patience everyone. Tolerance and patience." /
/ " ooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooo " /
/ " ooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooooo " /
////////////////////////////////////// JEFF.W / J.NESS //////////////////////////////////

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[EOA]

[ABO]//////////////////////////////////////

ABOUT THIS APPLE II /

//////////////////////////////////////

Apple II And The Future

By Roger Wagner

>>> THE APPLE IIGS <<<

~ What the Mac LC Should Have Been? ~

A REVIEW OF THE MAC LC in the December, 1990 issue of inCider magazine "*****" was subtitled "What the Apple IIGS Should Have Been?" The underlying idea was reasonable: If the Mac LC had been introduced in 1986, rather than the IIGS, people would most likely have been fairly happy with this transition machine to the Mac. However, history does not accommodate "what ifs", and at this point, one can legitimately ask, "Is the Apple IIGS what the Mac LC should have been?"

The unexpected factor today is the world of multimedia, and that the Apple IIGS is arguably the ideal multimedia (or hypermedia) machine. Regardless of what term you use, this environment will be more significant in the 90's than desktop publishing was in the 80's, particularly in the classroom.

The ideal multimedia machine should have good color graphics, excellent sound, and the ability to connect to laserdiscs, CD-ROM, and VCRs. It should be easy and intuitive to use, and as affordable as possible. You should be able to present your work, and easily record and transport it to share with others. The Apple IIGS has all this and more.

Let's suppose a student creates a multimedia report, and then presents it to the class. With the Apple IIGS, a standard classroom monitor or TV can be used with no special hardware. Although a TV isn't great for displaying 80-column text screens, multimedia presentations with graphics, larger text, and video sequences from a laserdisc will look quite nice. On a Mac or PC, a projection system that can handle true color is likely to cost \$2000-\$3000, or more.

Laserdiscs, combined with a video overlay card, add a very attractive component, and allow anyone to create very exciting results. On the Apple IIGS, a school can buy a Video Overlay Card for about \$400. On the Mac LC (if a card were available), using the slot for a video card would preclude using the IIGS card. Cards similar to the Video Overlay Card on other Mac models cost around \$2500. (By the way, services are now available that will convert your own videotapes to a laserdisc for \$200-\$300!)

On its way to that TV or monitor, the Apple IIGS video can be routed through any common VCR, recording both the audio and video portions of the presentation, so Mom and Dad can see what they did at school, and keep a permanent record of the moment. Presenters can go to conferences with just a video tape, without lugging tons of computer hardware. Macs and PCs require a special adapter (an "NTSC Converter"), and these can be an expensive addition.

You heard it here first: The VCR will be the printer of the 90's. How else to record sound, animation, graphics, video and more, and in a form that anyone can view (virtually all homes and schools now have VCRs). Once you're aware of what the GS can do, hearing that another computer can't be recorded with a VCR is like hearing it can't be attached to a printer. An article in the October 15, 1990 issue of BusinessWeek discusses Apple's generation of computers AFTER the Mac: "At least two years off, Jaguar will include extensive video technology and the ability to connect to TVs and VCRs, Apple employees say." How great for Apple IIGS owners to know that they don't have to wait for the successor to the Mac. They can have all this now!

Schools that purchase Mac LC's, hoping for a color multimedia machine, will be surprised to discover that HyperCard on the Mac is only black & white. A limited ability to display single color graphics is available, but to just draw a line or two in color, you'll need a GS with HyperCard or HyperStudio. Want to use the microphone on the LC? You'll have to leave HyperCard, run a separate program, and then go through some additional steps to incorporate the sound. On a GS with HyperStudio, adding sound is easy and perfectly integrated into the overall environment.

Last of all is the working environment itself. Stackbuilding on the GS is significantly easier. Thousands of schools are using the Apple IIGS for multimedia right now, and projects created entirely by 1st graders are by no means unusual. Home users of the Apple IIGS find it perfect for not only the kids, but fun for personal-interest uses from family trees to hobby-related projects. Through user groups, mail-order catalogs, and online services like America Online, CompuServe and GENIE, there are already almost 200 megabytes of existing hypermedia applications (stacks) of every imaginable kind - all for the Apple IIGS.

What does the future hold for the Apple IIGS? The Apple IIGS is not an outdated technology. The Apple IIGS has features that are not currently available in any machine, and offers a solution that couldn't be more relevant to the next revolution in computing. I've personally travelled extensively across the U.S. in the last year, and everywhere I've seen a tremendous amount of interest and enthusiasm for what the Apple IIGS offers. This interest is the result of recognizing a practical and immediate tool. If you haven't yet seen what multimedia and the Apple IIGS are all about, there couldn't be a better time than now to find out what the future holds, and how you can make that future a present reality. If

you already have an Apple IIGS, then you'll be happy to know you own the best machine possible to enter the 90's!

[*][*][*]

>>>> From a letter to inCider/A+ magazine, March, 1991. Permission is "'''''''' hereby given by the author to anyone wishing to reprint this letter. Please include this permission statement with any reprints.

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//////////////////////////////////////////////////// GENIE_QWIK_QUOTE //
/ "I vote for Dorothy as King, Yes, that's the ticket. Nah, /
/ wouldn't work. If we made her proof reader though, that /
/ should bring the magazine to a dead stop, guaranteed! :-)" /
/
/ "It's far too late to vote me in as King. I appointed /
/ myself to this position (or a semblance thereof with more /
/ motherly instincts) a looong time ago. Proof-reader, eh? /
/ How much am I offered to stop this flow of information /
/ dead in its tracks? ;-)" /
////////////////////////////////////// ISD / D.A.BRUMLEVE //////////////////////////////////
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[EOA]

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[THI]//////////////////////////////////////
                THINK ABOUT IT! /
//////////////////////////////////////
Food For Thought
*****
By Phil Shapiro
[P.SHAPIRO1]
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>>>> SOME THOUGHTS ON THE VALUE OF BEING A RESPONSIBLE ELECTRONIC CITIZEN
''''''''

In the early days of our nation the pioneer settlers had distinct views on the nature of civic virtue. People looked out for one another. People volunteered a fixed number of hours each week for the public good. And in times of crisis, people pulled together to help the most needy.

In the electronic age, a similar set of civic ideals is emerging in the new electronic nations. The new civic responsibility includes pitching in to help in various ways.

Contributions of time and energy can take many forms. Leaving thoughtful answers to posted questions can be a way of carrying out one's civic duty. Uploading new files to the roundtable library can likewise be a civic good deed.

In terms of library uploads, you need not be a professional programmer or software designer to upload files to a roundtable library. Less than ten percent of all uploads are original programs or data files created entirely from scratch. The great majority of uploads are programs and files collected from other places. Such "other places" include local user groups, local bulletin boards systems (BBS's), or commercial public domain disk distributors.

Many times an individual might seize the opportunity to enhance a particular program or file before uploading it. Typical enhancements to a public domain program might be to set up an easy front end menu, or to

write some easy to understand instructions to be bundled as a text file within the shrunk archive.

Writing instructions, or adding helpful comments to existing instructions, requires no programming capability whatsoever. Some people who do this choose to leave full credit with the person who originally wrote the program or documentation. Others may choose to add a brief mention of their own contribution to the project.

The latter course of action is actually helpful in establishing the collaborative effort of the project. As end users come to use and enjoy such programs, seeing multiple names on the credits helps to reinforce the idea that we all have individual talents we can contribute to the electronic nation.

In terms of being an active citizen in the message roundtables, the duties of citizenship require regular reading of new messages. Someone may post a question which you are uniquely qualified to answer. Then again, someone may post an answer that solves a particularly troublesome question that you yourself have had.

The duties of citizenship further require that the public messages you post be predominantly constructive and positively phrased. It's all too easy to use a public forum to air one's gripes. In certain circumstances legitimate complaints can and should be discussed in a public electronic forum. But even in such cases, the duties of citizenship dictate that care be given to refrain from name calling and other communications that could cause emotional hurt in others.

In thinking about such ideas, recall the image of our nation's pioneer settlers. A publicly posted message with negative remarks is tantamount to standing in the middle of a village green yelling out scandalous remarks about one's neighbor. Negatively phrased electronic messages are far less noisy, but equally injurious.

One further duty rounds out the responsibility roster. When newcomers to the electronic nation require assistance, the role of experienced users, the "village elders," is to give helpful and concise advice. Such advice often involves no more effort than writing a note pointing the newcomer in the direction of written instructions. Other times a village elder may refer a newcomer to the counsel of another village elder. A virtuous electronic citizen tries to keep such referrals to a minimum, ever sensitive to burdening others with extra duties.

The value of civic virtue is that when each citizen contributes his or her part, the entire nation benefits from such acts of goodwill. Within an electronic nation, the entire nation is constructed on the good deeds of its citizens. The foundations of such a nation are built on goodwill.

As you participate in electronic communities, both local and national, take a minute to think about the time and effort being invested by others. And consider how you yourself might make a contribution. For the goodness you give to others is bound to resonate back in some way to yourself or your friends.

Perhaps John Lennon said it best on the Abbey Road LP:

"And in the end,

The love you take,
Is equal to the love,
You make..."

[*][*][*]

[The author develops educational software for the Apple II line of computers. He can be reached at Balloons Software, 5201 Chevy Chase Parkway, NW, Washington, DC, 20015. Or on GENIE at: P.Shapiro]

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////////////////////////////////////// GENIE_QWIK_QUOTE //
/ "Anyone who works with computers and doesn't recognize Woz in /
/ an Apple ad is a philistine. (: " /
////////////////////////////////////// LUNATIC //
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[EOA]#20

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[FUN]//////////////////////////////////////
                ONLINE FUNNIES /
//////////////////////////////////////
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CowTOONS!

By "Hawk"

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      ( oo )
 /-----\
 /  |      |  \
*  ||-----||
   ~ ~      ~ ~
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      U
 /---V
*  |--|
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Cow at 1 meter.

Cow at 100 meters.

Cow at 10,000 meters.

[EOA]@!

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[VIE]//////////////////////////////////////
                VIEWPOINT /
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Pointless Made Easy

By Udo Huth

[U.HUTH]

WHAT'S THE POINT? Well, now that you've got Pointless, what can you do with it? Pointless allows the use of TrueType fonts (which were introduced on the Macintosh with System 7.0) on the Apple IIGS with desktop programs. It will not enhance 8-bit programs... well, not quite so. You have possibilities for using TrueType fonts with TimeOut SuperFonts or PublishIt. But more on that later.

First you need to install Pointless in the CDEVs folder on your boot disk. The installer provided on the Pointless disk will do that for you, but asks first for your name and imbeds it into Pointless. The installer forgets to copy the Courier fonts, however, but using the Finder it's only a matter of opening the appropriate folders and dragging the Courier icons to the Fonts folder of your boot disk. After a re-boot Pointless is installed and you can start configuring it and the fonts.

Choosing Pointless from the Control Panel NDA (5.0.4) or from the

Control Panels NDA (System 6.0) opens the CDEV (window). First you have to tell Pointless where it can find the TrueType fonts. You do this with the "Add" button. A Standard Get File Dialog will open and you just select the drive and folder, where the TrueType fonts are located. Once there, you select the fonts you want to add. To select all fonts, click on the first one, then scroll to the last entry and while holding the "Shift" key down, click on it. You have now selected all fonts. Click once on "Accept" and Pointless will save the locations of all fonts in it's TrueType.List file, which is located in the Fonts folder. To select just a few fonts, click once on the first one, scroll to the next you'd like, and while holding the "Apple" (or "Command") key down, click on it. Repeat this for the other fonts you'd like. Then click on "Accept". Now you'll find the fonts in the font window of the Pointless window.

There is no need for you to copy all TrueType fonts into the Fonts folder of your bootdisk. The chances are that you'll be quite quickly out of room there. It is possible to have the TrueType fonts everywhere. The "Add" button and the Get File Dialog will take care of that. It is even possible to use the TrueType fonts directly from a Mac hard disk, when the Macintosh is running System 7.0 with file sharing enabled and the IIGS connected via AppleTalk. In case you added fonts from somewhere other than the boot disk, Pointless will prompt you to insert the appropriate disk when you want to use a font which is not in your Fonts directory. "Add" will install the names of the fonts in the "Choose Font..." menu of your programs, too.

Now you have to configure the range of the font. Double clicking on "Configure" will open just another dialog. You'll see 255 different characters there (well, some are just the missing character symbol). Three rows of those characters are already selected. These are the characters Pointless will generate, when you choose a TrueType font from the Fonts menu. With System 5.0.4 configuring the range of a font was critical because you mustn't exceed the 64K limit for the size of a font. The larger a font had to be, the fewer characters could be generated. With System 6.0 this limit has been removed. You can configure those fonts in any way. For adding characters in addition to those already selected, hold the "Shift" key down and click on the characters you want to add. For removing characters from the set hold the "Shift" key down, and click on the character or characters you want removed.

In case you're done with a font, select it from the scrollable fonts window of Pointless and click on "Remove". This removes the font from the TrueType.List file and from the "Choose Font..." menu of your programs.

There is a fourth button in the Pointless window: "Save bitmap". This is where those 8-bit programs come in. Select a font from the scrollable fonts window in the Pointless window and click on "Save bitmap". A dialog box will appear where you can specify where to save the file and with which name. For the file name enter the name of the font followed by a period and the desired size of the font. (E.g. Bookman.125 will save the Bookman font in the size of 125 point.) These fonts can now be used by TimeOut SuperFonts as they are. For use with PublishIt they have to be converted. This can be done with a font editor which offers this capability. Font Factory will do very well.

Well, this was just a short expedition into the world of TrueType. With the Pointless software, TrueType fonts, and maybe a StyleWriter printer for sharp output, the Apple IIGS is really "The power to be your

best".

////////////////////////////////////// GENie_QWIK_QUOTE //
/ "When you refer to Murphy, I hope that you don't mean Murphy /
/ Brown!! I sure don't want the Vice President of the United /
/ States of America attacking GENie on morality grounds<G>!!!" /
////////////////////////////////////// J.KUDRON //

[EOA]

[LIB]//////////////////////////////////////
THE ONLINE LIBRARY /
//////////////////////////////////////

HOT Files For The Asking

By Richard Vega
[R.VEGA]

>>> HOT FILES! <<<

>>>> LOOK NO FURTHER FOR PRINT SHOP CLIP ART & BORDERS

Print Shop enthusiasts can find graphics galore in the Apple II Roundtable library. A search under the keywords "Print Shop" turned up over 130 files. The listed files include everything from color borders for Print Shop GS to baseball logos to scout insignia to Print Shop graphics of flags. But clip art files are not the only interesting Print Shop uploads to the Apple II GENie Roundtable. Also available for downloading is a popular utility to convert classic Print Shop graphics to Print Shop GS graphics. (File number 6541: PSGS.CONV.BNY). The fact that this file has been downloaded 317 times is an indication of its usefulness.

At 1200 baud, this 16K file should take no more than 3 or 4 minutes to download. At 2400 baud, about half that time.

>>>> FREeware UTILITY ON GENie HELPS EASE COLD WAR TENSIONS BETWEEN
***** APPLE II AND MS.DOS TEXT FILES

Do you ever have a need to send a text file to MS/DOS users, to help them gain the privileged insights of Apple II users? Your MS/DOS friends may gnash their teeth if you don't do them the courtesy of adding linefeeds to your text files.

Prodigious programmer Karl Bunker has created a very useful utility, "Linefeed.IR" that will insert or remove linefeeds from any text file. You can use this same utility to remove linefeeds from captured GENie text that you've saved to disk. (Using Linefeed.IR is far more elegant than doing a search and replace with your word processor. By replacing linefeeds by spaces this way, you're actually altering your document.)

Directions for using Linefeed.IR are contained in a concise text file bundled with the program. Much to his credit, Karl fits the entire directions into a plain English paragraph:

"Linefeed.IR does not alter your text file. Instead, it creates a new text file, with linefeeds inserted or removed, depending on your initial

Dear Dr. Ken What is multi-tasking?
***** -- Synchronous Shirley from Sausalito

Dear Shirley Simon says rub your tummy with your left hand. Simon says
***** pat your head with your right hand at the same time. Simon
 says say the Gettysburg address while continuing with both
 hands. Now hop on one foot. Ah-ha! I didn't say Simon says;
 you're out.

Now you know what multi-tasking feels like to a computer.

Most microcomputers are programmed to run one program at a time (like a word processor). But sometimes a program needs to run without your help (like sort 20,000 names and addresses, or calculate a huge spreadsheet, or download a file by modem), and you're forced to watch while it chugs away. I usually pick up a good book during these times. Wouldn't it be nice if you could play a game or run another program during these times?

Multi-tasking allows this. Each program thinks it's the only one running, but the computer's operating system switches back and forth between them several times a second. To you it looks like they are running at the same time, albeit a bit slower. The Amiga crows about its ability to do this. However, for most of us micro-munchkins, it is rarely very useful -- and for system programmers, it's a major migraine.

Limited multi-tasking, called "background tasking", is more practical. The most common example is a "print spooler". It grabs print requests from other programs (like a word processor) and tells the program they're done. Then, while you work on other things, the spooler feeds the printing job to the printer. If you have several long letters to edit, this can be a real time saver.

There are two more good examples of background tasking. One is the digitized sound hardware on the IIgs, which plays sounds without stopping or slowing the main program. The other is a screen blanker utility, which sits and watches how long since you've touched a key (and pounces on your screen if it's been too long).

Dear Dr. Ken I heard that Apple now sells a 1.44 megabyte high-density
***** disk drive for the IIgs. For what purposes would someone
 buy such a drive? I use my GS about once a week, with a
 database application, to sort and print the 17 active people
 in my church group. Would a high-density drive help?
 Supposing I had a choice of buying a 40MB hard drive, or the
 high-density drive. Since the price would be about the
 same, when would each of these drives be recommended over
 the other? -- Solly Schneider from Saskatoon, Saskatchewan

Dear Solly Forget about the hard drive -- let's worry about your church
***** group. Seventeen members? We gotta get a MAJOR revival
 going in Saskatoon!

For you, I'd buy the hard drive. It's much faster than the high-density drive, and will allow you flexibility should your needs change in the future.

In general, the high-density drive has two advantages. First, it allows you to save more stuff on a disk for backups; and second, it allows you to read MS-DOS and Macintosh disks (if you have the software). This second advantage only applies to II users with a PC Transporter, or to IIgs users who want to convert files from Macs (like Hypercard stacks, sounds, and graphics). It is MUCH slower than a hard drive at reading and writing information, and you must buy a special kind of 3.5" disk to be able to format for 1.44 megabytes. These special disks cost 50-80% more than standard 800K floppy disks.

I only use 1.44MB disks to make hard drive backups, because it makes a shorter stack. And by the way, the TMS Shadow 52MB hard drive is about the same price as well, so don't settle for a measly 40MB.

Dear Dr. Ken

What is Teach text and how does it differ from ASCII? --
Sharp Sven from Chicago

Dear Sven

Teach text carries imbedded rulers, which your computer uses to rap your knuckles if you daydream or throw spitballs at the monitor. It also automatically generates pop quizzes every fourth time you access the file.

Now if I were part of the "Wayne's World" fad, here's where I would say "NOT!!!!!!" But I'm not, so I won't.

Teach text is a format created by the Macintosh folks and recently moved over to the IIgs world. It's a file with two parts: one is straight (or ASCII) text, and the other is a set of codes with font and formatting information (like boldface, italics, and so on). Straight ASCII files cannot contain formatting information (unless you want sentences like "This is *BOLD START*not*BOLD END* a pretty way to *ITALIC START*communicate*ITALIC END*!)

Teach files are most commonly used for on-disk program documentation (the "Read Me" or "Latest Release Info" files), though you can use them for any text information.

Dear Dr. Ken

When running with an accelerator board, should it be slowed to normal speed when doing supercritical things like optimizing or backing up a hard drive? -- Slinky Sparky from Silver Spring

Dear Sparky

You should only slow the accelerator down when processing school or hospital files, or when a police memorandum wants the right of way. Otherwise, floor it, bubba.

Your accelerator board, if it's working properly, should not have any problem accessing your hard drive. But if you have problems, before you toss the card, check a few things.

Does your SCSI card (the hard drive interface card) have a "DMA" switch? If so, turn your computer off, turn that switch off, and try again. Some accelerator boards and SCSI cards modify memory without telling each other, and that confuses your computer.

Are all the cables and sockets firmly seated? Sometimes a poor connection makes these boards intermittently flaky - and you'll hate it when that happens. Try taking each card out (with the power off, of course), wiping the contacts with a clean T-shirt, and reinserting them.

Is your Apple full of cards? You may be overtaxing your power supply, which causes the computer equivalent of low blood sugar-confusion and shakiness. Consider buying a heavy duty power supply.

Finally, do you have quality software? I would recommend a quality package, like Glen Bredon's "Prosel" or Vitesse's "Salvation" series, over a utility like "Bill and Rusty's Disk Toolkit and Bowling Simulator".

Once again, campers, I'm out of blathering room. Remember, you can send electronic mail questions to me on GENie as KEN.FRANKLIN or on America Online as Dr Ken FP.

(This column copyrighted 1992 by Ken Franklin. All rights reserved. Permission granted for use in GENie Lamp and user group newsletters.)

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Personally, I respect electricity. I have this bad habit of /
/ glowing in the dark when I get excess electrons flowing through /
/ my body! :)" /
////////////////////////////////////// D.G.SHIELDS ////

```

```

[EOA]
[LOG]//////////////////////////////////////
                LOG OFF /
//////////////////////////////////////
GENie Lamp Information
*****

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- o COMMENTS: Contacting GENie Lamp
 - o GENIE LAMP STAFF: Who Are We?
 - o CONTRIBUTORS: This Issue

GENie LAMP GENieLamp is monthly online magazine published in the "*****" GENie Lamp RoundTable on page 515. You can also find GENieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II (645), Unix (160), Mac Pro (480), A2 Pro (530) and the Geoworks (1050) RoundTables. GENieLamp can also be found on CrossNet, Internet and many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail. To leave messages, suggestions or just to say hi, you can contact us at the following addresses:

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- o Kent Fillmore [DRACO] Publisher/GENie Product Manager

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- o Coming Soon!

- CROSS-NET

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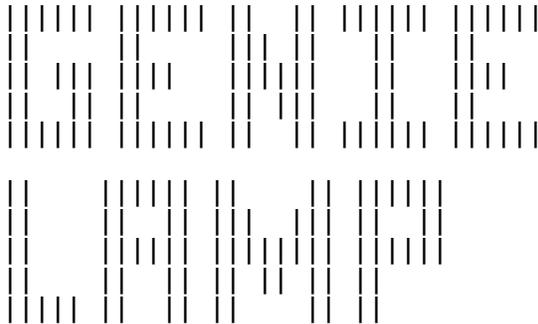
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//

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  U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system will  
  then prompt you for your information.  
\\//////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////  
[EOF]
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~ HOT FILES / HOT MESSAGES / HOT NEWS ~

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GENIE Lamp A2/A2Pro ~ A T/TalkNET OnLine Publication ~ Vol.1, Issue 04
.....

Press <RETURN> or <S>croll?S

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Senior Editor.....John Peters
Editor (AII).....Tom Schmitz
Co-Editor (AII).....Phil Shapiro

~ GENIE Lamp MAC ~ ~ GENIE Lamp IBM ~
~ GENIE Lamp ST ~ ~ GENIE Lamp Elsewhere ~ ~ GENIE Lamp A2/A2Pro ~
//////////////////////////////////////

>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
.....

~ July 1, 1992 ~

- FROM MY DESKTOP [FRM] APPLE BITS [BIT]
Notes From The Editor. A2/A2Pro - July 1992.
HEY MISTER POSTMAN [HEY] ONLINE FUN [FUN]
Is That A Letter for Me? Search-ME!
APPLE II HISTORY [HIS] A2 PRO ROUNDTABLE [PRO]
Part II, Apple I. A Great Developer's Tool.
HUMOR ONLINE [HUM] WHO'S WHO [WHO]
Follow The Bouncing Cursor. Who's Who In Apple II.
FOCUS ON [FOC] THINK ABOUT IT [THI]
Online Food For Thought. Online Food For Thought.
CowTOONS! [COW] VIEWPOINT [VIE]
Mooooooo Fun! Piracy Claims Another Victim.
THE PROGRAM CLINIC [ASK] WHY APPLE II ROUNDTABLE? [AII]

Questions & Answers.

Here's Why!

THE ONLINE LIBRARY [LIB]
Yours For The Downloading.

HACK'N APPLE II [HAC]
The Squeaky Wheel...

[IDX]

READING GENie Lamp GENie Lamp has incorporated a unique indexing
"....." system to help make reading the magazine easier.
To utilize this system, load GENie Lamp into any ASCII word processor
or text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed
"....." here in GENie Lamp, you will find all the information you
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|_____| |_____| |_____| |_____| |_____|
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and
"....." weekend access to more than 100 services including
electronic mail, online encyclopedia, shopping, news, entertainment,
single-player games, multi-player chess and bulletin boards on leisure
and professional subjects. With many other services, including the
largest collection of files to download and the best online games, for
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie
service, call (with modem) 1-800-638-8369. Upon connection type HHH.
Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system
will then prompt you for your information.

.....

```

//.....// GENie_QWIK_QUOTE //
/ "Sir Newton, was awaken and upon noticing that an APPLE had /
/ hit him in the noggin, began contemplating why that APPLE /
/ had dropped. His conclusion was the beginning of the /
/ concept and theory of Gravity." /
/ /
/ "Later that evening, he began to wonder why the darn thing /
/ didn't have a SCSI port built in...." /
//.....// W.GEORGE2 / L.DEVRIES //
```

[EOA]

[FRM].....

FROM MY DESKTOP /

////////////////////////////////////

Notes From The Editor

By John Peters

[GENIELAMP]

TOP OF THE PAGE Expanding the GENieLamp concept to four different
 ***** computer platforms has been a real eye-opener for me.
 Reading hundreds (thousands?) of messages from the various computing
 bulletin boards every week here on GENie has made me think twice about the
 computer choices that we have. Literally, everyday I see the good, the
 bad, and the ugly when it comes to the IBM, Atari ST, Apple II and
 Macintosh computers. This computer will do this, the other will do that,
 but this one does it better etc. etc. etc. Although I consider myself to
 be a faithful, sometimes fanatical STer, I must admit that being exposed to
 the other systems has altered my thinking a bit. Sometimes my mind begins
 to wander and I wonder if I really am getting the maximum power out of my
 system or if I would better better off with another computer. So, what is
 all this rambling leading up to? Announcing....

>>> THE ANNUAL GENieLamp COMPUTER WAR CONTEST! <<<

Take Your Best Shot! Here's your chance to boast about your favorite
 ***** computer system, whether it is a Timex/Sinclair or a
 Cray Supercomputer or something inbetween. Plus, you can win GENie online
 credit time! How? Simple. All you have to do is to convince me why you
 think I should upgrade to your computer system. Or if you are an Atari
 STer, why you think I should stay with the Atari ST.

What's In It For YOU? Wow! Over \$200.00 worth of GENie online credit,
 ***** that's what! Take a look...

- 1st Place.....\$100.00 worth of GENie credit.
- 2nd Place.....\$50.00 worth of GENie credit.
- 3rd Place.....\$25.00 worth of GENie credit.
- Honorary Mention.....\$12.00(*)

(*) Entries selected for publishing in upcoming issues of
 GENieLamp will receive \$12.00 worth of GENie time upon
 publication.

The Details

- o The contest is open to all GENie members. (If you are not a
 GENie member, maybe now is the time to join!) GENieLamp
 staff writers and GENie employees/contractors are welcomed to
 submit articles, but are not eligible for prizes.
- o Contest entries are to be 500 words or less and in ASCII
 format. At the top of your article, be sure to include your
 name and your GEmail address.
- o Deadline for submissions is no later then midnight, August 15,
 1992.

- o When you are ready, you can upload your entry to the temporary library #8 in the GENieLamp RoundTable (M515;3) or send it via GEmail to GENIELAMP. Use CONTEST for the subject.
- o All entries become the property of GENieLamp Online Magazine.
- o Entries will be judged by the GENieLamp Editors, Co-editors and Columnists. Judges decisions are final.

So what'cha you waiting for? This is an easy contest! You're writing about something you love, your computer system. Boot up that word processor and fire the first shot!

"GET THE LAMP" SCRIPTS NOW ONLINE GENieLamp scripts are now available for
 our IBM, Atari ST and Microphone
 II/White Knight Macintosh readers. These script files will allow you to
 download all the issues, or just the issues you want. As an added plus,
 you can also have Aladdin grab the latest copy of GENieLamp while you
 sleep. Where can you Get The Lamp script? You'll find the script right
 here in GENieLamp ST and GENieLamp IBM. (See [GET]). Just clip it out and
 add it to your Aladdin script file.

The script file is also available in the GENieLamp RT, [m515], Aladdin
 ST RT, [m1000] and the PCAladdin RT, [m110]. The Macintosh macros for
 White Knight and Microphone II are available in the GENieLamp RT [m515],
 the Mac RT [605] and the Freesoft RT [m585].

Get The Lamp. Scripts and macros make it easy!

DEEP THOUGHTS... The following post was written by a ST RoundTable
 SysOp, Jeff Williams.

Atari-ST RoundTable
 Category 13, Topic 7
 Message 96 Tue Jun 09, 1992
 JEFF.W [ST Sysop] at 00:14 EDT

While I hope to use grammar correctly and exercise correct spelling in
 all my writing, I make plenty of mistakes (and typos) in my online
 messages. I'll transpose letters, drop letters (how many times have I
 typed 'you' instead of 'your'? I wince at that every time I see myself
 doing that.), absent-mindedly use 'their' instead of 'they're', etc.

Proper grammar and spelling facilitates written communication, but it
 doesn't insure that one expresses his thoughts clearly. It helps, but it's
 not a guarantee. On the other hand, I've seen lots of posts that were
 clear and understandable in spite of several grammatical and spelling
 errors.

My point is this...if a message is to be criticized or debated, I
 hope it will be based on its content and meaning, not on writing skill of
 the author.

In business writing, education, and literature, different rules
 apply. For these, I definitely need tools like GramSlam!

[*][*][*]

Coudnt havve saed it bedder, misalf! :-)

Take care!
John Peters
[GENIELAMP]

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "I'm strictly a section trombone or euphonium player....and /
/ newsletter writer. I ran several bands (pep, jazz, brass /
/ quintets, etc.) in college, but I never conducted them. /
/ The last time I was a conductor was when I allowed my /
/ wrench to touch both terminals of a marine battery...." /
////////////////////////////////////// L.DEVRIES //////////////////////////////////

```

```

[EOA]
[BIT]//////////////////////////////////////
                APPLE BITS /
//////////////////////////////////////
A2/A2Pro July 1992
*****

```

WHAT HAPPENED? Traditionally June is a strange month for the Apple II community. Through most of the year rumors of impending doom, corporate buy-outs and new products abound, but on the sixth month one can nearly hear a pin drop. The rumors cease, the regular banter quiets and everybody sits still. Why the change in attitude? June is the month of anticipation and the month of wait.

But while June is a quiet time, July is a month of great commotion and excitement. July marks A2-Central's annual KansasFest Apple II Computer convention. This is the month when developers and programers release their newest and greatest creations and reveal their exciting plans for the coming year.

Celebrating the developer's convention, GENie Lamp A2 is adding coverage of the Apple II Developer's Roundtable and now becomes GENieLamp A2/A2Pro. This month we take you on a tour of A2Pro and share with you its many exciting features. You will find it all in our A2Pro News & Features.

Stealing the show at KansasFest last year, Apple Inc. revealed they were working on new system software for the IIgs and a HyperCard GS update. What followed were several months of excitement and frustration while Apple users waited and watched as the gang from California labored and stumbled their way to golden masters.

But throughout the wait Apple Inc. kept us informed. We new it was really going to arrive. Of course GENie was on the cutting edge as Apple Computer's Andy Nicholas, Tim Swihart and Matt Deatherage were constantly online answering inquiries. This open approach to developing rebuilt a lot of trust in Apple Inc. and has been sorely missed since HyperCard GS and System 6.0 were finished.

Now that System Six is in the consumers' hands we can look forward to more software which will take advantage of the new technologies. And since resource forks play even bigger role in programing the IIgs, developers can look forward to many new tools. Still, the big question remains. Who will take the lead in exciting announcements and releases during the 1992 KansasFest?

But while June was a quiet month, it did not pass without some events. The Byte Works has released their new package to program the IIgs toolbox in Pascal. This complete lesson plan even includes an abridged toolbox reference so you can delay acquiring the toolbox reference set. If you are interested in programing any Apple II, whether a seasoned professional or one who still wants to learn, you owe it to yourself to look at The Byte Work's product list.

We also began seeing references to the Avatar project and that it will be the future of the Apple II. Obviously, until Avatar is in beta testing it is still vapor ware, and even then it may not get onto the retail shelf. Any new technology which attempts to duplicate Apple's proprietary knowledge is sure to be burdened with long and costly court delays. We shall soon see -- maybe.

But what is Avatar? Bill Heineman explains in this message:

Super Apple II? Project Avatar is a machine that I am building with a friend which "Could" be called a Super Apple IIgs. It also has a lot of neat designs and concepts so the machine really is a new platform and not just an Apple II rehash. This machine is NOT a clone. It is a new design that can run most Apple IIe and IIgs software but if can do a whole lot more. I am working with people trying to get investors so that the machine can get off the ground and actually become something you can buy.

But the road is long and hard because I need several million dollars to actually go into production... If everything works out we'll all breathe easier knowing that someone will be actively selling, supporting and improving a machine that could have taken over the world but was never given the chance...

(W.HEINEMAN1, CAT5, TOP4, MSG:4/M645;1)

[*][*][*]

NEXT MONTH Next month GENieLamp A2/A2Pro will have a full story on the Avatar project, what it hopes to accomplish and why it is going to have a difficult time getting into your hands. Look for that in the August A2Pro News & Features.

But this is July, the Christmas season for the Apple II computer, and if you cannot be in Kansas with Uncle Dos and the A2-Central gang the next best place to be is online with GENie. A2-Central, the sponsors of KansasFest also sponsor the Apple II (A2) and Apple II Pro (A2Pro) roundtables on GENie which means daily updates and product announcements will be available in the A2 RT.

>>> Addition to A2Pro News & Features <<<

July Contest in A2Pro Hey, now that 6.0 is out and lots of people know about some of the programming features, we're having our first contest to take advantage of it.

This is the A2PRO contest for July 1992, and it's for Finder Extensions. If you're writing one, or if you want to, here's a great chance to win a great prize.

Here's the scoop.

- o We're looking for Finder Extensions.
- o We (the A2PRO staff and others we reserve the right to corral) will judge them on the following criteria:
 - o How useful (or incredibly cool) they are. Some extensions may be very cool but not particularly useful (a good example of this was Jason Harper's "Meltdown NDA"), but most should be very useful.
 - o How they fit into the user interface (i.e., intuitive, non-intrusive, tabbing to the next controls works and takes you where you expect, etc.).
- o We've opened a new library for the uploads -- library 22 -- and all you have to do to enter is upload your Finder Extension to that library. Don't worry about uploading elsewhere; we'll merge all entries into the main A2 and A2PRO libraries after the contest. (Only authors are eligible, by the way -- you can't upload someone else's extension and win.)
- o You get bonus points for including source code that shows useful techniques, but they can be nullified if we find compatibility risks.
- o The contest deadline is August 1st, so you have time to talk to other people at KansasFest about your entry.

The winner will receive a FREE WEEKEND in A2 and A2PRO -- all your time in A2 and A2PRO that weekend will be on the house. The runner-up gets one free weekend day in A2 and A2PRO -- same deal.

The library is already open and ready for your great Finder Extensions, and A2PRO is always your best resource when you have questions on how to make them work. So wrack your brains and start those assemblers and compilers!

(People who already don't pay for time in A2 and A2PRO, like product support people, are ineligible to win prizes or be judged, but they're encouraged to upload their extensions as well. Authors retain all rights to their code just as in normal library uploads. If you have questions, just ask!) --Matt (I speak for A2PRO, not for Apple)

```

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "Usual disclaimers of course, if you are not comfortable /
/ working around high voltage storage units, let someone /
/ else do it (that what brothers are for <g>)." /
////////////////////////////////////// K.CAVAGHAN2 ////

```

```

[EOA]
[HEY]//////////////////////////////////////
                HEY MISTER POSTMAN /
//////////////////////////////////////
Is That A Letter For Me?
*****

```

By Tom Schmitz & Phil Shapiro
[TOM.SCHMITZ] [P.SHAPIRO1]

- o BULLETIN BOARD HOT SPOTS
 - o Apple II ODDS & ENDS
 - o WHAT'S NEW
 - o APPLE HEADS WANT TO KNOW
 - o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

- [*]CAT 2, TOP4, MSG:139 Common error messages.
- [*]CAT 6, TOP6, MSG:7 Broderbund new releases.
- [*]CAT 6, TOP27, MSG:72 The Beyond Zork patch.
- [*]CAT 9, TOP2, MSG:138 Available resource editors.
- [*]CAT 10, TOP6, MSG:4 Prime BBS History.
- [*]CAT 13, TOP13, MSG:2 Bright Software products list.
- [*]CAT 23, TOP8, MSG:45 Happy Birthday, Script-Central.
- [*]CAT 24, TOP8, MSG:1 Insync adds Fax number.
- [*]CAT 25, TOP23, MSG:77 Amazing Window Version 1.8.4
- [*]CAT 32, TOP2, MSG:110 HyperStudio 3.1 update info.
- [*]CAT 40, TOP8, MSG:88 Quickie 3.0 bug report.
- [*]CAT 10, TOP3, MSG:119 GenericTerm v3.3 released.
- [*]CAT 43, TOP10, MSG:35 More news on Express.
- [*]CAT 43, TOP2, MSG:8 Gate & SpaceFox released.

>>> APPLE II ODDS & ENDS <<<

A+/inCider Author Speaks! I just want to say how thrilled and
***** appreciative I am about the help I've
received so far on my short stay here in A2.

As a person who makes my living with the Apple II, I am often called upon to help other people with their computer related problems. Writing for inCider and SoftDiskGS, being the Ambassador and VP of an Apple II User Group, and having been involved with BRCC for a couple of years, I'm constantly being asked to solve other people's computer problems.

If the truth be told, us "experts" also have computer related problems. And, I've had a really hard time getting answers to some of my questions. The duplicate entries AppleWorks problem has been something I've been struggling with for over a year. I have previously sought help to that problem, to no avail.

I'm just so happy that I posted my question here, and that Bev came up with a solution to my problem within 36 hours. My only question now is...how come I waited so long to get involved with A2?

(J.KOHN, CAT17, TOP33, MSG:114, M645;1)

>>> WHAT'S NEW WITH APPLE II? <<<

New Librarian I think it's time that I announce that Tim Tobin,
"*****" henceforth known as A2.TIM, has been tri... I mean, has
graciously agreed to take over as A2's Chief Librarian. Tim's been with
us in a couple of different capacities for about a year and we think he'll
work out splendidly in this new position.

Tim will be handling the regular file checking chores and will also
be in charge of general library projects, including the Best of A2 series,
which we hope to get back on track in the very near future. He'll also be
keeping our crack team of assistant librarians in line. I've Federal
Expressed my cat'o nine tails to him so I'm sure he'll have no trouble.

I hope you'll all be kind to Tim for the first couple of weeks while
he learns the ropes. -Dean Esmay
(A2.DEAN, CAT 3, TOP7, MSG:95/M645;1)

Another one bites the dust! I just got the letter from Mike Harvey,
"*****" NIBBLE is dead. From now on you will get
A2-Central. Hope John's "happy".
(D.COLWELL, CAT 5, TOP2, MSG:72, M645;1)

European GS Connection

Article 36431 (68 more + 5 Marked to return) in comp.sys.apple2:
From: prisoner@CONTROL.SPIES.COM (Kent Keltner)
Subject: The European GS Connection
Message-ID: <9206090459.AA17977@control.spies.com>
Date: 9 Jun 92 04:59:50 GMT
Sender: daemon@ucbvax.BERKELEY.EDU
Lines: 28

The European GS Project
941 Di Giulio Ave.
Santa Clara, CA 95050
(408)727-8902

Contact: Kent Keltner

>>> APPLE IIGS USERS UNITE TO FORM AN INTERNATIONAL NETWORK <<<

Santa Clara, CA. -- April 20, 1992 -- Apple IIgs users in the United
"*****" States and Europe have formed a group to provide Apple
IIgs software and hardware to European users at a lower cost and with
faster delivery.

Current prices for Apple IIgs products are generally 400% to 700%
higher in Europe than in the United States. Delivery times can run to
several months. The European GS Project hopes to improve on these by
buying products directly from the manufacturers in wholesale quantities. It
will then ship them to the groups in the various European countries for
distribution and sale hopefully within weeks of their release in the United
States.

In Addition to improving prices and delivery times, The Project will
be translating software and manuals into European languages for Apple IIgs
users who do not have a familiarity with English.

In Europe, groups have been formed for each major language. In the United States, developers, publishers and others who wish to sell their Apple IIgs products in Europe should contact Kent Keltner, The European GS Project, 941 Di Giulio Ave., Santa Clara, CA 95050 (408) 727-8902 for more information. (LUNATIC, CAT 5, TOP2, MSG:71)

>>> APPLE HEADS WANT TO KNOW <<<

HyperStudio Bug Report

> Everyone who has HyperStudio 3.1 and System 6.0

I've been helping out Roger Wagner, lately, with some apparent problems HyperStudio 3.1 has under Finder 6.0, and I've made some interesting discoveries.

One is that while HyperStudio 3.1 has an rBundle that gets used by Finder, it doesn't have any corresponding rIcons. This is what causes your HS stack icons to stop showing up, after you've launched HS 3.1. When Finder reads the rBundle, it doesn't find any rIcons for it, so it uses the "Unknown" icon. Since there IS an rBundle and rFinderPath, though, double-clicking on an HS stack will still cause HS to be launched. Since Finder always checks the Desktop file on a disk before it checks the old style icon files, it finds the rBundle and stops looking, so it never gets to any custom HS icons you might have in icon files.

There are two solutions to getting your custom HS icons to show up. One has already been stated. That is, to move or delete the Desktop file from the disk HS is on, and then hold down Control and Option while double-clicking on an HS stack (Of course, you have to exit Finder and return to have your custom icons show up, first). The other solution is to put your HS icons on a disk earlier in Finder's search chain than the disk HS itself is on. If HS is on your boot disk, this obviously won't work. If HS is not on your boot disk, then placing your HS icons onto your boot disk will cause them to show up again, without having to Control-Option double-click anything.

In the course of this investigation, I found out the full order in which Finder searches volumes for matching icons. First, it searches the last disk inserted, then the second to last, and so on under it gets to the first disk inserted. Then, it searches the boot volume. Next, it follows the order of the other disks online when Finder was started up, from first to last. So be careful of this seeming inconsistency. Just remember inserted disks are last to first, and disks already online at startup are the reverse, first to last. -Lunatic (:
(LUNATIC, CAT9, TOP3, MSG:123/M645;1)

HyperBole Continues Thanks to everyone for your comments about
***** HyperBole. Hopefully this will make you all feel
better about recent events:

It is with great pleasure that we renege on the last letter you received from us, which (for those of you with short memories) notified you of the discontinuance of HyperBole for the GS. Our most sincere apologies for the mix-up.

What happened was... our new distributor, Roger Wagner Publishing, convinced us that many of you would be very disappointed in HyperBole's untimely demise (which was reflected in your response -- many thanks to all of you for your kind words and praise). So he suggested a revamped version of Hyperbole, one aimed towards high school students, with an emphasis on education as well as literature. We agreed, but not before our last letter went out.

The main focus of the changes will be in our interface design, as well as some content alterations. We will be eliminating the rating system and the content will be consistently PG: we will no longer feature adult-oriented themes, and the language will be modified slightly (in keeping with our redefined audience). We will not, however, compromise the quality of our work, and HyperBole will continue to be a hallmark of good literature as well as an interactive pioneer. So you will still enjoy all the things HyperBole has brought you; the cutting edge of multimedia design, compelling stories and thought provoking situations.

SO... you have some options again. If we do not hear from you, we will simply keep your subscription going. Indeed, we ask that if you have any reservations about the new HyperBole, that you allow us at least one issue to convince you that the writing and the quality of our work will only be improved by the changes. If you have already changed your subscription over to another publication, you may switch back if you so choose. And if you are now a Mac subscriber, we are certain you will be completely satisfied with HyperBole on the Mac.

In regards to The Marvelous Magic Machine: it has become the new HyperBole, and therefore will not be a separate publication. We look forward to continuing HyperBole for the GS, and we feel confident that the improvements to HyperBole will allow you to enjoy it more technically and textually. Thank you once again for your patience, your understanding, and your confidence in us. --The Staff of HyperBole
(A2.GREGOR, CAT23, TOP9, MSG:57, M645;1)

Anything Else Icon Info Larry, I recently did some investigating into
"*****" this, myself. What I found is that what Kevin said is correct: The only way to edit the image of the generic "Anything else" icon is to edit the icon in Finder's resource fork. There are pros and cons to this design. On one hand, it makes it considerably more difficult to edit this icon. While the other icons that used to be in Finder.Icons and Finder.Icons.X are now EASIER to change, without having to edit the original files (as you HAD to do to replace the trash icon and the icon for your boot volume), the generic "Anything else" icon went the other way, now requiring you to edit your original system files (in this case, the Finder itself). On the other hand, since the only generic "Anything else" icon Finder pays attention to is the one in its own resource fork, you don't have to worry as much about accidentally including an "Anything else" icon in one of your other icon files, causing Finder to "overwrite" all the icons it had loaded into memory previously. Allowing an icon in a regular icon file to act as the "Anything else" icon would also by necessity "overwrite" all of the icons in Finder's resource fork. If that one "Anything else" icon were the first file in your only Icons folder, or you didn't have any other icons there, EVERYTHING would show up blank, and nothing you double-clicked on would work, except for folders and application files.

So, I suppose that it's not THAT bad that Finder 6.0 was set up this

way. We just have to deal with the generic "Anything else" icon the same way in System 6 as in previous systems. That is, the original system files must be edited in order to change it. At least the OTHER icons that used to be like this (the trash can and the icon for the boot volume) can be edited much more easily, now. -= Lunatic (: (LUNATIC, CAT9, TOP2, MSG:136)

3.5 Inch System Disk J Gilbert, Just in case you don't or can't follow " the previous advice here is a list of the files on the Minimum System Disk from the System 6.0 package.

File Name

ProDOS

System

Start.GS.OS

GS.OS

Error.Msg

GS.OS.Dev

FSTs

Pro.FST

Char.FST

Drivers

AppleDisk3.5

AppleDisk5.25

Console.Driver

System.Setup

Tool.Setup

TS2

TS3

Resource.Mgr

Sys.Resources

Desk.Accts

ControlPanel

CDevs

Printer

Time

Start

Tools

Tool014

Tool015

Tool016

Tool018

Tool019

Tool020

Tool021

Tool022

Tool023

Tool025

Tool027

Tool028

Tool034

Fonts

P8

Icons

FType.Apple

BASIC.System

44 files for 741,466 bytes (739K on disk)
Hope this helps. -Randy

Editor's Note: When installing System Software 6.0 we recommend using the /INSTALLER disk. It will make a difference and save you headaches. (R.CHEVRIER, CAT9, TOP8, MSG:37)

External Power for the GS >>"I need a heavy duty power supply and I am
"....." _cheap_. I'll put it on the floor if I need
to. Would 110W output overload the GS motherboard?"

If you want to mount the thing externally, you would probably be better off with a comparatively strong IBM supply. Supplies that are "too weak" for an IBM can be found used, REAL cheap. The problem is that the longer the power line is, the more loss you are going to experience, and the more noise you are likely to introduce. To cut down on both, you would want to use a pretty heavy gauge shielded cable. I have done this, and experienced a lot of frustration in finding proper connectors, assembling the whole thing, and getting the cable in place through the holes in the back of the GS. If I had it to do again, I would skip that step and go directly to the heavy duty AE power supply I am now using. :)

HOWEVER, if Scott is going to buy one anyway, maybe we can persuade him to open it up when he gets it and measure the actual size of the power supply inside the case. If it will fit into the stock GS power supply case, then it would be a relative piece of cake to pull it out of their case and remount it in a GS power supply case. I know at least one person who has done this (no, make that two) using the power supply from a dead Vulcan.

A 110 watt power supply would not overload the GS motherboard in and of itself, however, if you get something wired wrong, or if something on the MB should short at some point, you will see smoke, and your wallet will bleed. The difference between this happening with a 110 watt supply and stock power supply (what, 40 watts?) is just a matter of how fast it will burn things up though. With a stock supply, if you SEE this happening, and hit the power switch fast enough, you MIGHT just be lucky enough not to burn anything out. With a 110 watt supply, you probably won't be able to save it. I'd say it is similar to the difference between being shot in the face with a .22 and a .38. Neither is going to make you happy.
- Gary R. Utter

(GARY.UTTER, CAT12, TOP5, MSG:70/M645;1)

Band Newsletter on Publish It! I used Publish It! 4, an 8-year-old dot
"....." matrix printer (SCM D200) and a photocopy machine to produce a newsletter for my concert band this past week. Saturday, at the annual picnic, one of the music teachers couldn't believe I hadn't used a Mac! (Several others asked me whether I was using a Mac or a "pc," but this one trumpet player couldn't be shaken in his belief.)

Another musician countered, "The Apple II is a '57 Chevy," to which I replied, "Yeah, but it gets me where I want to go."

Still another wanted to know what scanner I used for the photo of a brass quintet. No scanner; I used Publish It for the rest of the page, plopped the photo and the page onto the photocopy machine, set it for the lightest copies possible, and hit START. Of course, I couldn't use collating and stapling for this issue.

If you'd like to see a copy of the newsletter, send me a self-addressed stamped (29c) business envelope by snail mail...."while supplies last." Make sure you indicate somewhere what you're requesting....since I advertise free copies of pricelists and other stuff for stamp collector using the same method. <<<Lloyd>>> P.O. Box 145, Dumont, NJ 07628-0145 (L.DEVRIES, CAT8, TOP18, MSG:18/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Mah Jong Vs. Shanghai Unlike Shanghai, Mah Jong also doesn't let you back up a move. Other options Shanghai has include the ability to show you all the available moves left on the board, and the ability to give up and "peek" under tiles, both of which are very useful while learning and can be nifty when you're just wanting to relax and not really challenge yourself too hard .

Mah Jong lacks these nice features. It's also slower. And, it's got this annoying feature where, every time you click on a tile that you can't remove, you get a big dialog box right in the middle of the screen and have to hit return or click "Okay" to get it to go away. This is annoying, especially when sometimes you had the right tile but you just "missed" it and hit the wrong one.

Shanghai would just not accept an incorrect tile. No dialogs or anything, it just wouldn't take it.

Another thing is that Shanghai's tiles are much more clear and crisp.

On the other hand, Mah Jong is cheaper, and it's more colorful, and it does let you change tilesets "on the fly" (you can do it with Shanghai but it's more effort). The game play is basically the same. It's a fine shareware effort.

(A2.DEAN, CAT3, TOP4, MSG:145/M645;1)

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your APPLE II, the GENie Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "I GOT THE JOB!!!! In 2-3 weeks, I'll be back in Illinois! /
/ I will soon be Promotion Director for WICS!!!! Life is /
/ good, life is great, life is a big slab of Carmel Pecan /
/ Silk Supreme pie from Village Inn/Baker's Square!!! (with /
/ extra whipped cream!). Sorry to overdose everyone on the /
/ '!s'. I'm off to do a happy dance now!" /
////////////////////////////////////// R.MARTIN22 //////////////////////////////////
```

[EOA]#57
[FUN]//////////////////////////////////////

ONLINE FUN /

////////////////////////////////////

Search-ME!

By John Peters

[GENIELAMP]

SEARCH-ME! Welcome to Search-ME, our new monthly puzzle program. Each month we will have a different theme. Our first Search-ME! puzzle is about GENIE. If you have some ideas of a theme for Search-ME!, send your list of keywords to GENIELAMP. Lists selected that are used in this column will get you one hour of GENIE credit. Cool!

This month's keywords:

- ```

* ALADDIN BOARDS BULLETIN *
* CHAT DOWNLOAD GAMES *
* GEMAIL GENIE GENIE*BASIC *
* GENIELAMP GENIEVALUE HOTSUMMERNIGHTS *
* LIBRARY LIVEWIRE MESSAGES *
* MULTIPLAYER ONLINE ROLEPLAYING *
* ROUNDTABLE RTC UPLOAD *

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```
S Y A P I Z N A B U L L E T I N M C P L T H W
N E I A I V P P F J Y F W Z S C Y R A R B I L
C P R S V K Y O P K Z D O W N L O A D F M Q I
I Z L I A J S Z W V N C Q H F A Q J H Z G B N
S X W T W B U P L O A D T L H H V L S E I H X
A P M A L E I N E G B Y Q D M F X T L B D Z S
B D F H E D V W M Z O A W T K O O B X D F I X
* M T C Q A O I M J A Z C T Y V A R L Z C L I
E Y U L X L N U L L R R D G V T B W P Z Q Q C
I C S L S I O V W U D M E C D V E L B H O A W
N V Y F T S L J X X S N G N I Y A L P E L O R
E G E M A I L Q Z O I U U M B L Q C T I W J B
G A M E S H P P N E S O W X N V L J F R B O K
V I V S L D H L V T R O U D I C R F J S M J B
Y F F S K L I A A Z O L M F D R T K N C Y U E
Z I U A S N L S O Y Q X Z O D W G R E I N E G
C V L G E U A G F W E K W P A P Q Y L F R O C
N I V E E R V G A Z J R Y S L V G Z P Y E X V
V U F S M V Z E C Q C R W S A T W Z E Q Y H M
H O T S U M M E R N I G H T S L W G T O F A H
```

GIVE UP? You will find the answers in the LOG OFF column at the end of the magazine. This column was created with a program called SEARCH ME, by David Becker.

```
//////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "Sir Newton, was awoken and upon noticing that an APPLE had /
/ hit him in the noggin, began contemplating why that APPLE /
/ had dropped. His conclusion was the beginning of the /
/ concept and theory of Gravity." /
/
/ "Later that evening, he began to wonder why the darn thing /
/ didn't have a SCSI port built in...." /
```

//////////////////////////////////// W.GEORGE2 / L.DEVRIES ////

[EOA]!!@  
[HIS]////////////////////////////////////

APPLE II HISTORY /

////////////////////////////////////

Part II, The Apple I  
\*\*\*\*\*

By Steven Weyhrich

>>> APPLE II HISTORY <<<  
\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1991, Zonker Software

(PART 2 -- THE APPLE I)  
[v1.1 :: 12 Dec 91]

AUTHOR'S NOTE: This section of the Apple II history deals with the  
\*\*\*\*\* origin of the Apple Computer Company and its first  
product, (what else?) the Apple Computer. Predecessor to the Apple II, it  
was not much of a computer by today's standards, but for its time, it was  
incredible.

I've heard (possibly an old fable, but fun anyway) that there is still  
an Apple I circuit board, framed, hanging on the wall of John Sculley's  
office. The writing on the plate at the bottom of the frame says, "Our  
Founder".

-Steve Weyhrich <IXOYE>--<

[\*][\*][\*]

THE APPLE I: DEVELOPMENT At the Homebrew Computer club in Palo Alto,  
\*\*\*\*\* California (in Silicon Valley), Steve Wozniak, a  
26 year old employee of Hewlett-Packard and a long-time digital electronics  
hacker, had been wanting to build a computer of his own for a long time.  
For years he had designed many on paper, and even written FORTRAN compilers  
and BASIC interpreters for these theoretical machines, but a lack of money  
kept him from carrying out his desire. He looked at the Intel 8080 chip  
(the heart of the Altair), but at \$179 decided he couldn't afford it. A  
decision to NOT use the 8080 was considered foolhardy by other members of  
the club. Consider this description of the microcomputer "world" as it was  
in the summer of 1975:

"That summer at the Homebrew Club the Intel 8080 formed the  
center of the universe. The Altair was built around the 8080 and  
its early popularity spawned a cottage industry of small  
companies that either made machines that would run programs  
written for the Altair or made attachments that would plug into  
the computer. The private peculiarities of microprocessors meant  
that a program or device designed for one would not work on  
another. The junction of these peripheral devices for the Altair  
was known as the S-100 bus because it used one hundred signal  
lines. Disciples of the 8080 formed religious attachments to the  
8080 and S-100 even though they readily admitted that the latter  
was poorly designed. The people who wrote programs or built  
peripherals for 8080 computers thought that later, competing  
microprocessors were doomed. The sheer weight of the programs

and the choice of peripherals, so the argument went, would make it more useful to more users and more profitable for more companies. The 8080, they liked to say, had critical mass which was sufficient to consign anything else to oblivion."<1>

Another chip, the Motorola 6800, interested Wozniak because it resembled his favorite minicomputers (such as the Data General Nova) more than the 8080. However, cost was still a problem for him until he and his friend Allen Baum discovered a chip that was almost identical to the 6800, while considerably cheaper. MOS Technology sold their 6502 chip for \$25, as opposed to the \$175 Motorola 6800. Wozniak decided to change his choice of processor to the 6502 and began writing a version of BASIC that would run on it. A friend over at Hewlett-Packard programmed a computer to simulate the function of the 6502, and Wozniak used it to test some of his early routines. When his BASIC interpreter was finished, he turned his attention to designing the computer he could run it on. Except for some small timing differences, he was able to use the hardware design he had earlier done on paper for the 6800.<2>

To make the computer easier to use, Wozniak favored a keyboard over the front panel switches that came on the Altair. He also made it simple to use a television for a video terminal. (Recall that at this time the most common mechanism used for input/output was a teletype, which consisted of a keyboard, typewriter, and if you were lucky, a paper tape reader/puncher). Functionally, it was a television terminal attached to a computer, all on one printed circuit board (another enhancement over the Altair). Wozniak used two 256 x 4 PROM (programmable read-only memory) chips to create a 256 byte program (called a "monitor") that looked at the keyboard when the computer was turned on. This monitor program could not do much more than allow entry of hex bytes, examine a range of memory, and run a program at a specific address. <3> (The Altair needed these "bootstrapping" instructions to be entered by hand each time the computer was turned on).

Because there were no cheap RAMs available, Woz used shift registers to send text to the TV screen. Consequently, his video terminal was somewhat slow, displaying characters at about 60 characters per second, one character per scan of the TV screen. (This speed would be similar to watching a computer communicate via a modem at 1200 baud). It was slow by 1991 standards, but an advancement over the teletypes that could only type 10 characters per second. The computer had 8K of dynamic RAM. You could load BASIC into 4K of memory and have 4K left over for your own programs. It had a video connector, but you had to connect a monitor on your own. You also had to buy the keyboard separately and wire it into a 16-pin DIP connector. The power supply had to be connected to two transformers to get 5 volts and 12 volts for the motherboard. There was no speaker, no graphics, and no color. There was a single peripheral slot, and when it was first released there was nothing available to plug into this slot. It was entirely contained on a single printed circuit board, about six by eight inches in size (most hobby computers of that time needed at least two boards), used only 30 or 40 chips, and because it could run BASIC programs it got people's attention.<4>

THE APPLE I: MARKETING      Let's adjust our time circuits for 1976, and jump  
 "\*\*\*\*\*"                      forward in time. By now, Steve Wozniak had  
 completed his 6502-based computer and would display enhancements or  
 modifications at the bi-weekly Homebrew Computer Club meetings. Steve  
 Jobs was a 21 year old friend of Wozniak's and also a visitor at the

Homebrew club. He had worked with Wozniak in the past (together they designed the arcade game "Breakout" for Atari) and was very interested in his computer. During the design process Jobs made suggestions that helped shape the final product, such as the use of the newer dynamic RAMs instead of older, more expensive static RAMs. He suggested to Wozniak that they get some printed circuit boards made for the computer and sell it at the club for people to assemble themselves. They pooled their financial resources together to have PC boards made, and on April 1st, 1976 they officially formed the Apple Computer Company. Jobs had recently worked at an organic apple orchard, and liked the name because "he thought of the apple as the perfect fruit--it has a high nutritional content, it comes in a nice package, it doesn't damage easily--and he wanted Apple to be the perfect company. Besides, they couldn't come up with a better name."<5>

Jobs approached the owner of a new computer store in the bay area called "The Byte Shop." This businessman, Paul Terrell, expressed an interest in the Apple Computer (to be known later as the "Apple I"), but wanted only fully assembled computers to sell. If they could provide this, Terrell told them he would order fifty Apples, and pay cash on delivery. Suddenly, the cost of making (and selling) this computer was considerably more than they expected. Jobs and Wozniak managed to get the parts on "net 30 days" (30 days credit without interest), and set themselves up in Job's garage for assembly and testing of the Apple I. After marathon sessions of stuffing and soldering PC boards, Jobs delivered the computers to the Byte Shop. Although these "fully assembled" computers lacked a power supply, keyboard, or monitor, Terrell bought them as promised. In July of 1976 the Apple I was released and sold for \$666.66, which was about twice the cost of the parts plus a 33% dealer markup. <6> Two hundred Apple I computers were manufactured, and all except twenty-five of them sold over a period of ten months.<7>

Although the Apple I was easier to begin using than the Altair (thanks to its built-in ROM code), it was still a time consuming process to set it up to do something useful. Steve Wozniak would have to type in about 3K of hexadecimal bytes before BASIC was ready to use. He could do it in about 0 to 30 minutes, but he almost knew the code by heart. The typical user was more limited in ability to use BASIC on the Apple I. To broaden the appeal of the Apple I (and at the insistence of Paul Terrell), Wozniak designed a cassette interface. It was mounted on a small two-inch-high printed circuit board and plugged into the single slot on the motherboard. The card sold for \$75 and a cassette tape of Woz's BASIC was included with it. The advertisement Apple included with the card stated,

"Our philosophy is to provide software for our machines free or at minimal cost." The interface worked, but worked well only with cassettes running on expensive tape recorders. To further try to enhance sales, the Byte Shop stores found a local cabinetmaker that made some koa-wood cases for the Apple computer (so it would no longer be just a "naked" circuit board).<8>

Interestingly, although most of the action in the micro world was going on in Silicon Valley, news of the Apple I made its way east. Stan Veit, owner of the east coast's first computer store, bought an Apple I and took it to a meeting of the Association of Computer Machinery. Those attending were quite skeptical that a REAL computer could fit into a small briefcase; they were sure that the machine was just a portable terminal, attached by a hidden phone line to a mainframe somewhere!<9>

NEXT INSTALLMENT: The Apple II  
\*\*\*\*\*

NOTES  
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- <1> Michael Moritz, THE LITTLE KINGDOM, p. 123.
- <2> Moritz, pp. 124-127.
- <3> Williams & Moore, p. A69.
- <4> Gregg Williams and Rob Moore, "The Apple Story, Part 1: Early History", BYTE, Dec 1984, pp. A68-A69.
- <5> Frank Rose, WEST OF EDEN: THE END OF INNOCENCE AT APPLE COMPUTER, p. 33.
- <6> Moritz, pp. 138-144.
- <7> Williams & Moore, pp. A69.
- <8> Moritz, pp. 147-149.
- <9> Chien, Philip, "Apple's First Decade: A Look Back", THE APPLE II REVIEW, Fall/Winter 1986, p. 12.

```

//////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "...when I first did v1.00 I envisioned this nice simple little /
/ utility and it is now honestly a monster of code." /
//////////////////////////////////// S.SANDERS2 //////////////////////////////////

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[EOA]

[PRO]////////////////////////////////////

A2 PRO ROUNDTABLE /

////////////////////////////////////

A Great Developer's Tool!  
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>>> A2 PRO NEWS AND FEATURES <<<  
\*\*\*\*\*

A2Pro NEWS & FEATURES    What is A2Pro?    Welcome to the first installment  
 "\*\*\*\*\*"    of A2Pro News & Features.    July is an exciting  
 time for the Apple II community as it marks A2-Central's annual KansasFest  
 where developers share ideas, exchange notes and traditionally unveil  
 exciting new works.    It seems only fitting that we use this KansasFest  
 month to begin our coverage a great developer's tool, the GENIE Apple II  
 Developers Roundtable -- A2Pro.

In future issues A2Pro News & Features will carry exciting news from  
 fellow developers and the companies which support them.    We will share with  
 you A2Pro's most informative and insightful messages and give you a  
 roundup of great new files in the A2Pro Library.    This month, though, we  
 want to tell you all about A2Pro.

THE GRAND TOUR    "You may not know it but there is a whole area dedicated  
 "\*\*\*\*\*"    to programming Apple II computers of every shape, form

and dimension. It's the sister forum to A2, and it's called A2PRO. You can get to it by typing "M530" at the main A2 prompt (or at any GENie ">" prompt).

In A2Pro we help programmers and developers of every skill level, from the very novice to the folks who write the products you use every day. We can help you write programs in anything from Applesoft BASIC to HyperCard IIgs or 6502, 65C02 or 65816 assembly language. Why, you'll even find people from Apple Computer dropping by every now and then. :)"

That was recently written by the head sysop from A2Pro and it tells A2Pro's mission quite well. The concept behind A2Pro is relatively simple and very effective, to provide a place where developers and programers can get together, pass messages, share files and talk to one another. Three areas accomplish this:

- o The Message Center
- o The Live Conference Room
- o The Online Library

The Message center is a place where you can openly share your thoughts and ideas or respond to what other people have to say. It is divided into several categories, each category containing a number of individual topics. Should you not be able to find a topic which meets your needs, you can easily start a new topic which will be available immediately to you and everyone else. To get a complete listing of all the categories and their individual topics you can use a simple index command to list them all out.

Here is a list of the current categories:

- 1 A2Pro Roundtable Business
- 2 Programming in 6502 Assembly
- 3 Programming in 65816 Assembly
- 4 Programming in C
- 5 Debugging
- 6 Programming in Pascal
- 7 Programming with ProDOS 8 and other 8-bit Operating Systems
- 8 Programming with GS/OS and ProDOS 16
- 9 Programming in BASIC
- 10 Tools and Utilities for Programmers
- 11 Algorithms, Design, and Data Structures
- 12 Hardware and Peripherals
- 13 Developer Information Center
- 14 Other Programming Languages
- 15 Using the Apple IIgs Tool Box
- 16 Developer and User Lounge
- 17 Communications and Networking
- 18 HyperMedia Programming
- 19 Development Environments and Shells
- 20 Apple IIgs System Software

The conference room A2Pro's place for live discussions. You can arrange to meet other A2Pro members here in groups, enter into private chat or attend regularly scheduled conferences which often feature exciting guests. These roundtable conferences are fun, lively events which provide a great way to get to know other A2Pro members.

Last stop on the tour is the online library. GENie boast one of

Apple II computing's greatest collections of developer support software. Here members can find many tools to make programming easier and fun. Like the message center, the online library is separated into categories. Library navigation is a breeze with commands to browse through descriptions, display a complete directory or see what new files have been added since your last visit. Here is a list of library categories:

1. A2Pro Archives and Transcripts
2. Apple II Tech Notes
3. Apple II File Type Notes
4. Apple II Sample Code
5. System Software
6. Assembly Source Code
7. Pascal Source Code
8. C Source Code
9. BASIC Programs
10. REZ Code
11. Other Languages
12. Programming Utilities
13. HyperCard IIgs
14. HyperStudio
15. Miscellaneous Files
16. Apple II University (A2U)
17. Debugging Tools
18. Apple Human Interface Guidelines
19. Apple Interface Files
20. Cross Development Tools & Utilities
21. Library Tools
22. Compression Tools and Source

Of course you need to be a GENie member to join A2Pro, but as you have seen, the advantages are tremendous. Remember, the best way to keep on top of things is to be in the thick of the action, and if you are a programmer or developer the best place to be is on GENie in A2Pro.

NEW BOSS IN A2Pro      Big changes have recently taken place which make  
"\*\*\*\*\*"              A2Pro the premiere gathering place for Apple II  
developers.      Foremost amongst these is the appointment of a new staff.  
Read on...

Since timing on GENie isn't always certain, most of you will have read about this on the door of A2Pro, but some of you will read this message before the new door files get posted. To those of you who didn't find anything unusual on the door, you're about to be surprised. :)

After a long and productive reign guiding A2Pro through thick and thin, Tom Stechow and Mark Collins no longer have the time they feel A2Pro deserves, and so have reluctantly moved on to other challenges. Tom's making an important trip soon and Mark's very busy with the upcoming Foundation resource editor from Lunar Productions, so each of them has more than enough to keep them busy. Their work here has been exemplary and their presence on staff will be sorely missed.

When Tom resigned, I talked to Tom Weishaar and Dean Esmay and indicated I was interested in what happened with A2Pro. One thing led to another, and about a week ago I accepted the position of head sysop here in A2Pro, effective today.

For those of you who don't know me, I'm the lead developer technical support engineer for the Apple II family of computers at Apple Computer, Inc. -- I spend a lot of my days answering development questions from Apple Partners and working on one-to-many tools like Technical Notes, File Type Notes (which I created), Sample Code (like IR 2.0.1). I also review documentation and work with the Apple I

I continuing engineering group on their continuing work. I'm responsible for assigning ProDOS file types and auxiliary types, and I've written magazine articles for Call -A.P.P.L.E., GS+, \_develop\_ and APDalog. I've also been active here in A2Pro for over four years.

In the past, I've had trouble with people confusing me (an individual person) with Apple Computer. I know Apple's policies inside and out (I help create some of the technical ones, like some compatibility rules) and I know the people who create the system software. I know the processes that they go through and I know that decisions they took weeks to make and implement can sometimes be dismissed online by disgruntled users without thought for how the decision was made. When I tell people Apple's policies, they tend to think I'm representing Apple online. When I defend decisions painfully made by my friends and coworkers, people think I'm defending Apple even when it's unreasonable. I'm not. I'm speaking for myself and saying what I believe, and the fact that I work for Apple during the days just happens to give me more insight on some issues.

If you have a genuine development problem with something (say the Finder), those of us here in A2Pro can help you work around it and get your program working. If a bug in the Finder leads you to post something like "The Finder's a piece of crap and Apple hates us to have shipped it" -- now you're insulting my friend Andy Nicholas and my other colleagues and friends who labored long and hard over Finder 6.0 and its testing -- and I'm likely to respond to that. :)

To help keep the distinction, I'll have a "disclaimer" on my signature for the time being -- something that reminds you on every message that here in A2Pro, no matter how adamant I may be about what's compatible and what's not, I'm speaking for me and not for Apple Computer, Inc. On the bright side, Apple isn't authorized to speak for me, either. :)

Many of the names on the new door are familiar to A2Pro regulars -- Jeff Holcomb and Greg Da Costa are staying on board and lending their vast expertise (both with GENie and with the Apple II) to A2Pro, and I'm very pleased they're here. Steve Gunn is here, also, and when he finishes the current Apple II University course he'll be promoted to assistant sysop.

The new fellow on the block isn't really new -- he's written lots and lots of NDAs and Finder Extensions, the most famous of which is probably "Big Edit Thing," a TextEdit-based desk accessory word processor. He's been here and on the Internet helping programmers for a number of years, and he's a KansasFest veteran. Lately he's been working with sysop-emeritus Mark Collins and Marc Wolfgram on "Foundation," the Apple IIgs Resource Editor. He is Jim Murphy, and we're pleased to have him aboard.

Please join me in welcoming Jim and Steve to their new responsibilities here in A2Pro (and in thanking Greg and Jeff for staying on!). Over the next few days, you'll be seeing several of the ideas we have for making this a vastly-fun summer here in A2Pro, and we hope you'll

agree that this is going to be a lot of fun.

If you have any questions or suggestions, just ask. We're here to help you out.

Thanks for stopping by.

--Matt (I speak for myself, not for Apple)  
(CAT2, TOP2, MSG:7/M530;1)

SOME A2PRO REGULARS   Members who frequent A2Pro can find many sources  
"\*\*\*\*\*"           for help with a variety of problems. Not only are  
there fellow developers and programers but many of the companies supporting  
A2Pro members stop by to answer questions and offer ideas. GENIElamp asked  
a few of these companies to tell us about themselves:

BYTE WORKS    The Byte Works was started 10 years ago in October with the  
"\*\*\*\*\*"       ProDOS version of ORCA/M being our first product. Since then  
we have concentrated on serving the developer community with programs like  
ORCA/M for the GS, APW (which we developed under contract for Apple  
Computer), ORCA/Pascal, ORCA/C, ORCA/Debugger, Design Master and  
ORCA/Disassembler; and with courses, like Learn to Program in Pascal, Learn  
to Program in C, and Toolbox Programming in Pascal.

Judging from our sales, Pascal and C are both very popular programming  
languages on the Apple IIGS, with the two languages virtually tied as far  
as the number of registered owners. Assembly language continues to be our  
most popular package, but a significant number of people use it to  
supplement C or Pascal, rather than as a sole development language.

From a technical viewpoint, Pascal and C are both great choices. It  
really depends what you are writing; as a general rule, Pascal is the  
better choice for general application development, while C is the better  
choice for bit manipulation, shell utilities, and hardware related  
programming. Frankly, the idea that C and Pascal are competitors is  
ridiculous -- it's like saying a hammer and saw are competing tools because  
both are used to work with wood. Pascal is a high-level language. C is a  
medium level language. People who think they are competitors simply don't  
know one or the other very well!

Most of my own programming is done in Pascal, frequently with assembly  
language subroutines. Some programs are written entirely in C or assembly.

As for your question about whether C is easier to use than Pascal,  
no. C is a "let the programmer beware" language that requires a strong  
background in writing well organized, structured programs and a detailed  
knowledge of the machine that usually only comes through a solid grounding  
in assembly language before you can really learn C well. In addition, you  
have to know C a lot better than you would know Pascal or assembly before  
you should try to use it to write programs, since C tries very hard to stay  
out of your way -- and in the process, makes it very easy to make subtle  
programming errors. I just got a note today from a very pissed off  
developer who has a project 6 months behind schedule, and was blaming the  
delay on a "bug" in ORCA/C. It wasn't a bug in the compiler at all; he  
had missed a subtle point about the C language that resulted in unwarranted  
assumptions in his program. Interestingly enough, the program would have  
worked on many C compilers - the problem was due to an implementation  
dependent feature of the language! This is the sort of thing that happens

over and over in C. The error would not have happened in a high-level language like Pascal. (It also makes you wonder why people say C is a portable language. It isn't. C is one of the least portable languages I know. C is, however, a low-level language, and like any low-level language, a skilled and careful programmer can write programs in C that can be ported easily - programs that could not be written in a portable way in other languages. But the burden for portability os on the programmer, not the language.) -Mike Westerfield

Editor's Note: Check out Category 1, Topic 4, Message 6, M530;1 in  
\*\*\*\*\* A2Pro for information on Byte Works new release,  
Toolbox Programming in Pascal

SOFTDISK PUBLISHING Both Softdisk and Softdisk G-S are published monthly  
\*\*\*\*\* for all Apple IIs and the Apple IIgs respectively.  
Being on a monthly schedule can be tough, especially when you consider that the software published on both products is =NOT= shareware, freeware or public domain! Every single program is an original creation, only available to Softdisk subscribers (subscriptions by the way are \$20 for three months for Softdisk and \$30 for Softdisk G-S).

Because we published 4-5 programs a month on Softdisk and 3-4 on Softdisk G-S, we are =always= looking for quality submissions. We are interested in just about any category of program: game, productivity, utility, business, personal, educational - you name it!

Why sell my program to Softdisk? But, I want the widest possible audience? Can't I make more money in the shareware market? What about my rights?

These are all good questions, but the fact is Softdisk can pay more than all but the very best shareware programs (in fact, probably less than a dozen shareware programs have made more money than Softdisk pays for programs!). Considering that over 10,000 subscribers will get your program if you go with us, versus a few hundred people that actually download programs from the online services, Softdisk has a wider audience. As far as rights are concerned, drop us a note here on GENie at SOFTDISK.INC and we'll send you a copy of our legal mumbo-jumbo so you can see for yourself what the deal is!

-Bryan Pietrzak, Softdisk Publishing

A2U, HEAD OF THE CLASS For readers who are interested in learning to  
\*\*\*\*\* program or in picking up a new language, A2  
University offers courses to help you on your way. Currently Steve Gunn is teaching a class in Assembly language. And should you come into a lesson late in the session it is no problem. Each class session can be found as a file in the online library. Look for more exciting news about A2Pro in next month's issue!

GENieLamp A2Pro Coverage In future issues of GENieLamp A2/A2Pro our  
\*\*\*\*\* A2Pro News & Features will have all the latest  
happenings from the A2Pro RT and a look at new files in the online library. Also, we will be keeping in touch with many of the companies which produce development tools and with the programers who use them.

If you like GENieLamp A2/A2Pro, please pass copies to your local bbs's and to your friends. There are few Apple II magazines around today and

while we may not be on paper, we want everyone to share the experience.

GET ONLINE! But remember, the best way to enjoy all the excitement is to join GENie and become a member in A2Pro. (See [LOG] Off for details on signing up on GENie.) You will find yourself in the thick of the action as it happens. And no matter how confusing things might get, you will be surrounded by experts who can get you turned in the right direction and on your way.

A2Pro membership will make your Apple II programing or development not only easier, but so much more rewarding. You will be with folks who can appreciate your accomplishments for both what they can do and the effort behind them.

So become a part of A2Pro today! Just type M530 at any main GENie prompt.

```

////////////////////////////////////// GENie_QWIK_QUOTE //
/ "When I show output on 'crappy' paper next to the output on the /
/ sharpest paper I have, many people can't 'see' a difference. /
/ It's as different as black and white to me!" /
////////////////////////////////////// T.MCCOMB //

```

[EOA]

[HUM]//////////////////////////////////////

HUMOR ONLINE /

//////////////////////////////////////

Follow The Bouncing Cursor

\*\*\*\*\*

By Miles Deforest and Al Pena  
(From The TeleJoke RoundTable)

Fifty Ways to Hose Your Code

\*\*\*\*\*

(Kind of by Paul Simon)

The problem's all inside your code she said to me,  
Recursion is easy if you take it logically.  
I'm here to help you if you're struggling to learn C,  
There must be fifty ways to hose your code.

She said it's really not my habit to #include,  
And I hope my files won't be lost or misconstrued,  
But I'll recompile at the risk of getting screwed,  
There must be fifty ways to hose your code.

Just blow up the stack Jack,  
Make a bad call Paul,  
Just hit the wrong key, Lee,  
And set your pointers free.

Just mess up the bus, Gus,  
You don't need to recurse much,  
You just listen to me.

She said it grieves me to see you compile again.  
I wish there were some hardware that wasn't such a pain.  
I said I appreciate that and could you please explain,

About the fifty ways?

She said why don't we both just work on it tonight,  
And I'm sure in the morning it'll be working just right.  
Then she hosed me and I realized she probably was right,  
There must be fifty ways to hose your code.

Just lose the address, Les,  
Clear the wrong int, Clint,  
Traverse the wrong tree, Lee,  
And set your list free.

Just mess up the bus, Gus,  
You don't need to recurse much,  
You just program in C.

```

// GENie_QWIK_QUOTE //////////////////////////////////
/ "Hey, you're preaching to the choir, ya know? <g> But just /
/ as I tend a jaundiced eye towards "the grass is greener", I /
/ refuse to get too emotional over a dumb machine. A yare /
/ boat, now, is another matter. <g>" /
////////////////////////////////////// M.JONES52 //////////////////////////////////

```

[EOA]

```

[WHO]//////////////////////////////////////
 WHO'S WHO /
//////////////////////////////////////
Who's Who In Apple II

```

>>> CHATTING WITH MATT DEATHERAGE <<<  
\*\*\*\*\*

Well, as our regular readers know GENieLamp A2/A2Pro can never sit still when exciting happenings are about so we decided to get to the heart of things. Here's our chat that we had with Matt Deatherage. Next month, GENieLamp will introduce you to the other new sysops in A2Pro.

[\*][\*][\*]

GL: Matt, you've been working at Apple a long time. How did you first become involved with the Apple II? How did you come to get your job at Apple?

MD: It's a strange story -- I'm the only person at Apple I ever knew who this happened to, so I hesitate to mention it lest anyone else "aspire" to it...

I was a "certified" Apple Developer back in 1987. In those days, Apple used to try to support everyone who wanted to be a developer, for free, as long as you could show you were working towards releasing a for-sale product within two years. (Trying to help everyone was a tremendous drain and burned a lot of people out, which is part of why it was changed in 1989 to the current Partners and Associates program -- those programs not only have fees to help with the tremendous cost of supporting developers, they also reduce the number of developers who get direct code-level support from Apple so the engineers can work on more one-to-many tools like Technical Notes and Sample Code. But I

digress...)

Apple held their only "Apple IIgs College" in spring of 1987, and because I was a certified developer I was invited to attend (3 days, \$500, airfare and hotel were your own responsibility). I was in college, but I figured it would be a really good way to get started programming for the IIgs, which at the time was a lot more than I understood. The documentation I had was alpha or pre-beta, and even that was hard to get -- there was nothing explaining how anything worked or what you were supposed to do, and the Apple IIgs College promised to help explain some of that. So I wheedled with my parents, and they loaned me the money for airfare, hotel and college admission.

At the college, I met a lot of people who worked at Apple in Developer Technical Support -- Jim Merritt, Rilla Reynolds, Pete McDonald -- and many Apple IIgs engineers like Steve Glass, Fern Bachman, Jay Schaffer, Dan Oliver, Cheryl Ewy and many more. It was a great college and I learned a lot, and went home to try to start applying it to programs while still going to school and keeping my GPA up enough to maintain my scholarships.

Later in 1987, I became disenchanted with college and industrial engineering (my major) -- I was taking a lot of classes that didn't really interest me, and thought I needed a break. One of my best friends was doing a "co-op study" with NASA -- he'd be at the University of Oklahoma for one semester, then he'd go to Johnson Space Center in Houston for one semester and work there for one hour of credit. He enjoyed it a lot.

When I read in "Open-Apple" (now "A2-Central", by the way) a notice from Jim Merritt that Developer Technical Support could use more engineers, I wrote him on AppleLink (I was a developer, and one of the four people in the world who could make the Apple II AppleLink software work on my machine) and asked him if I might co-op study at Apple. Jim had already left DTS for engineering, but Rilla Reynolds (who was acting manager) worked with me, took my resume and got it through Apple's College Relations department, and several weeks later I had an offer to be an Apple intern from March 14th through July 29th, 1988. I withdrew from classes, packed up about half my stuff and moved out to Silicon Valley.

While I was here, I started on revising all the Apple II Technical Notes, I wrote a few at the beginning, answered Emails (which wasn't exactly something we had planned for me to do) and generally made myself useful, and it was at a time when the Apple II portion of DTS was getting back up to strength. When I first asked about being an intern, there were only three Apple II engineers there -- Rilla, Pete McDonald and Glen Baxter, and Pete was the only one with significant desktop experience. Within about six months in 1988, Rilla brought in me, Dan Strnad, Jim Mensch, Keith Rollin and Eric Soldan. Jim Luther and Llew Roberts came in early 1989.

Anyway, Apple was pleased with the work I did and in June offered me a permanent job as a DTS engineer, which I accepted. The rest is more or less history. My parents helped me move the rest of my stuff out here and I never went back to school. Technically I'm still somewhere in the middle of my junior year. :)

I say this is all excessively weird because I was hired for my job (as an intern) completely electronically -- I never interviewed for it at all. Rilla had met me at the IIGs College and hired me as an intern based completely on our phone and electronic conversations. I have never seen this kind of thing happen at Apple except -- I've never known anyone Apple hired but never interviewed except me. :)

GL: Apple Computer was founded by two professional pranksters, Steve Wozniak and Steve Jobs. Can you share with us any of the humorous pranks that you've instigated or witnessed at Apple?

Pranks are a way of life in some groups, and in other groups they rarely happen at all. In DTS they're a way of life. Right now, Neil Day (Macintosh Technical Notes and Sample Code engineer) is on vacation after celebrating a birthday last week. To celebrate, while he's been gone, his friendly coworkers have filled his office with about two inches of sand.

I personally will not be having any more birthdays at Apple. :)

GL: Is there any achievement that you're particularly proud of?

MD: I've been lucky to achieve many things in my life so far -- academically, musically and professionally -- that it's hard to pick out one thing that I'm exceptionally proud of. I try not to start on something if I don't think I'll be proud of it when it's done -- especially things that have my name on them.

I guess professionally I'm kind of proud of the one-to-many tools I've been able to release, including a whole slew of Technical Notes, a few magazine articles and some sample code.

It's nice to be able to work on things that can help lots of people, and one-to-many tools are like that. It's also nice that Apple has a fairly-free distribution policy for Technical Notes and Sample Code (you can redistribute them, but not modify or sell them) -- that means a lot of what I've worked on is available in A2Pro's libraries where anyone can have it for the cost of the download.

GL: Who do you consider your mentors?

MD: I've learned much from a lot of people, and in a lot of cases we've learned a lot together. I've been particularly pleased at all the discoveries Dave Lyons, Andy Nicholas and I have made together and how we've been able to make use of them in the system software or in other places. It's a lot like A2Pro's bulletin board -- more often than not, everyone discovers things together.

The first person I really learned about computer programming from, though, has to be the late Dr. Richard Andree of the University of Oklahoma. Dr. Andree and his wife (also Dr. Andree) were expert cryptanalysts during World War II, and after the war they returned to mathematics and computing. They founded Mu Alpha Theta (M A Th), the national high school and junior college mathematics club. They held a summer camp for mathematically gifted students every summer for 25 years to teach them about computer programming and how common sense and logical thinking makes programming easier, and that's where I learned a lot of the programming foundation I've used for years since

then.

Dr. Richard Andree passed away a few years ago, but Mu Alpha Theta and thousands of kids everywhere benefit every day from the work he did.

GL: Do you have any favorite mottoes or proverbs?

MD: My motto comes from my friend Robert Thurman, and remains "Eat lots of toast." Words to live by.

GL: What do you foresee as being the important developments in personal computers in the next five or ten years?

MD: The most important development will be the continuation and permeation of an idea that's already changed the way people look at computers: computers are tools, not ends in themselves. Real people are interested in using the computer to help them with their lives, not in figuring out how to make the computer do what they want.

GL: Can you describe what a typical work day for you is like?

No work day is typical. :)

We have an Email meeting at 10:00 AM every morning, where we discuss the Emails that need our attention that day. We talk about the problems and decide who will be responsible for researching and answering each one, then we go and do our stuff.

During a day, we'll answer Emails, work on Technical Notes or Sample Code, review documentation to make sure it's accurate, work on upcoming projects to make sure developers' needs are met in the product, and learning future technologies. We also throw things at each other and eat.

Sometimes it takes a lot more than 8 hours per day; sometimes I work all night because I get started on something and want to finish. I especially tend to do this on Sunday nights/Monday mornings, then come home and sleep Monday afternoon and evening and start again Tuesday morning. But sitting through Monday morning meetings after being awake for 22 hours is usually not fun. :)

MD: In the Apple II world, Steve Wozniak is a legendary figure. Was the Woz still working at Apple when you started working there? Any stories or anecdotes about working with the Woz?

"Woz" is short for "Wozniak." He's not "The Woz" anymore than you're "the Tom" or "the Phil." You're thinking of "The Wiz", which was a musical. :)

Woz is still an Apple Fellow, so he draws salary and officially works for Apple, but he doesn't have any duties that I know of. I've met him several times but I've never actively worked with him.

GL: Obviously your official presence will be a big draw in A2Pro. Do you have any changes or improvements planned for A2Pro you would like to share with us??

MD: Our revised/revamped A2Pro staff (me, Steve Gunn, Jim Murphy, Jeff

Holcombe and Greg DaCosta) are going to stir up some trouble. Right after starting we announced new programming contests and conferences, and with new Apple II university courses later this summer and more contests, people who like to program shouldn't have any trouble staying busy. :)

GL: What advice do you have for people considering writing software for the Apple II -- new to programing and experienced.

MD: Too much to list here -- come to A2Pro and find out!

```

// GENIE_QWIK_QUOTE //
/ "No insult taken Rod. I just hoped you weren't implying that /
/ I was secretly working for Nintendo. That would have insulted /
/ me greatly and made me challenge you to some silly sport where /
/ we could act like cavemen.:]" /
////////////////////////////////////// J.AUCOIN //

```

[EOA]

[FOC]////////////////////////////////////

FOCUS ON... /

////////////////////////////////////

Super Finder!

\*\*\*\*\*

**SUPER FINDER** Building a Super Finder in GS System Software 6.0 By Thomas M. Schmitz. Those who have upgraded to System Software 6.0 for the Apple IIgs are discovering a whole range of new features and abilities, but like a sports car, fresh from the factory, the Finder is even better with the addition of some well chosen, high performance parts.

For the IIgs there exist a whole inventory to choose from when souping up your computer. But before we look at individual programs you will want to know a little bit about the various classifications and their placement. We will be examining four classes of additions: Inits, Desk Accessories, Control Panels and Finder Extras. All of these are placed inside various folders within the /System folder of your boot drive or starting volume.

**DESK ACCESSORIES** A Desk Accessory is a program you can run without leaving the Finder or the GSOS program your may be running. They may accomplish a number of tasks such as editing documents, manipulating files or even playing games.

There are two types of Desk Accessories, the NDA or New Desk Accessory and the CDA or Classic Desk Accessory. To install a Desk Accessory you simply copy it into the /Desk.Accs folder located inside the /System folder of your boot drive. Then, the next time you turn your IIgs on the NDA or CDA will be automatically installed.

To access a CDA you press the Command (Open Apple), Control and Escape buttons all at the same time. Then use the arrows to highlight the needed CDA and press return. To Access an NDA simply move the cursor to the apple in the upper left hand corner, hold down the mouse button and drag the cursor until the NDA you wish to use is highlighted. Let go of the mouse and the NDA opens-up.

**CONTROL PANELS** Control Panels, formerly known as CDev's, are similar in

nature to Desk Accessories but tend to regulate a distinct function in the computer's settings and performance. Control panels are traditionally placed in the /CDev folder within the /System folder of your boot drive or starting volume.

When in the /CDev folder Control Panels are automatically installed at booting time. To access a Control Panel just open the Control Panels NDA and the menu will appear, or by simply double clicking a Control Panel's icon you can open that Control Panel directly.

**INITS** Inits do a number of tasks, usually having to do with system control. Simply place an Init in the /System.Setup folder within the /System folder of your boot drive or starting volume. Inits perform their functions in a number of different manners so you will need to read each Init's individual instructions to see how it works.

**FINDER EXTRAS** Finder Extras can be seen as a sort of marriage between Desk Accessories and Inits. To install a Finder Extra you will need to create a /FinderExtras folder in the /System folder. Copy the Finder Extra into the folder and when you boot your computer you will find a EXTRAS option on the menu bar. Click the EXTRAS on the menu and a window will open listing the installed Finder Extras.

Some Finder Extras will work like NDAs, open the EXTRAS menu, highlight and let go. Other's require you to click a file's icon or perform some other task. This can become confusing so be sure to read each Finder Extra's documentation to find out how it works.

Now that you know what Desk Accessories, Control Panels, Inits and Finder Extras are we can look at some of the great software which will make your Apple IIgs a better looking and better performing machine. Except for DeskColor, all of the following programs are performance programs. They either make the Finder more powerful or make your computer easier to use. DeskColor is like that racing stripe you always wanted to put on the side of your car. Its sole purpose is to make your computer look good.

Number: 18881  
 Name: FNDRVIEW3.0.BXY  
 Approximate # of bytes: 40192, Library: 6

Finder-View 3.0 is a Finder Extension that works with the Finder in System Software 6.0 and later. With Finder-View you can view pictures of the following formats: SHR uncompressed, SHR compressed, PaintWorks, APF, Print Shop GS, 3200 color (Brooks, French, SHR, APF), and you can also animate \$C2 Paintworks animations, all right from within the Finder! Finder-View 3.0 supports selection of multiple graphic files at once, displaying them in a slide show. Seeing a single graphic is as easy as double-clicking on its icon in the Finder!

Finder-View 3.0, by Jupiter System's Finder-View 3.0 is shareware, \$10

Number: 18772  
 Name: MOREINFO.BXY V1.2  
 Approximate # of bytes: 18176, Library: 6

This Apple IIgs Finder 6.0 Extension adds more functionality to Finder's Icon Info menu item. With MoreInfo installed, shift-selecting Icon Info from the Finder 6.0 menu brings up the MoreInfo window, which shows you

the file type, aux filetype, individual access attributes, creation/mod dates, data fork blocks, data fork size, resource fork blocks, resource fork size, and storage type. You can also CHANGE many of these values!! Version 1.2 looks nicer, fixes one bug, and allows/displays filetypes with either hexadecimal numbers or 3-letter abbr. Requires System 6.0!

Shareware: Fee=\$10. Copyright(c) 1992 by Bill Tudor.

Number: 18758

Name: HOTKEYS.BXY V1.1

Approximate # of bytes: 14848, Library 6

This is an Apple IIgs Finder 6.0 Extension INIT that adds "HotKeys", which are single-keystroke function keys to the System 6.0 Finder. You can do many Finder functions with a single keypress such as

Open folders, quit the Finder, shutdown the computer, stack windows, set the view to "by name" and Much More! Version 1.1 adds a number of new actions including (but not limited to) Open ANY fold and LAUNCH Applications that you choose!! Keys on the keypad can be defined as HotKeys. Ver 1.1 also allows Shift-<keypad key> HotKeys. Extended Keyboard keys can also be HotKeys. Documentation Included.

Shareware: \$10. Copyright(c) 1992 by Bill Tudor.

Number: 18696

Name: INITMASTER.BXY V2.1.1

Approximate # of bytes: 16640, Library: 6

This Apple IIgs Init is a Finder 6.0 extension that allows you to quickly change the Enabled/Disabled states of all your Inits (PIF and TIF), DAS (NDA and CDA), Drivers, FSTs, Icons (old style), and FinderExtras without having to use Finder's "Icon Info" window on each and every one of them. You can also have up to 3 sets of saved settings for quick recall.

This program is ShareWare (Fee=\$10). Copyright(c) 1992 by Bill Tudor.

Number: 18633

Name: PIECEOSTRNG.BXY V1.0

Approximate # of bytes: 5248, Library: 6

Piece O' String is a Finder Extension that will memorize and later restore icon selections in the Finder. Selections are remembered across Finder sessions. It adds two items to the Extras menu: "Preserve Selection" and "Restore Selection".

Number: 18603

Name: DTUTIL3.3.BXY

Approximate # of bytes: 81664, Library: 6

DeskTop Utilities is Gyrus shareware from Australia. Goes in System.Setup folder but gives you an NDA and CDA with incredible functions! Add/remove fonts/DAS, create virtual DAS, instant DAS, has a screen blanker for both P8 and GS/OS, installs a menu clock with date, frees memory, has a stopwatch, does mouse coordinate info, creates custom hot keys and includes some already set up to shutdown (with options) or launch another program from within any desktop app. You can even launch a program and open a document file at the same time (great for running HCGS or HS stacks).

Number: 18582  
Name: SYNTHINIT.BXY  
Approximate # of bytes: 5504, Library: 6

SynthInit Play MidiSynth songs by double clicking on their Icons from the Finder. Accepts multiple selections, next, previous feature. Will play to either the GS speaker or both GS speakers and Midi device Docs included. FreeWare...

Number: 18533  
Name: FNDRSOUNDER.BXY V1.0  
Approximate # of bytes: 3840, Library: 6

Very handy finder-extension that lets you play rSound resources in files by double clicking them in Finder. Finder Sounder is less than 3K and doesn't take up much memory. Currently only supports playing first rSound resource in a particular file. Highly recommended, short download. Freeware, written by Jupiter Systems

Number: 18232  
Name: QUICKLAUNCH.BXY  
Approximate # of bytes: 13184, Library: 6

Here it is! QuickLaunch by Steve Stephenson. This is a Finder Extension which will launch programs from the Finder with the greatest of ease. Install the INIT in your System.Setup folder under System 6.0 (or greater) and reboot. Then select the QuickLaunch menu item under the Extras menu in the Finder to add programs to the Launch List. This file is FREEWARE and copyrighted by Seven Hills Software. Please read the Read.Me file and check out the on-line Help System for more information about QuickLaunch and Seven Hills Software! Enjoy!

Number: 17727  
Name: DESKCOLOR.BXY V3.1  
Approximate # of bytes: 31744, Library: 11

Deskcolor is a neat IIgs CDEV/Control Panel to change the color or pattern of your desktop, or add a background graphic. This version of DeskColor simplifies the interface for selecting patterns which is now done from the main window - you may also insert or delete patterns. It also updates immediately to the new desktop when you close the Control Panel, especially desktop graphics. Has a built-in pattern editor. Includes documentation and sample patterns.

This utility is JesusAware and is distributed the same as Freeware.

[\*][\*][\*]

You should note that all these programs take-up memory on your computer which makes InitMaster and Desktop Utilities particularly attractive programs. Learning and using these two programs can take you to a higher level in your IIgs's ability and in memory management.

You can find many popular Desk Accessories, Control Panels, Inits and Finder Extras available in GENIE's Apple II library. There are games, word processors, clocks, calculators and other useful applications. You owe it to yourself and your machine to take a look at what your Apple IIgs

can achieve under System Software 6.0.

```

//////////////////// GENIE_QWIK_QUOTE ////
/ "Lots of messages! That's what I like to see! Messages /
/ galore! More messages than you can stick a shake at! /
/ I haven't been this happy since I decided I wanted /
/ to be a LUMBERJACK!..." /
//////////////////// R.MARTIN22 ////

```

[EOA]

[THI]////////////////////

THINK ABOUT IT! /

////////////////////

Online Food For Thought

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO2]

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>>> COLLABORATION IN THE ELECTRONIC AGE <<<

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Each one of us is born into this world with unique talents.

However, no two persons have exactly the same strengths.

Working alone, each one of us can make a contribution to society.

But working together, in collaboration with others, our individual talents are magnified.

Defying logic, when two or more persons collaborate on a project, the sum of the parts is often greater than the whole.

In this electronic age, electronic mail is the lifeblood of collaboration.

Within the business world, e-mail is the cement that binds companies together.

Outside the business world, e-mail facilitates social and intellectual discussions.

Whatever the nature of the collaborative project, be it software development, scientific research, or the writing of a book, electronic mail can facilitate just about every stage of the project.

Before a project even gets launched, the participants can brainstorm ideas via e-mail.

Once the project begins to take shape, the direction and timetable of the project can be worked out via e-mail.

During the middle stages of the project, progress reports can be distributed via e-mail.

And in the final stages of the project, feedback from independent observers can be sent via e-mail.

It used to be that persons who were collaborating on a project needed to live in the same city, or at least the same state.

In the electronic age, physical proximity is becoming increasingly irrelevant.

Emotional and intellectual proximity are far more relevant.

Most interesting, people can collaborate on long term projects without ever having met each other.

Their shared ideas alone can be the sole force connecting them over months of work.

Ideas themselves can be both the communication medium and the end product of collaboration in the Information Age.

In the previous Industrial Age, shared ideas could only be used as a means to an end.

The structures and inventions of the Industrial Age were all physical tangible structures.

In contrast, the structures and inventions of the Information Age are intangible, knowledge structures.

The ideas themselves are the invention.

As the world becomes more complex, no one individual has enough know-how to tackle ambitious, original projects.

Shared knowledge and shared insight are going to be the hallmark of future successful ventures.

Persons open to working in collaboration with others are going to have a distinct advantage over the "lone wolf" worker.

In the coming years rugged individualism is going to have to take a back seat to rugged cooperation.

Orville and Wilbur Wright's father once remarked that neither of his two sons, working on his own, would ever have achieved much with his life.

Working together, bouncing ideas and energy back and forth, the two were able to soar to unimagined heights.

-Phil Shapiro

Recommended Readings

\*\*\*\*\*

Sproull, Lee, and Kiesler, Sara; Connections: New Ways of Working in the Networked Organization, The MIT Press, 1991, 212 pages. Price: \$19.95.

Strassman, P.A., Information Payoff: the Transformation of Work in the Electronic Age, Free Press, New York, 1985.

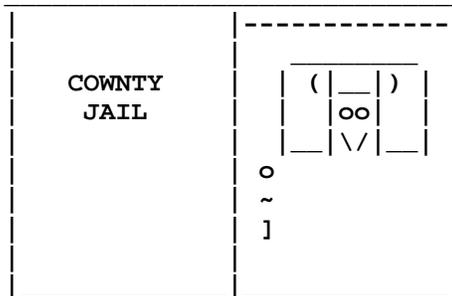
Kraut, R.E., (ed.), Technology and the Tranformation of White Collar Work, Erlbaum, Hillsdale, NJ, 1987.

[\*][\*][\*]

[The author develops educational software for the Apple II line of computers. He can be reached at Balloons Software, 5201 Chevy Chase Parkway, NW, Washington, DC, 20015. Or on GENie at: P.Shapiro]

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////
/I agree, the game is very different when you play against /
/a human opponent. There is nothing comparable to the scream /
/of your opponent when he sees the volcano you just put in /
/the middle of his territory." /
////////////////////////////////////// T.PACK1 ////////////////////////////////////////

[MOO]
[COW]//////////////////////////////////////
CowTOONS! /
//////////////////////////////////////
Mooooooo Fun!
\*\*\*\*\*



[\*][\*][\*]

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~~ (oo)
~~~~ /-----\ /
~~~~~ / | |
~~~~~ \* | |-----|
~~~~~ =====
~~~~~ /
~~~~~
~~~~~
~~~~~ "Cow Hanging Ten at Malibu"

CowTOONS?
The Cowtoons picture here were drawn by various artists and were compiled and circulated on USEnet by Eric W. Tilenius.

If you have an idea for a great cowtoon, we would like to see it. Upload your CowTOON to GENieLamp. If we use it here in GENieLamp, we will credit your account with 2 hours of GENie non-prime time!

[EOA]
[VIE]//////////////////////////////////////
VIEWPOINT /
//////////////////////////////////////
Piracy Claims Another Victim
\*\*\*\*\*
By Tom Schmitz

[TOM.SCHMITZ]

SEVEN HILLS DROPS SOUNDSMITH    Earl Childers, the president of Seven Hills  
"....."                                Software, recently announced his company  
was forced to abandon its plans to commercially release SoundSmith, the  
popular shareware music authoring program. Huibert Aalbers, SoundSmith's  
creator, became disenchanted with the Apple IIgs community after a  
beta-tester broke the nondisclosure agreement and copied the program for a  
friend. This "friend" in turn began passing the program to others and the  
SoundSmith beta has become a favorite target for the IIgs pirate community.

Seven Hills, which had planned a series of improved SoundSmith  
versions, could not acquire the source code and did not have the resources  
to take over the project independently. Following the incident, Huibert  
Aalbers denounced the Apple IIgs community and has turned his efforts  
towards the Macintosh.

The SoundSmith episode stresses the importance of honesty in the  
Apple II community. Too often we see people passing out copies or selling  
and trading software black market style. With such a small developing and  
programming community, making sales in ever shrinking quantities, the  
survival of the IIgs market depends on our honesty.

Piracy is the copying of software without proper payment. But, as  
SoundSmith's misadventure shows, it may not always be so simple. There are  
many forms of piracy and many degrees, but it all hurts the authors and it  
hurts the Apple IIgs community.

Software piracy is not always intentional either. Customers often  
commit theft by ignorance when they download a shareware file from a  
commercial service or they pay the copying fee at a user meeting or they  
purchase a disk from a mail order house. Many of these people do not  
realize they are still responsible for sending in their shareware fees  
unless the distributor specifically states the author's fee is included in  
cost for the program acquisition.

In many ways it is the shareware market which keeps the Apple IIgs a  
viable, growing computer. Prompt payment of the fees is important if users  
do not want more programmers to defect to more profitable platforms. Just  
because a program might only be used occasionally is no excuse not to pay  
for the author's efforts. Just because one has empty pockets can it be  
assumed others will make their payments. Beg, borrow but do not steal!

Another form of piracy is the selling of extra disks. Many programs  
come packaged with software included on both 5.25" and 3.5" disks. Do not  
believe that because only one disk is being used the other can be sold.  
Potential buyers need to be skeptical when they see programs on one sized  
disk being sold without a manual. This does not imply everyone who sells a  
single disk is dishonest. It is, however, something to be aware of and to  
inquire about. Never be afraid to ask what happened to the manual or the  
second disk when it is not included in a used software purchase.

While there are too many forms of piracy to mention here, you should  
ask yourself a simple question when using or buying software. "Did the  
author or publisher of this program get properly paid for this software?"  
Now comes honesty and conscious.

The Apple II community may be small, but it is filled with creative

and committed people who could easily be filling their pockets by defecting to another computer. Every Apple II user owes it to the developers and programmers to watch out for piracy in any form and to make an effort to stop it. We should not loose good programmers the way we lost Huibert Aalbers.

```

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "I believe Wayne has a misspelling in the previous post. /
/ If I'm not mistaken, " ^&*(" really means " ^&& " or, /
/ possibly, " *&((". /
////////////////////////////////////// M.EVERHART2 ////

```

[EOA]

[ASK]//////////////////////////////////////

THE PROGRAM CLINIC /

//////////////////////////////////////

Questions & Answers

\*\*\*\*\*

By The GENIE Apple II RT Staff

>>> HAVE A PROBLEM? JUST ASK! <<<

\*\*\*\*\*

Question A friend of mine has a single 5.25 inch disk drive on his Apple "\*\*\*\*\*" II system. He tells me he's interested in learning about telecommunications, including uploading and downloading, but doesn't have the money to buy an extra disk drive. Would it be possible for him to use ShrinkIt on a single 5.25 inch system?

GENIElamp The answer is a qualified "yes." He could use ShrinkIt in a "\*\*\*\*\*" limited way on a single 5.25 disk drive. The compressed source file and the uncompressed destination file would both have to fit on the same 140K disk. Unlike the "duplicate disk" feature on the Apple II System Utilities disk, ShrinkIt does not have a capability of keeping track of different floppy disks in the same disk drive. So you couldn't do disk swapping to unshrink a downloaded file from one 5.25 inch disk onto another.

Whether you find this limitation serious depends on the types of files you upload and download. Text files, for instance, typically are quite small, and can be compressed even further using ShrinkIt. On the other hand, some public domain and shareware programs take up an entire 5.25 inch disk. (These would be impossible to unshrink after downloading to a single 5.25 inch disk drive system.)

Assuming that ShrinkIt can be used in a limited way on a single 5.25 inch disk system, the natural follow-up question is: "How large a file can you download and unshrink onto a single 5.25 inch disk?" The answer to this question is complicated by the fact that ShrinkIt has varying compression performance depending on the type of files being compressed.

Text files, for example, are usually compressed to about 50% of their original size. So a 10K text file (about the length of an average newsletter article), compresses down to 5K after being shrunk. Using this 50% rule-of-thumb for text file compression, that means you could download a fairly large 40K text file to a single 5.25 inch system, and still have room to unshrink it onto the same 140K disk. (The arithmetic for this is: 40K + 80K = 120K.)

So while it is possible to use ShrinkIt on a single 5.25 inch disk drive system, the freeware ShrinkIt program was designed to be most useful when being used with two or more floppy drives, or a hard disk drive. At the price of new and second hand disk drives these days, it's very much worth your while to get a second disk drive for your Apple II system. You'll find an extra drive opens up new possibilities for telecommunications adventures, as well as adding great convenience to your word processing (by allowing you to leave your data disk in your second disk drive).

[The Program Clinic column provides answers to Apple II technical questions. The aim of the column is to provide simple answers to questions that novice Apple II users might have. Occasionally the column will tackle more difficult questions as well.

[\*][\*][\*]

If you have questions you'd like answered by The Program Clinic, please e-mail the questions to Phil Shapiro (P.Shapiro1) on GENie.]

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Please don't tell Chip I'm working for him. He thinks I'm a /
/ piano player in a brothel." /
////////////////////////////////////// DRACO //////////////////////////////////
```

[EOA]

[AII]//////////////////////////////////////

WHY APPLE II ROUNDTABLE? /

//////////////////////////////////////

Here's Why!

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO1]

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>>> REASONS TO VISIT THE APPLE2 ROUNDTALBLE <<<

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Ever since Tom Weishaar and A2-Central took over command of the Apple II Roundtable on GENie, back in 1988, the roundtable has served as a central gathering place for Apple II users nationwide. People turn to the roundtable to find answers to their most perplexing, difficult technical questions. But they also turn to the roundtable for camaraderie and socializing.

A recent tally of the attendees of the roundtable turned up lots of RoundTable members. Within these members is a phenomenal wealth of talent and experience. If knowledge could be quantified in gigabyte units, the collected knowledge of the Apple II users on GENie would take up several dozen laser discs.

But it's not only the programmers who possess the technical knowledge. Some ordinary Apple II users are virtuosos at using PublishIt and HyperStudio. Other "ordinary" Apple II users are using their computers in extraordinary ways.

The original spirit of the Homebrew Computer Club is alive and well

and meeting on a daily basis on page 645 of the GENie information service. Stop by and visit sometime. If you've got a question to ask, just yell it out (in the appropriate category and topic, of course). If you've got something neat and interesting to share, by all means share it with the rest of us.

A community can be defined as a gathering of souls who look out for one another, nourish each other, and feed each other goodwill. Apple II users are ever so lucky that Tom Weishaar drove his covered-wagon into this clear pasture called GENie, placing down stakes for his vision of a busy and bustling village. While it might seem trite to say, it's indeed true that a community has grown up where nothing but barren magnetic tape existed before.

Looking back, it has been quite some journey. (But then again, the journey is often the reward.) Come walk with us. We've only begun to find out what the Apple II can do...

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////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Ain't it a shame that "80%" of computer users aren't online, /
/ and don't realize the magnitude of expertise available here /
/ on GENie!" /
////////////////////////////////////// A2.HANGTIME ////

```

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[EOA]
[LIB]//////////////////////////////////////
 THE ONLINE LIBRARY /
//////////////////////////////////////
Yours For The Downloading

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>>> HOT FILES! <<<

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CHECK IT OUT Public domain and shareware programs are not the only kinds of files you can find in the Apple II Roundtable library. The Apple II library also has a goodly number of text file uploads.

These text files range from newsletter articles to press releases to software reviews to real-time conference (RTC) transcripts to archives of messages from the Apple II Roundtable. If you like to read about the Apple II and the national microcomputer scene, check the recent uploads to the Apple II library. You may be surprised at what you find.

If you're a newsletter editor, you may find text files in the A2 library worth re-printing. And if you know of a newsletter editor who's looking for new articles, you could do him or her a favor by downloading text files and passing them along.

As an example of some of these text file uploads, you may enjoy browsing through the following text files recently uploaded:

18792 News.9206.bxy (This file contains fresh Apple II news items compiled by prolific author Steve Weyhrich. User group newsletter editors could possibly use this file as a stand alone article.)

18288 EFF.Info.bxy (The Electronic Frontier Foundation in a non-profit

\*\*\*\*\* organization that lobbies Congress on important telecommunications and personal privacy issues. Download this file to find out more about their recent testimony before Congress.)

18792 PI.Tips1.bxy (This user group article provides time-saving tips for \*\*\*\*\* creating newsletter using Publish It 4.0. Learn how advance planning can save you work. The article covers such topics as setting up page standards, basic column formats, page elements, resizing graphics, and the rule tool.)

18828 H.I.G.Notes.bxy (Apple Computer's phenomenal success is partially \*\*\*\*\* due to the consistent interface used by many different applications. This consistency is a result of software developer's following Apple's Human Interface Guidelines. These guidelines are an ongoing, book-length project at Apple.

If interface issues are of interest to you, you might enjoy reading some of the notes and updates Apple has released about the Human Interface Guidelines. While intended for programmers and software developers, many of these notes are written in plain English and make for fascinating reading.)

18765 Dave.Matt.bxy (When Apple Computer released System 6.0 for the \*\*\*\*\* Apple IIGS, earlier this year, GENie hosted the leaders of the System 6.0 development team in a real time conference (RTC). If you missed the conference, you can still download the transcript as a text file. You can learn much from the probing questions put to Dave Lyons and Matt Deatherage.)

18756 Broderpr.txt (Last month Broderbund released not one, but two new \*\*\*\*\* Apple II programs. Download this short press release to find out about "Where in America's Past is Carmen Sandiego" and "The Treehouse.")

494 Woz.Hrtzfld.txt (Finally, if you're interested in Apple II history \*\*\*\*\* and folklore, this early GENie text file tells about Steve Wozniak and Andy Hertzfeld's trip to visit the Wellington, New Zealand, Apple user group in 1985. This feature-length 20K article summarizes some of the remarks Woz and Hertzfeld made about Apple Computer, Steve Jobs, and the Apple II.)

[EOA]  
[HAC]////////////////////  
HACK'N APPLE II /  
////////////////////////////////////  
The Squeaky Wheel...  
\*\*\*\*\*  
by Lorin Evans

- o APPLE DMP or IMAGEWRITER I & II TUNEUP
  - o APPLE DISK ][ DRIVE TUNEUP
- >>> PREVENTATIVE MAINTENANCE <<<  
\*\*\*\*\*  
~ For Your Apple II Equipment ~

Your dot matrix printer allows you to make a paper copy of your creative writing and graphics. Its components clank about inside the case

along dirty rails, pushing little pins through dried out ink trying to reproduce your work faithfully. Little guidance is provided by printer manufacturers concerning preventative maintenance of your printer. This tutorial article is designed to redress that oversight.

After the discussion of printer maintenance routines is a discussion about preventative maintenance of 5.25 inch Apple II disk drives. While this article focuses on the Apple Disk ][ drive, most of these remarks are applicable to generic disk drive brands as well.

Note If you are uncomfortable doing any portion of this preventative maintenance, it might be wise to solicit the help of someone who is more mechanically inclined. It is possible, for example, to damage the printhead card on your dot matrix printer. The usual caveats concerning your responsibility for the work you perform apply here. If you undertake any of these maintenance routines, you do so at your own risk; Washington Apple Pi is not responsible for the outcome.

>>> APPLE DMP or IMAGEWRITER I & II TUNEUP <<<  
\*\*\*\*\*

Tools Required:

- foam swabs
- isopropyl alcohol
- WD-40 lubrication spray (or equivalent)
- small Phillips head screwdriver
- paper towels
- LaBell lightweight oil

Historical Note before Apple made the ImageWriter I printer, it produced a dot-matrix printer by the name of the "Apple DMP" printer. For preventative maintenance purposes, the Apple DMP and ImageWriter printers are often treated the alike.]

Disassemble First shut off the power. Remove any paper, the two cover panels, and the print ribbon. Now remove the print head. [ImageWriter I and Apple DMP owners: there are two metal hooks that swing out from each side of the print head.] On the ImageWriter II there is a white plastic clip that must be GENTLY pressed to the right. AT THE SAME TIME, raise the print head straight up with a side-to-side rocking motion. The part of the print head that you can see is attached to a card below it that plugs into a socket. DO NOT USE FORCE IN LIFTING UP THE PRINT HEAD.

Clean Printhead Do NOT attempt to disassemble the printhead. [ImageWriter I and Apple DMP owners: with the head out, remove the stainless steel shield by removing the screw on the bottom of the print head. Set them aside.] Take WD-40 or equivalent spray and squirt both the face of the print head and underneath in the open channel you will find there. Lay the print head face down on two or three folds of paper towels. What should begin to happen is old dried print ink will dissolve and flow off both the face and the rear of the print pins. You are lubricating the pins where they pass through the head and removing dried ink. Repeat this several times until the spray comes out clear. Use the

swab when wiping the face of the head. Gentle, gentle! Set this assembly aside while the spray works.

Clean Platen/Rollers Take one or two towels and moisten with isopropyl alcohol. Wipe the platen (the black roller) with the paper lever in the lower position. Turn the platen so all of its is wet. A black residue should come off along with ink from where the print head printed on the platen. After several wipes, switch to a dry towel and rub until essentially dry. Now remove any lint or fuzz on the chrome rail(s) inside the printer. Take the lightweight oil and drip some on the rail(s). Then slide the ribbon carriage back and forth to provide an even coating of lubricant on the rail(s). [ImageWriter I and Apple DMP owners: place several drops of fresh oil on the felt washer in the center of the ribbon carriage.]

Now clean out the lint and fuzz in the rear of the printer where the tractor feed mechanicals reside. Wipe the square rails with isopropyl so that the tractor feed wheels slide easily side to side. Some folks like to lubricate those square rails as well to ease sliding.

Now take a plain piece of paper and inset it into the printer as if you were going to print a document. You want it to absorb any residual alcohol on the bottom pinch rollers. Roll it through and discard.

Reassemble Check the condition of the print head. Spray it again to make sure only clear fluid is running out of it. Wipe the face and reinsert into the guide card slot. [ImageWriter I and Apple DMP owners: first reinstall the shield after you have cleaned it.] On an ImageWriter II, align the guide card above its slot. Then apply a VERY GENTLE forward pressure pushing the head towards the platen and down into the slot. If in doubt, remove the head and start over again. That approach is cheaper than a new print head! [ImageWriter I and Apple DMP owners: close both locking hooks.] With the head reinstalled, replace the print ribbon, insert paper, realign the paper against the pin feed marker, set the lever to pin feed, and reinstall the two covers.

Test To test your newly cleaned head, hold down the 'form feed' button and simultaneously turn on your printer. This will cause the 'self test' to run which will remove any remaining spray on the pins and reassure you that you have proper pin action. Shut the printer off, remove and discard the test paper.

You will have done your print head a favor and be rewarded with clearer printing after this is done.

>>> APPLE DISK ][ DRIVE TUNEUP <<<  
\*\*\*\*\*

Tools Required:

- isopropyl alcohol (90+% by volume)
- foam swabs (NOT cotton tip style)
- thin blade slot screwdriver
- Copy II+ utility software (or equivalent)
- blank disk

The items to clean inside a Disk ][ are the read/write head, head load button (pressure pad), and head carriage rails. If during the drive speed test you find a large variation in speed, there are two additional items under the drive that can be cleaned as well.

**Remove the Cover** With the power off to your computer, turn the Disk ][  
 "\*\*\*\*\*" drive over and remove the four screws that secure the cover. Slide the case backwards off the chassis.

**Remove Analog Card** Gently remove the read/write head plug from the right  
 "\*\*\*\*\*" front of the card. Remove the motor connector from the center rear of the card. Now, note the orientation of the flat ribbon cable on the left side. If all gray, note whether the red stripe is on the left or right, or if rainbow colored, which way the cable curves as it comes off the connector. (You need to know this so as to orient the cable correctly when reinstalling it.) Now gently remove the ribbon cable plug from the left rear of the card. Remove the two screws at the front of the analog card. Slide the card forward past the retaining slots in the rear and lift the card out of the drive. Now lay the card on a foam pad or cardboard, etc and gently press the socketed chips into their sockets. Over time they sometimes creep out which can cause erratic operations.

On some machines you will see a metal shield that straddles the "collet hub frame." (The "collet hub frame" is the technical name for the cone-shaped device that you see through the disk drive door that actually presses the disk against the turntable. The collet hub frame sits above the turntable on two little arms that extend to the back of the disk drive. When you close the disk drive door, this assembly comes down and pushes the floppy disk against the turntable.) It will pop off. Note which way it came off; you want to reinstall it when you are finished.

**Clean It** Take a foam swab and dip it in isopropyl alcohol. Clean the  
 "\*\*\*\*\*" head load button [the small round pad of white felt found in the spring loaded black arm mounted above the read/write head.] Next clean the head. Finally clean all around the entire length of each guide rail. You can manually slide the guide carriage back and forth to gain access to all of each rail.

Now take a look at the head load button (pressure pad). If worn - it will look somewhat like a cylinder skewed to the right - replace it. Check with a dealer first to be sure they have the part. The button snaps in and out of its holder.

**Speed Check** When all is done, reassemble, but leave the cover off. It is  
 "\*\*\*\*\*" time for a drive speed check. KEEP IN MIND that if you change the speed significantly, disks that were recorded at the old speed may not want to boot at the new one. If the test shows the speed out of specification, adjust one of your drives to Apple specs and copy any disks made on the out-of-spec drive from that drive to the spec drive.

Be sure the isopropyl alcohol has evaporated or you will end up with a wet disk. Boot a program that has a drive speed check routine (such as Copy II Plus, Essential Data Duplicator, or Diversi-Copy). Follow its instructions. The speed control is located on the motor control board on the rear of the chassis. The speed control, which is located on the vertical circuit board, is a small wirewound resistor with a slotted screwdriver adjustment protruding from one side. DO NOT TOUCH THE TRIMPOTS

ON THE ANALOG CARD! The speed is controlled by turning the trimpot on the motor control board. Move the screw in small increments and wait for the speed to settle down before making another change. If the plus or minus is considerable, it can sometimes be reduced by cleaning the pulley and drive belt (located under the chassis) with isopropyl.

Reassemble When you are finished, reassemble and you are ready for many more hours of successful use.

[\*][\*][\*]

[This article is the first in a series of articles on Apple II maintenance and repair. The author, Lorin Evans, serves as president of the Washington Apple Pi user group, a large Apple user group located in the Washington DC metropolitan area.

If you have suggestions, comments, or questions you'd like to see answered in future articles in this series you can contact Evans at: Washington Apple Pi, 7910 Woodmont Ave., Suite 910, Bethesda, MD 20814.]

////////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////////  
/ "Well, heck -- let's cut to the point. I want an MS-DOS FST. /  
/ Frankly, I'd like to have an Atari FST, too. The FST mechanism /  
/ of GS/OS makes it potentially the best system ever created for /  
/ handling and moving data among different formats. I'd like to /  
/ see that potential realized." /  
////////////////////////////////////// Mike Westerfield //////////////////////////////////////

[EOA]

[LOG]//////////////////////////////////////  
LOG OFF /

//////////////////////////////////////

GENIElamp Information  
\*\*\*\*\*

- o COMMENTS: Contacting GENIElamp
  - o GENIElamp STAFF: Who Are We?
    - o SEARCH-ME! Answers

GENIElamp GENIElamp is monthly online magazine published in the  
\*\*\*\*\* GENIElamp RoundTable on page 515. You can also find  
GENIElamp in the ST (475), the Macintosh (605), the IBM (615) Apple II  
(645), A2Pro (530), Unix (160), Mac Pro (480), A2 Pro (530) and the  
Geoworks (1050) RoundTables. GENIElamp can also be found on CrossNet,  
Internet and many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail. To leave messages, suggestions  
or just to say hi, you can contact us at the following addresses:

- o John F. Peters [GENIELAMP] Senior Editor/RoundTable SysOp
- o Kent Fillmore [DRACO] Publisher/GENIE Product Manager

U.S. MAIL  
\*\*\*\*\*

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SEARCH-ME! ANSWERS
\*\*\*\*\*

+ + + + + B U L L E T I N + + + + +
+ E + + + + + Y R A R B I L
C + R + + + + D O W N L O A D + + + +
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Vertical bar patterns forming a decorative header.

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ August 1, 1992 ~

- FROM MY DESKTOP [FRM] APPLE BITS [BIT]
Notes From The Editor. A2/A2Pro - August 1992.
HEY MISTER POSTMAN [HEY] HUMOR ONLINE [HUM]
Is That A Letter for Me? A Slight Misunderstanding.
PROGRAMMING CORNER [PRO] A2 PRO ROUNDTABLE [PRO]
Part II, Apple I. A2 Pro News & Features.
ONLINE FUN [FUN] WHO'S WHO [WHO]
Search-ME! Who's Who In Apple II.
KANSASFEST [KAN] FOCUS ON [FOC]
News & Views. Shared Minds: Book Reviews.
SOFTVIEW A2 [SOF] COWTOONS [COW]
A2 Software Reviews. Mooooooo Fun!
THE ONLINE LIBRARY [LIB] SHAREWARE SOLUTIONS [SHA]

Yours For The Downloading.

FTA Contests.

APPLE II HISTORY ..... [HIS]  
Apple II History, Pt. III.

GAMES PEOPLE PLAY ..... [GAM]  
Focus On Computer Games.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX] .....

READING GENie Lamp GENie Lamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENie Lamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENie Lamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|  
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and  
"....." weekend access to more than 100 services including  
electronic mail, online encyclopedia, shopping, news, entertainment,  
single-player games, multi-player chess and bulletin boards on leisure  
and professional subjects. With many other services, including the  
largest collection of files to download and the best online games, for  
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie  
service, call (with modem) 1-800-638-8369. Upon connection type HHH.  
Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system  
will then prompt you for your information.  
.....

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "When my Apple ][gs eventually conks out, I want to invest in /  
/ an equally powerful computer; Therefore, I think I'll invest /  
/ in a CRAY." /  
////////////////////////////////////// PROPTOSIS ////

[EOA]  
[FRM].....

FROM MY DESKTOP /

////////////////////////////////////

Notes From The Editor  
\*\*\*\*\*

By John Peters  
[GENIELAMP]

TOP OF THE PAGE The GENieLamp Computer War contest is heating up with  
\*\*\*\*\* entries from several computer platforms. Surprisingly,  
we have received responses from platforms that GENieLamp doesn't directly  
support (like the Amiga and NeXT computers). Even more surprising is the  
fact that we have received zero entries from the IBM and Macintosh crowd  
while the Apple II/A2Pro response has been tremendous.

The contest is simple: Tell us why you think your computer is HOT.  
Why and how do you use your computer in everyday life? What are its  
strengths. What are its weaknesses? What keeps you from switching  
platforms?

There are only a couple of weeks left to get in on the contest, so if  
you're planning on entering do it now. Just send your entry of 400 words  
or less to GEmail address GENIELAMP or upload it to Library #8 in the  
GENieLamp RoundTable on page 515. And don't forget, there is over \$200.00  
worth of GENie online credit time which will be given away!

Amigians Ask, Where Is GENieLamp AMI? I have received several GEmail  
\*\*\*\*\* asking me why we GENieLamp doesn't  
support the Commodore/Amiga line of computers. The reason is simple: You  
already have a great newsletter, Viewport. Viewport is edited by Jim Meyer  
and published by Livewire editor, Peggy Herrington. And like GENieLamp,  
Viewport is distributed via the main menu and is included in your  
GENie\*Basic package. Check it your copy of Viewport out in the \*STARSHIP\*  
RoundTable on page 555.

GENieLamp Elsewhere Update Our "elsewhere" issue is undergoing a complete  
\*\*\*\*\* make-over. In order to better serve you we  
are hiring reporters/writers to cover the Computing RoundTables that are  
currently not included in the GENieLamp magazines. If you would like to  
become part of the GENieLamp team, write to GENIELAMP today.

MINI\_HUMOR! This small poem has been floating around GENie lately. I  
\*\*\*\*\* reprint it here for those of you who might have missed it.

Spellbound  
\*\*\*\*\*

I have a spelling checker  
It came with my PC;  
It plainly marks four my revue  
Mistakes I cannot sea.  
I've run this poem threw it  
I'm sure your pleased too no.  
It's letter perfect in it's weigh.  
My checker tolled me sew.

- Pennye Harper

[\*][\*][\*]

That's about it for this month. Until next time...



Roundtable will be the host for several Special Guests in Real Time Conferences. Scheduled so far, noted Apple IIgs programmer Bill Heineman has agreed to be a guest on Sunday August 2, to discuss his latest HOT arcade game for the Apple IIgs. Kitchen Sink Software, publishers of a wide variety wonderful 8-bit Apple II software for home, education, and small business, will be the guest on Tuesday August 11. SoftDisk Publishing, makers of Softdisk and Softdisk GS, will be our guest on Thursday, August 20, and have agreed to give away a free subscription or two to lucky attendees!

An agreement has been reached with Roger Wagner, publisher of over 100 Apple II and Apple IIgs products, to be our guest. No final date has been set, but watch for announcements within A2 very soon! Tom Zuchowski of the Eamon Adventurer's Guild has also consented to be our guest at a soon-to-be-announced date.

Right now the A2 and A2Pro sysops are at the yearly A2-Central Summer Conference speaking to many more Apple II developers and publishers, so expect even more exciting Real Time Conference announcements for August!

A2 will also be conducting an Upload Contest in the A2 Libraries. Every week the GENie Sysops will choose their favorite new Apple II 8-bit and new Apple IIgs specific upload, and the uploaders will receive TWO FREE hours in A2 and A2Pro RoundTables. August is THE time to upload your favorite piece of software, or your neatest file, or WHATEVER you think would interest other Apple II users - don't put yourself down, you'd be surprised what others might like!

The BIG contest is already happening in A2 and A2Pro. Joe Kohn, author of ShareWare Solutions, a monthly article in A+/InCider magazine is sponsoring a contest for the best, neatest, most awesome levels for the FTA game Bouncin'Ferno. Bouuncin' Ferno is an amazing arcade game for IIgs users, available from the A2 Library as:

File #18948 BOUNCNFERNO.BXY Desc: Bouncin' Ferno game from the FTA!

The game includes a level editor, which can be used to create your own levels. Those who create the best new levels may win prizes from the contest sponsored by Shareware Solutions. To help Mr. Kohn's contest, A2 has decided to allow GENie users to "get in on the action" early. Create your own levels for Bouncin' Ferno, upload them, and maybe WIN A PRIZE! The winner will win TWO FREE WEEKEND DAYS in the A2 and A2Pro RoundTables, and the runner up will receive ONE free weekend day. Whether you win in A2 or not, you'll also be eligible to participate in the Shareware Solutions column, so check out Bouncin' Ferno and create those levels right away!

8-Bit Apple II users should not feel left out, because A2 is also sponsoring a contest for Print Shop Graphics. Create a new Print Shop Graphic (in either New Print Shop or original format) and upload it to enter our contest. Winner will receive TWO FREE WEEKEND DAYS in the A2 and A2Pro Roundtables, runner-up will receive one free weekend day.

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "I always assumed it meant "read the font-editor manual". /
/ What do I know. <g>" /
////////////////////////////////////// CHERRY.FONTS ////

```

```
[EOA]
[HEY]////////////////////////////////////
 HEY MISTER POSTMAN /
////////////////////////////////////
Is That A Letter For Me?

By Thomas M. Schmitz
 [TOM.SCHMITZ]
```

```
>>> APPLE II ODDS & ENDS <<<

```

```
RTC HUMOR If no-one has told you, insanity abounds in the Apple II RT.
***** Just look at this clipping from a live RoundTable Conference:
```

```
<A2.HANGTIME> KFest?
<A2.HANGTIME> 5 days, 10 hours, 29 minutes, 18 seconds until KFest
<A2.HANGTIME> KFest?
<A2.HANGTIME> 10 hours, 29 minutes, 9 seconds until KFest ... YAY!!
<A2.HANGTIME> KFest?
<A2.HANGTIME> 10 hours, 29 minutes, 8 seconds until KFest ... YAY!!
<A2.HANGTIME> Are you enjoying yourself, Hang?
<A2.HANGTIME> Why, yes. As a matter o' fact I am. SO there.
<A2.HANGTIME> Man you're weird
<A2.HANGTIME> Define weird.
<A2.HANGTIME> YOU are the definition of weird!
<A2.HANGTIME> In who's eyes? Yours?
<A2.HANGTIME> Yes mine.
<A2.HANGTIME> Pttthhhh. Look who's talking!
<A2.HANGTIME> - ---==[] Hang
<A2.HANGTIME> Oh yeah? ---==[]
<A2.HANGTIME> OUCH!
<A2.HANGTIME> Yeah, serves you right.
<A2.HANGTIME> Yeah, but I just threw a pie, you threw a pie TIN!
 That's not very nice.
<A2.HANGTIME> I'm not a noce person.
<A2.HANGTIME> I know you're not a "noce" person. You also can't
 type worth $#!+
<A2.HANGTIME> B-P> You know I meant "nice", you dork.
<A2.HANGTIME> on
<A2.HANGTIME> your
<A2.HANGTIME> knees
<A2.HANGTIME> Oh my? Now I'm not sure who's taking? Is it you, or me?
<A2.HANGTIME> I don't know. But I'll make it easier for you ... I'll
 leave. bye
<A2.HANGTIME> Okay, later.
```

```
More on SoundSmith DISCLAIMER: These are my personal views and not that
***** of Seven Hills, my users' group, or any other group.
I may not disclose any proprietary information and will not willing do so.
If I do so, it is involuntary.
```

As a Seven Hills Partner and "kind of" beta tester (I was real late on Express - but the final version doesn't conflict with Pointless like one of the early ones did), I have seen SoundSmith in a "commercial form". I also signed a non-disclosure agreement.

It was/is nice. I played with it quite a bit. I can not / will not

discuss the program itself.

The only BBS I ever saw it on was the Seven Hills area (closed to non-Partners) here on GENie, but then, except for my brief monthly forays onto AOL, this is my only BBS.

If some Seven Hills Partner let it out by giving it away to a pirate BBS, then shooting is too good for that person. Hot coals, v-e-r-y s-l-o-w-l-y, maybe.

I really liked the "commercial version". As the PD librarian of a users' group, I had played with SoundSmith, but never kept it because of the way it never liked my system configuration (i.e., it wouldn't run off my hard drive and I hate booting from a floppy). So I used AOL's pre-System 6.0 version of SynthLAB and later FTA's freeware NoiseTracker (I just listen to other people's compositions).

When I was in Germany I wrote to FTA and to Huibert Aalbers. I even paid for Photonix II prior to it's release (still don't have it...). Olivier and Huibert are talented guys, but they were writing for a platform that was never even supported in Europe to a tiny fraction of it's US support - slim as that was!

Sr. Aalbers might be tempted if every person who uses SoundSmith: (a) paid their shareware fee; and (b) deluged Seven Hills with prepaid orders for the "commercial version" - AND cheerfully and uncomplainingly accepting the "final beta" without a manual until any bugs are worked out.

[BTW, I have suggested in the past that Apple II users could commission programers to write programs for them. In other words, Bill Heineman gets, say \$5,000 for a program, we raise \$5,000 and pay him for his work. If any one of these "alliance" operations ever got off the ground, that would be one vehicle to raise programmers' commissions with. Perhaps GENie could even be convinced to allow electronic fund raising?]

Seven Hill's is committed to the GS. People who pirate their programs in these day of faint support should be ashamed - by doing so they are actively helping to kill a fantastic platform (the GSD a very good company (Seven Hills, not Apple!). I hope they enjoy their putrid PC's when that's all that's left. Try my suggestions of getting people to pay the shareware fee and trying to preorder the finished program. Money talks, all else walks. Just remember, you'd also have to be happy with the "final beta" until Huibert Aalbers' ruffled feathers are smoothed.

Mike (On all but beta testing information, you may quote me in print if you credit me) Murley  
(M.MURLEY3, CAT 6, TOP12, MSG:4, /M645;1)

Best of Music Studio      Just thought you would all like to know what is in  
"\*\*\*\*\*"                      A2's Best of Music Studio Songs (file 18976).  
(You must have Music Studio to listen to these files.

- Allatrk.SNG                      Alla Turca -- Mozart
- Annies.SNG                      11747 Annie's Song -- John Denver
- Beethvn5th.SNG
- Benhur.SNG                      3944
- Blackbird.SNG
- Blue.Moon.SNG                    6943

|                  |       |                                          |
|------------------|-------|------------------------------------------|
| Bo.Rhapsody.SNG  | 13897 | Bohemian Rhapsody -- Queen               |
| Bolero.SNG       | 13896 | Bolero -- Ravel                          |
| Brickwal.SNG     | 15027 | Another Brick in the Wall -- Pink Floyd  |
| Bristol.Stmp.SNG | 10998 | The Bristol Stomp                        |
| BumbleBee.SNG    | 13898 | Flight of the Bumblebee                  |
| Can.Can.SNG      | 16173 |                                          |
| Cantina.B.SNG    | 16174 | Star Wars Cantina Band                   |
| Closer.SNG       | 6858  | Closer to the Heart -- Rush              |
| Colour.SNG       | 15139 | Colour My World -- Chicago               |
| Concerto.SNG     | 2849  |                                          |
| DownUnder.SNG    | 16244 |                                          |
| Dwarves.SNG      | 13630 | March of the Dwarves                     |
| Entertainer.SNG  | 13334 |                                          |
| Every.Day.SNG    |       |                                          |
| Falcon.Crest.SNG | 16247 |                                          |
| Flashdance.SNG   | 13959 |                                          |
| Games.Play.SNG   | 16563 | Games People Play                        |
| GBusters.SNG     | 15136 | Ghostbusters Theme                       |
| GGROBAR.SNG      |       | Grandma Got Run Over by a Reindeer       |
| Ghostriders.SNG  | 14216 | (with Wavebank)                          |
| Heartbreak.SNG   | 13960 |                                          |
| Help.Rhonda.SNG  | 3557  |                                          |
| Here.There.SNG   |       | Here, There, and Everywhere -- Beatles   |
| Hill.St.SNG      | 13410 | Hill Street Blues Theme                  |
| I.Hav.2.Do2.SNG  | 6047? | All I Have to do is Dream                |
| Invention10.SNG  | 5362  |                                          |
| Invention12.SNG  | 5362  |                                          |
| Invention15.SNG  | 5362  |                                          |
| Linus.Lucy.SNG   |       |                                          |
| Lion.Sleeps.SNG  | 10998 | Wimoweh (Lion Sleeps Tonight)            |
| Lollipop.SNG     | 4238  |                                          |
| Lonely.SNG       | 3647  | Only the Lonely                          |
| Lucifer.SNG      | 16562 |                                          |
| Mork.SNG         | 13371 | Mork and Mindy Theme                     |
| Mple.Lf.Rag.SNG  | 16246 | Maple Leaf Rag -- Scott Joplin           |
| Nacht.MIDI.SNG   | 3947  | Eine Kleine Nachtmusik -- Mozart         |
| NineToFive.SNG   | 13372 |                                          |
| One.Ur.With.SNG  | 6938  | Love the One you're With                 |
| Overture.SNG     | 6828  | Overture -- Rush                         |
| Paint.Blak.SNG   | 2878  | (with Wavebank) -- Rolling Stones        |
| People.Eat.SNG   | 4239  | Purple People Eater -- Sheb Wooley       |
| PeterGunn.SNG    | 13370 |                                          |
| Play.W.Fire.SNG  | 2878  | (with Wavebank) -- Rolling Stones        |
| Rock.Round.SNG   | 10998 | Rock Around the Clock                    |
| RockUSA.SNG      | 3444  |                                          |
| Rudolph.SNG      | 16243 | Rudolph the Red-Nosed Reindeer           |
| Running.SNG      | 3445  |                                          |
| S.L.T.Wind.SNG   | 4803  | She's Like the Wind -- Swayze            |
| Sd.Silence.SNG   | 13901 | Sounds of Silence -- Simon & Garfunkel   |
| SilanceAG60.SNG  | 4028  | Sounds of Silence -- Simon & Garfunkel   |
| Sinfonia12.SNG   | 16573 |                                          |
| Soliloquy.SNG    | 6862  | -- Rush                                  |
| Something.SNG    | 6862  | -- Rush                                  |
| Soolaimon.SNG    | 14497 | -- Neil Diamond                          |
| Spaulding.SNG    | 16172 | Hooray for Cpt. Spaulding - Groucho Marx |
| Spirit.SNG       | 6858  | Spirit of the Radio -- Rush              |
| St.Else.SNG      | 15190 | St. Elsewhere's Theme                    |
| Surfin.USA.SNG   | 3557  |                                          |

|                |       |                              |
|----------------|-------|------------------------------|
| Syrinx.SNG     | 6862  | Temple of the Syrinx -- Rush |
| Under.Sea.SNG  | 13023 | Under the Sea                |
| Vincent.SNG    | 15271 | -- Don McLean                |
| Wonderful.SNG  | 16565 | Wonderful! Wonderful!        |
| Yakety.Yak.SNG | 10998 |                              |
| Z812.SNG       | 15138 | 1812 Overture                |
| Cello.WBNK     | 15193 | For Falcon Crest Theme       |
| Rock2.WBNK     | ?     | For Rolling Stones Songs     |

Tim Tobin  
A2 Head Librarian

(A2.TIM, CAT3, TOP6, MSG:42/M645;1)

PRE-KANSASFEST NEWS Even Before the KansasFest convention began Zip  
"\*\*\*\*\* Technologies announced new, faster accelerators for  
the II GS -- up to 14 megahertz! But if you already have a Zip and want to  
save money you can make the upgrade yourself. Lunatic found this on the  
Internet:

Article 38578 (266 more) in comp.sys.apple2:  
From: bazyar@teal.csn.org (Jawaid Bazyar)  
Subject: High Speed '816s from Sanyo  
Date: 4 Jul 92 18:18:47 GMT  
Organization: Colorado SuperNet, Inc.  
Lines: 32

I was talking to Bill Heineman and he mentioned a new chip that's  
available from WDC. It's a fairly standard 65c816, except for two things:

- o It runs at 14MHz
- o It was reengineered almost from scratch by Sanyo to run at 14MHz

This is no joke; I called WDC and asked them (talk to 'Deb'). They  
have them, they cost \$95 just like the old 'high speed' (not) chips they  
had. And, they have what's probably an unlimited supply of them.

You can pump your Zips up to 12.4MHz (their gate array is now the  
bottleneck, although there are about 100 Zips out there with faster gate  
arrays). Transwarps can probably go the full 14MHz, though I don't know for  
a fact. There is no power supply boosting necessary; these chips run  
straight off the regular 5V (they were reengineered, remember?). Just plug  
'em in, put in a new crystal, hope you particular accelerator card doesn't  
have some odd fault, and GO! Ultra fast IIgs's.

WDC will require you to look at some outdated (and because of the new  
chip, obsolete) information on modifying TWGS's and Zips before they'll let  
you order the chip; but that's free, and well worth a IIgs at 12 or 14  
MHz.-(81%)

Again, \*THIS IS NOT A JOKE\*. WDC's phone number is 602-962-4545.

|                                                   |  |                                               |
|---------------------------------------------------|--|-----------------------------------------------|
| Jawaid Bazyar                                     |  | Ask me about the GNO Multitasking Environment |
| Procyon, Inc.                                     |  | for the Apple IIgs!                           |
| bazyar@cs.uiuc.edu                                |  | 11738 W Aqueduct Drive                        |
| --Apple II Forever!--                             |  | Littleton, CO 80127 (303) 933-4649            |
| End of article 38578 (of 38932)--what next? [npq] |  |                                               |

We do not know anyone who has done this themselves as of this

writing, but the logic behind the posting is sound and the people quoted are reliable. No, I do not plan on pulling out my welding torch and performing surgery. You need to know what you are doing to attempt this.

>>> WHAT'S NEW <<<  
\*\*\*\*\*

Warp Six in the Works Just to keep everyone up-to-date, I'm working on  
\*\*\*\*\* the next version of Warp Six BBS, which will  
either be 8.9.4 or 9.0. So far, I've re-written the forum module to  
support hundreds of messages per forum.

Any other suggestions will be welcome. ---  
Jim Ferr, Fantastic Software

Genie: J.FERR  
TechLink BBS (416) 513-5544  
9 Fulton Crescent rem.com  
Whitby, Ontario, Canada L1R 2C8  
Author of Warp Six BBS - Shareware  
(J.FERR, CAT10, TOP10, MSG:50/M645;1)

New AppleNET Coming Soon AppleNET v2.0 may sport a slightly different  
\*\*\*\*\* name from current AppleNET versions! This  
will be to emphasize the major changes that have taken place from current  
AppleNET versions to the new version under production.

AppleNET 2.0 is like nothing you've ever seen. X/Y/Zmodem transfers,  
file enclosures, new user fields, more efficient storage of data...  
EVERYTHING has been revamped completely! As AppleNET's new author, I'm  
trying to make it the best possible software I can, and I'm going to need  
all the user/sysop feedback I can get.

As a small show of my gratitude, if anyone suggests an extension to  
the AppleNET name that I like and use, I'll give you full credit in the  
AppleNET v2.0 docs! So let me know what AppleNET name extensions (eg:  
AppleNET Pro, AppleNET Doo-Dah, etc.) you'd suggest! -Derek Fong  
(M.POTTER4, CAT41, TOP 2, MSG:2/M645;1)

Spaced-out Price Increase Well, I hate to do it but I find that I must  
\*\*\*\*\* increase the price of Astronomer GS if you  
buy it directly from me (there is no change if you download it from GENIE.  
A major increase in the prices I must pay for disks and Xerox is the  
reason. Here's the latest breakdown:

The Works: 7 Disks, Manual w/ labels is \$41  
Registration and Manual Only : \$28 (you get the program from GENIE)

This price increase is effective 15 July 92. and are for U.S. orders  
only. Orders from other countries may cost substantially more to cover the  
cost of postage. If you have questions, post them here or in E-Mail I'm  
L.Bell13 or write to: Larry Bell, 2537 Jefferson St, Long Beach, CA  
90810. (L.BELL13, Category 13, Topic 14, Message 10)

FantasyWorks ~ The Elite Fantasy Football League Management System ~  
\*\*\*\*\* FantasyWorks version 3.0 is now available from FantasyWorks  
Software, Inc. for the start of the 1992 NFL season. FantasyWorks again  
remains the ONLY Fantasy Football software for the Apple II line.

Fantasy Football is a seasonal event that coincides directly with the National Football League's 17-week season. A commissioner runs a league where members become team owners by drafting a team of NFL players and decide who to play each week. Each NFL player scores points based upon their performance in actual NFL games.

FantasyWorks gives you everything you need to run a top-notch Fantasy Football League on your Apple (or Mac LC or LC II with Apple II emulation card) using Classic AppleWorks, Publish It and your favorite telecommunications software. Our thick 300-page manual covers everything from publishing your own league newsletter to setting up a league hotline.

The included telecommunications scripts automatically capture NFL stats from Computer Sports World (CSW) and Fantasy Point Scoring is accomplished automatically using the included UltraMacro TaskFiles within AppleWorks. Basic, Distance, Performance and our "Elite" method are included. If necessary, custom scoring TaskFiles are available separately.

FantasyWorks Version 3.0 runs with AppleWorks 3.0 and includes more than 60 templates to help manage a proficient Fantasy Football League and requires at least two 5.25" drives or a single 3.5" drive. A TaskMaster version of all TaskFiles are available free for those AppleWorks owners who don't have TimeOut UltraMacros. Version 3.0 will have many enhancements such as automatic weekly scoring sheets and automatic ranking of NFL players. Numerous customer requests were also added. Registered owners can upgrade to Version 3.0 for \$14.95. A version compatible with AppleWorks 2.0 is still available for an additional \$14.95. A discount coupon to join CSW is also included.

Fantasy Football is becoming more popular each year and now has 5 paperbacks and 3 magazines dedicated to it. There's lots of stuff here so if you want to start your own league, now's the time to do it. The NFL season is almost here.

FantasyWorks normally sells for \$74.95 but is available to GENIE members through December 1st for \$59.95 plus \$6 s/h (Canadian members, please add \$1 s/h). Please identify yourself as a GENIE member when you order. Visa and MasterCard orders are accepted.

FantasyWorks BBS ONLINE A new BBS dedicated specifically to Fantasy  
"Football called the "Fantasy Football  
Information Exchange" (FFIE). Access to the FFIE is FREE through November  
1st. After Novemebr 1st, our initial, first-year membership fee is \$14.95  
plus \$4.95 per month for usage. All FantasyWorks owners who are registered  
by October 1st, 1992, do not have to pay the monthly fees in their first  
year online. The FFIE will include: NFL draft reports, rookie info,  
player ratings, injury status reports, various fantasy forums, NFL stats,  
FantasyWorks software updates, weekly scouting reports, and more. The BBS  
will be officially online in mid to late August and enrollment will be  
limited. BBS#: (214) 642-9559.

>>> APPLE HEADS WANT TO KNOW <<<  
\*\*\*\*\*

IIGS Music Thoughts \\\ell, it's kinda funny when people ask to hear  
"computer" music with "real" instruments in it.  
Sure, it can be done, but that's far from where the strengths of computers

lie. The reason you see so much "euro-disco-industrial-pop-dance" music available for our favorite computer is because that's the kind of music that is being CREATED on computers, predominantly, in the first place. As such, it's ideal for the translation to something that we can play on our own machines.

One example I'd like to make is a song in the library called ACID.BXY. I would consider this song not just an approximation of a "real world" song in the style of acid house dance music, but actually an example of that music ITSELF. Obviously, the music style of acid house dance music is predominantly created on computers, with a lot of samples. Anyway, there are still quite a number of artists who use computers to make their music and who DON'T end up making "euro-disco-industrial-pop-dance" music.

For example, there is a CD called Bachbusters, recorded by Don Dorsey in 1985, which is a selection of Bach pieces done entirely with synthesizers (using an Apple II Plus as a synchronizer/sequencer). These synthesizers were dedicated musical instruments, though (a Fairlight was used, for example), which become increasingly difficult to duplicate with a IIGS when you're trying to make it sound like a "real instrument." Now, synthLAB can be pointed out as an example, but almost all of the people who actually MAKE music on the IIGS who I've seen comment do not take synthLAB very seriously, due to quite a number of shortcomings (difficulty in creating instruments is one -- even the original author did a bunch of tricks to create his instruments and used MPW IIGS to assemble them, from what I've heard).

It's surely possible to do forms of music other than "euro-disco-industrial-pop-dance" with NoiseTracker and SoundSmith, but I don't think you should be too upset if you don't see very much of it, since the "euro"etc. music is where their strengths lie. -= Lunatic (:

Hmm, neat trick, talking about acid house and Bach within the same message.... (CAT3, TOP4, MSG:78/M645;1)

Mac Icons on the IIGS |)ave, here's another way to do it that may  
 "\*\*\*\*\*" be a bit easier: Use the program called Resource  
 Spy (I know it's in A2Pro, and it may be in A2, as well) to open the  
 original Mac Desktop file and copy the Calvin and Hobbes icons out of it.  
 Resource Spy will save them directly as IIGS Finder icons. Now all you  
 have to do is edit their attributes in an icon editor, and maybe colourise  
 them if you want. Set the file type attribute of each one to \$FFF1, if  
 your hard drive is SCSI. If it's not SCSI, set it to \$FFF3, or maybe even  
 \$FFFD (this is what an older Sider partition would use). Set the file  
 names of each icon to the names of your partitions. Finally, put the new  
 icon file in the Icons folder on your BOOT disk, to make sure that they  
 will show up.

Whatever you do, don't put the icon for a partition in the Icons folder of that partition itself (except for the boot partition) or the icon won't show up. The reason for this is that, except for the boot partition, Finder shows the icon for the partition first, and THEN reads all of the icons on that partition. On the other hand, at the urging of myself and probably several other people, Finder 6.0 reads all the icons on the boot volume FIRST, and then shows that volume on the desktop. Having all of your volume/partition icons on your boot volume makes sure that they're always in memory before Finder starts looking at other devices.

BTW, once you've got 'em working, why not upload them so we can all take a look? -= Lunatic (:  
(CAT9, TOP2, MSG:142, M645;1)

Hyper Card Update Info I know why the upgrades for HCGS aren't available  
"\*\*\*\*\*" thru Apple dealers (I had a big hand is establishing that policy, so I should know... <grin>).

We wanted a single point of contact for customers upgrading and we wanted to keep the cost as low as possible. If the upgrade went through the "dealer" channel, it would have HAD to be packaged like a regular product (fancy box, etc) and that would have driven the cost up quickly. Instead, we chose to go through APDA. As reality unfolded, APDA worked out a deal with Resource Central to allow RC to take over distribution of APDA's A2 packages - including the soon-to-be-released (at the time this happened, HCGS v.1.1 hadn't quite been released yet) HCGS v.1.1 upgrade package.

By putting the product through APDA, we could do away with the traditional packaging requirements and get the cost down considerably.

As for why RC wasn't sent a list of registered owners - THEY WERE! But that doesn't solve the problem you mentioned (avoiding having to send in your Installer & Tour disc [not "discs", "disc", only one disc and it's named "Installer and Tour"]). See, the vast majority of HCGS customers never bothered to send in their registration cards, so we had no way of telling RC who those users were. We didn't want to leave those users out, so RC established a policy that solved the problem at minimal hassle to the customer (a single floppy can be easily mailed in a normal envelope - I've done it often when sending out updates to ShareWare subscribers).

If I left something unanswered, let me know...

Tim S. (my opinions are my own)  
(TIM.SWIHART, CAT5, TOP3, MSG:22/M645;1)

Running Astronomer GS Boy...I don't know if a floating point engine will  
"\*\*\*\*\*" help or not. I'm not familiar with them on the Apple. Remember, Astronomer is a 16-Bit program. As for the speed...I know it seems slow but there's a reason for it. All calculations are done in double precision and I don't use many of the approximation equations used by other programs. Where ever possible, I use the most accurate calculation algorithms available (see Astronomical Algorithms by J. Meeus). The emphasis has always been on accuracy vs speed.

Having said that, I have found that some folks have had problems with incompatible DA's Inits etc that cause the program to slow WAY DOWN. Try booting from System 6 holding the shift key down till the thermometer appears then run Astronomer and see if it improves. You must also remember that for some routines the farther your date is from present, the longer calcs may take. For a quick test, find the Sun Rise/Set time for your area on a date in 1991 (any date). If the calc takes less than 60- sec you're probably OK. For most folks it should take less than 20 sec.

(L.BELL13, CAT13, TOP14, MSG:8/M645;1)

Laser Computer Ram >R.ROEHNER [RJ]  
"\*\*\*\*\*" >I could use Prosel 8 to load the whole thing into  
>this RAM disk and then when it came time to check my spelling I would

>press open-apple V as I do now, but the dictionary would already be in  
>memory so there would be no need to swap discs? And Nibbler, when you  
>say the Laser ram expansion behaves like the RamFactor from AE, what is  
>RamFactor and is it something that could be used with the Laser?

I haven't attended here in awhile but just noticed all of the discussion on using the Laser 128EX's RAM disk.

For the Laser, Copy II+ is also a great utility for loading the RAM disk, as well as ProSel 8. Like Prosel, you can copy all of the files in an entire directory by designating it, or you can copy the files one-by-one. Copying individual files has the advantage of allowing you to increase desktop space by being selective about which subroutines you wish to use. For example, you can leave out spread sheet, database, printer routines, dictionary or various TimeOut apps, if you want to increase desktop space. Use only your word processor and dictionary, your database, whatever. Both ProSel and Copy II+ version 9 can be configured to launch apps from RAM.

Since the RamFactor was mentioned, I thought I'd also add that if this card is used with the Laser in the expansion box, I believe that you can increase the Laser's RAM beyond 1 MB. The Laser's built-in RAM card is 1 meg only, while Ramfactor can go beyond 1 meg.

I should also comment about "Autocopy 2." If you want to get really fancy, Applied Engineering supplies a little utility with their RAM cards called "Autocopy 2." It is an uncompiled basic program that you can go into and edit to suit your needs. Basically, Autocopy 2 copies everything in the directories you designate onto your RAM disk...automatically at bootup.

The advantage to Autocopy 2 over ProSel and Copy II+ is that it occupies very little memory if you're trying to cram a lot of apps on a single microfloppy. With Autocopy 2 installed on your microfloppy, you can simply boot a disk. (It takes awhile for 500K + of applications to load to RAM, so go get a cup of coffee.) When you come back, press "return," et voila! No muss, no fuss; everything is the re in RAM.

You only have to know a little bit of basic, i.e. "load," "list," "save," etc., and ProDOS file structure. The docs that come with Autocopy 2 tell you the rest to let you customize it for yourself. I believe that there are also some basic programs in the Genie library that will do the same thing.

I've always wondered why Apple didn't encourage programmers to use these kinds of copy routines in their programs by manufacturing and selling their machines off-the-shelf with more RAM than the basic 64k or 128k. A stock Apple IIe or IIc with 512K or 1 MB would have been a nice product 6 or 8 years ago. It sure would have been interesting to see what kinds of programs developers would have come up with for an Apple with that kind of memory. It would have kept Apple IIs more competitive (sigh!).

Not being a programmer or engineer, I've never seen much difference between "extended" RAM, "expanded" RAM or RAM disk. Heck, if you can call a program's subroutine from memory instantly, what's the diff??  
Good Luck, J-Bird (J.CURTIS8, CAT2, TOP2, MSG:59/M645;1)

SoftSwitch on 6.0     The SoftSwitch.Init file does have a problem with  
"\*\*\*\*\*"             System 6.0. You can disable (or just remove) the  
SoftSwitch.Init file, and as Luny mentioned, the only drawback is loss of

the hot-key features. You can also just mail your SoftS witch disk back to RWP with \$10, and we'll re-copy the disk with the latest version which works fine with System 6.0, and mail the disk back to you.  
-Roger Wagner (ROGER.WAGNER, CAT32, TOP5, MSG:98/M645;1)

Modem to Modem >I am wondering if two people with ordinary BB type  
"\*\*\*\*\*" >software - TIC for me and the MS-DOS equivalent -  
>can communicate in this way.

My brother and I do this all the time, now, between his PS-2 and my IIgs (ProCOMM to ProTERM). A secretary who does private work for me uses a rickety old XT clone and an out-of-date term program to communicate with my IIgs over the phone. She types up my dictated notes on her machine using WordPerfect. Calls my computer and uploads her files. I can turn them into AppleWorks WP files effortlessly using either ProTERM or Beagle's Textloader.

>My understanding is that if the two computers and their modems are using >Hayes protocols and text files, it doesn't really matter what operating >languages they're using.

Amen! It is amazing to me how stupid a lot of IBM folks are when it comes to connecting different systems over the phone. My brother once had a PROFESSOR in a telecommunications class tell him that it was impossible for IBM and Apple Systems to talk to one another. It simply couldn't be done, period, even with Hayes-style modems and ASCII. IBM folks seem to like this techno-myth. I think it is something like the caste social system in India where one group is perceived as beneath another and therefore unworthy of communication.

>Sounds like ProTERM is one of the programs which does at least VT100, >and its scripts may allow integration. Can anyone confirm this?

Yep. But there are others, too. In my experience, if there are problems in hooking into an IBM system, the problem usually lies with some deficiency or limitation in the IBM system's equipment or software, rather than the Apple. -J-Bird  
(J.CURTIS8, CAT12, TOP6, MSG:33/M645;1)

RAMdisk Settings From your comments I take it that you have a ROM 01  
"\*\*\*\*\*" like I do. One factor to remember when setting a  
RAMdisk is NEVER set a different Max and Min size - never. It causes  
problems - which is the reason the capability was removed in the ROM 03  
machine. Remember PT3 claims all unused memory for itself - then if the  
RAMdisk has to expand to receive more data, it seems to me that it might  
well be "lockup-city".

I learned about the possibility of problems very early and never had any reason to want to make the sizes different when I wanted a RAMdisk.

Try setting up your RAMdisk with EQUAL settings to see if these lockups occur. -Dale  
(WASH.A2, CAT24, TOP2, MSG:165/M645;1)

Formatting Dos 3.3 To make a bootable disk under DOS 3.3, you need  
"\*\*\*\*\*" to format a 5.25 inch disk with the command INIT  
HELLO. INIT formats the disk and puts an image of DOS 3.3 in the first 3  
(or was it 2?) tracks. When you boot this disk it will look for an

AppleSoft startup program named HELLO and run it. HELLO was the traditional name - it could be anything. A BRUNnable binary file might also work as the HELLO program - I'm not sure of that, though.

Copy the game files from the DOSless disk to the bootable one, make sure the menu or startup program, if any, is named HELLO, and you should have a self-starting game disk. If you can't fit all the files on the bootable disk, you'll have to make two bootable disks and put some games on each. -Bill Dooley (A2.BILL, MSG:63)

Why Use SuperConvert? I imagine that some folks who've been using  
\*\*\*\*\* SHR.Convert for years have never bothered to  
purchased SuperConvert, so I'll give you one good reason to spend the \$28  
that mail order vendors are charging for SuperConvert.

In an online conversation with Jason Harper, I was commenting that it seemed to me as if SuperConvert can create a GIF graphic 10 times faster than SHR.Convert did. Jason Harper, the author of both programs, admitted that when he wrote SHR.Convert he hadn't implemented GIF file creation properly. He fixed it in SuperConvert.

I'm not the type to sit in front of my computer with a stop watch, so I don't know if that "10 times faster" is accurate. But, SuperConvert is a heckuva lot faster than SHR.Convert.

That's just one good reason to buy SuperConvert. But, by no means, is it the only reason! -Joe Kohn  
(J.KOHN], CAT3, TOP8, MSG:4/M645;1)

Want An Extra Phone? You may be able to hook up an extra phone in you  
\*\*\*\*\* computer room and not know it. Most phones are  
wired with 4 wires. R/G/Y/B. Red and Green are the main lines and yellow  
& Black are/or can be the second lines.

At my house this is how it is. I set up one line with the modem and the other for a telephone. I also went a step further and installed a toggle switch so I can switch between lines for the modem and have a two line phone in the room. This gives me the most versitility with a teenager in the house:)

If you only have one incoming line you can use a splitter and have the phone and modem on one line. I did that before I had two lines. ( ( ) Bob Cherry  
(R.CHERRY2, CAT10, TOP2, MSG:138/M645;1)

NoiseTracker And Amiga MODS are in a totally different format from  
\*\*\*\*\* SoundSmith songs. Beyond that, one really  
big difference between the types of files is that MODs can (and usually do) have instruments larger than 64K in them. This requires a special program such as NoiseTracker, MODZap, or soniqTracker to dynamically swap data in and out of the limited 64K of sound RAM in the IIGS. It's a lot like displaying a 3200 colour picture: the computer is so busy doing the work of presenting the data to you that it can't really do much else. This precludes anyone from effectively writing a CDA or NDA player for MODs, because you can't be running some other program while the MODs is playing. The MOD players that are out there \_do\_ have other things happening while the music is playing, but it's very limited. Only a few simple graphic displays that don't take up much processor power are possible. It can be compared to the way DreamGrafix is able to edit 3200 colour pics. --

-Lunatic (: (LUNATIC, CAT6, TOP7, MSG:131/M645;1)

>>> MESSAGE SPOTLIGHT <<<
\*\*\*\*\*

Best Phone Call of my A lady called up today asking about
"" Tenure at Resource Central software for an old Apple. She had put
\*\*\*\*\* it in a garage sale last weekend for \$100
and it didn't sell. She was going to lower the price to try and sell it
again but she wanted to locate some software to encourage buyers.

It was an Apple \_I\_.

I double-clutched and explained to her that it was probably worth
somewhere between \$6,000-\$10,000 if she could find a collector who knew the
real value (especially since I assume it was \_working\_ if she was looking
for more programs). That seemed to make her perk up. :)

(A2-CENTRAL, CAT2, TOP7, MSG:155, M645;1)

[\*][\*][\*]

While on GENIE, do you spend most of your time downloading files?
If so, you may be missing out some excellent information in the Bulletin
Board area. The messages listed above only scratch the surface of
what's available and waiting for you in the bulletin board area.

If you are serious about your APPLE II, the GENIE Lamp staff strongly
urge you to give the bulletin board area a try. There are literally
thousands of messages posted from people like you from all over the
world.

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////
/ "The JSR \$FE1F method is the only Apple-documented way to /
/ detect that your program is running on a IIGS. I'd never /
/ seen the PEEK (65055) before. I do remember that Bill /
/ Basham "documented" another IIGS ID byte -- if PEEK /
/ (-1) = 192 then the machine is a IIGS. Be warned, /
/ though; that method may not work on future IIGS /
/ models! (Hoo hahahah, I crack myself up sometimes.) /
////////////////////////////////////// QC ////

[EOA]

[HUM]//////////////////////////////////////

HUMOR ONLINE /

//////////////////////////////////////

A Slight Misunderstanding

\*\*\*\*\*

Ctsey. Of Terry Quinn

[TQUINN]

>>> THE OYSTER <<<
\*\*\*\*\*

The sign upon the cafe wall said, "Oysters: 50 cents"
"How quaint," the blue eyed sweetheart said, with some
bewilderment.
"I didn't know they served such fare out here upon the plain."
"Oh, sure," her cowboy date replied. "We're really quite urbane."

"I guess they're Chesapeake, or Blue Point, don't you think?"  
"No m'am, they're mostly Hereferd cross, and usually they're pink.  
But I've been cold, so cold myself, that what you say could be true.  
And if a man looked close enough, their points could sure be blue!"

She said, "I gather them myself out on the bay alone.  
I pluck them from the murkey depths and smash them with a stone."  
The cowboy winced, imagining a calf with her underneath.  
"Me, I use a pocket knife and yank 'em with my teeth."

"Oh my," she said. "You Animal! How crude and unrefined!  
Your masculine assertiveness sends shivers up my spine!  
But I prefer a butcher knife too dull to really cut;  
I wedge it on either side and crack it like a nut."

"I pry them out. If they resist, sometimes I use the pliers.  
Or even Grandpa's pruning shears, if that's what it requires!"  
The hair stood on the cowboys neck; his stomach did a whirl-  
He'd never heard such grisly talk, especially from a girl!

"I like them fresh," the sweetheart said, and laid her menu down.  
Then ordered oysters for them both when the waiter came around.  
The cowboy smiled gamely, though her words stuck in his craw.  
But he finally fainted dead away when she said, "I'll have mine raw."

[\*][\*][\*]

I just had to put this here - after all the talk about  
"unmentionables" - I have to confess, that it took me a few minutes to  
realize the kind of "oysters" that were on the menu!  
(COOKIE.LADY, CAT2, TOP14, MSG:293/M1150)

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "I truly don't understand the apparent fascination with tower /
/ cases. I mean, be artistic - use an old breadbox, peach /
/ crate, or old wood-case radio, grandfather clock, any- /
/ thing. <g> Heck, build it all into an old briefcase or /
/ portmanteau, voila - a portable!" /
////////////////////////////////////// M.JONES52 //////////////////////////////////

```

[EOA]

[PRO]//////////////////////////////////////

PROGRAMMING CORNER /

//////////////////////////////////////

Apple II And You  
\*\*\*\*\*

By Darrel Raines  
[D.RAINES]

>>> THE FUTURE OF APPLE II SOFTWARE <<<  
\*\*\*\*\*

The text before you represents the first column of a new GENIElamp series on programming for the Apple II computer. However, this column will not be like any other that you have seen that went by a similar title.

More on that subject later. I should introduce myself first. My name is Darrel Raines. I am also the author of the Computer Games article that appears elsewhere in this issue. You may want to refer to that column for a brief biography. For the purpose of a brief statement, I would say that I have many varied computer interests. One of those long term interests has been programming on the Apple II.

The next order of business will be to explain why I was interested in starting a regular series on Apple II programming. I have seen more columns about programming a personal computer than I can count. Most of them started with a bang and then faded away before too long. That brings me back to why this series of articles will be different than any you have ever seen before. I want to cover a broad set of topics that will interest not only the hardcore programmer and the novice programmer, but also the person who has never diddled a bit before in their life. That means that we will cover more than just how to program. We will also cover topics like how to select and use the software that you need.

If you have owned an Apple II computer for more than one year, you cannot have failed to notice the diminishing support for the computer from Apple Corp. I have been noticing it for about four and one half years now. My first reaction was one of anger and frustration. "How can Apple Corp. take my money spent on Apple II equipment and use it to shove Mac's down the throat of corporate America?" It has gotten worse over the last few years. After a while, my anger gave way to reason and I have been a happy camper for the past few years. As long as my computer does what I want it to do, I will remain content and enjoy what it CAN do. This seems to be much more productive than sitting around hating Apple for abandoning the II line.

One of the reasons to stay happy is the introduction of some new software products during the last few months: two of note are Apple System Software 6.0 and Pointless (by WestCode). Granted, Apple Computer will not be doing any more software updates for the II line. That just makes this last gasp effort at product support that much sweeter. Seven Hills has a few new releases and Q-labs has some new updates and products. All of these sources are nice, but they do not represent the future of Apple software. And THAT subject is the one I want to focus on for this first article.

"Where", you may ask, "do you expect future Apple II software to come from if it is not from these companies? Do you expect it to grow on trees?" I have been accused of being a raving optimist, but I am not quite so bad as to expect software to magically appear. The question still remains: what company will be the source of most future Apple II software? The answer lies at the other end of your modem. Have you played Solitaire, Euchre, or Gin Rummy with your computer lately? Have you ever printed a text file in multiple columns on your wide carriage printer? Have you sampled the power of a relational database with a sophisticated report generator? If you have done any of these activities or thousands more just like them, then you know where to look for future software. Shareware and Freeware are the future of Apple II software.

I need to be absolutely clear here. I do expect to continue seeing some commercial software appear during the next few years. I applaud the efforts of the remaining Apple software companies and will try to support them through the purchase of their products. However, these developers cannot hope to provide the Apple II users with the variety of software that

we have become accustomed to over the last few years. Too many of the various software manufacturers have moved over to Mac and IBM products. Beyond this fact, I believe that Apple II users will need more and different applications than can be produced by what is left of the supporting software industry. On the other hand, I have seen more powerful shareware programs over the last two years for the Apple II computer than I ever thought possible. The part-time and leisure-time programmers have put together some very nice products.

One of the reasons that I believe Shareware to be our future is the continually decreasing use of the Apple II computer in school systems. The majority of software purchasers will soon be the home computer owner. The home computer owner does not traditionally buy as much software as the school or business user. Again, this points to a reduced commercial market and an increased informal distribution system. Most home computer users are not too excited about spending a lot of money on a product that they have not seen in action. Shareware offers them an opportunity to try before they buy.

Of course, the good news about this situation is that GENie users are in a prime position to receive new software straight from the producers. You are already aware of the fantastic benefits available to you by simply logging into the Apple II Library and browsing through the latest uploads for your computer. Any of these potential gems may be yours for the price of a download. Over 19,000 separate files have been placed in the Apple II Library area. Most of these files are still available and offer a rich variety of software for you to choose from.

If my analysis about software production is correct, the users of Apple II software have an unprecedented chance to shape their future computer use. Most of the Shareware authors that I know have a common problem: what program do I write next? You might be surprised by how many programmers are willing and able to write good software, but do not have a specific goal in mind for a project. This situation lends itself well to a productive cross-fertilization between software users and authors. I propose that this problem can be alleviated with some simple communication between the two groups. Like most problems, once it is understood the solution can be achieved without too much trouble.

In my next article, I will to address the issue of how to get these groups together. We will discuss a number of different ways to develop synergy between them. If I am correct about the future of Apple II software, then it is in everyone's best interest to keep the Shareware authors busy producing software that we want to see and buy. In future articles I will discuss how programmers can use the resources available in the A2Pro area to develop software that people want to buy. Until we get together again, why don't you sit down and register your favorite piece of Shareware. You may just help insure your computing future.

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Your help in diagnosing and suggesting a solution is a big /
/ part of what makes GENie so great -- people helping people, /
/ sharing wisdom and knowledge." /
////////////////////////////////////// J.SAFFER ////

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[EOA]

[PRO]//////////////////////////////////////  
A2 PRO ROUNDTABLE /

////////////////////////////////////  
A2Pro News & Features  
\*\*\*\*\*

>>> WHAT'S GOING ON IN A2PRO? <<<  
\*\*\*\*\*

A2Pro Survey We need to know more about what you want from A2Pro, so  
\*\*\*\*\* PLEASE take a minute to complete the A2Pro Survey. It's  
item 7 on the A2Pro menu, and the results will help us serve you better.  
Thanks!

The June 1992 Apple II Technical Notes in text files are here! Loaded  
with new file formats, 6.0 programming information and tons more useful  
stuff you as an Apple II developer need to know -- sparse files,  
documentation errors, resource formats, dealing with interrupts and more.  
File #2373 contains all the new Notes -- file #2759 contains just the  
Technical Notes and file #2762 contains just the File Type Notes. Download  
them and learn all kinds of things!

Win FREE printed Apple II Technical Notes just for showing up to the  
A2Pro weekly Monday Night conference. Also, program a great Finder  
Extension and win a FREE WEEKEND in A2 and A2Pro. See category 1, topic 16  
in the bulletin board for details.

Got some time and want to beta-test ShrinkIt for the Apple IIgs? Read  
category 16, topic 14, message 2 and you might find yourself on the  
ShrinkIt Beta-Testers Honor Roll!

What do you want to learn? A2 University wants your input on courses  
for the summer and fall. See category 1, topic 14 for the ideas so far and  
tell us what you'd like to know.

Procyon, Inc., makers of the GNO multitasking environment (GNO/ME) now  
have their own category and library here in A2Pro where they answer your  
questions about programming under GNO and give you the latest GNO goodies.  
Check out category and library #30 for more details.

Coming soon: Company Support, KansasFest technical summaries, New A2U  
categories and topics, and more.

>>> ROUNDTABLE OUT-TAKES <<<  
\*\*\*\*\*

Who Uses A2Pro? You'll get a serious argument if you contend most of  
\*\*\*\*\* the people who \_use\_ A2Pro are experts. A lot of the  
people who \_post\_ are, and one of our goals is to make sure everyone  
realizes that no one got to be an expert overnight.

Lots of the people you see as "experts" learned a lot of what they  
know in this very roundtable.

We just have to make sure everyone realizes there's plenty of room for  
\_them.\_ --Matt (speaking for myself, not for Apple)  
(M.DEATHERAGE, CAT1, TOP14, MSG:24/M530;1)

5.25 Drive Bug Yeesh. We've been through this in detail on CompuServe,  
\*\*\*\*\* and I'll try to summarize (and I'll leave out all the

part about the guy who was nearly ready to file a lawsuit against Apple for obsoleting his disk drives):

The new 5.25" driver tries to be clever and notice when there are actually drives connected to your 5.25" interface by turning on the motor and looking for noise on the bus. Theoretically, no drive is so quiet that it won't return noise, so the driver can only build DIBs for drives that are actually there and not give you more devices than you have drives.

In reality, there are lots of drives out there this quiet, and so the new 5.25" driver doesn't think you have any drive connected at all. The two ways to get around the problem are to 1) use the 5.0.4 driver, or 2) always keep a formatted disk in the drives when booting or restarting GS/OS.

Engineering now accepts this as a bug and they intend to fix it.  
(M.DEATHERAGE, CAT8, TOP5, MSG:47/M530;1)

Modula-2 Revisited      Modula-2 has been available for the Apple II series  
"\*\*\*\*\*"                since 1984, in the form of Volition Systems' Modula-2  
(later, Pecan Power System Modula-2). It features a syntax very much like Pascal's, special language elements that make low-level programming easier without sacrificing readability, maintainability or (in many cases) strong-type checking. Mostly, however, Modula-2 is centered around the concept of the module, a collection of procedures and data structures that are known to clients by a separately compilable definition section, and realized in an implementation section. Modules permit better organization of code, the implementation of opaque, abstract data types, and many more advantages that are often claimed for object-oriented languages, although Modula-2 is not itself an "object-oriented" language. Oberon, designed to succeed Modula-2, is a "minimalist" notation that retains Modula-2's module mechanism, and also adds an inheritance mechanism that can function across modules. It is much closer to a classical "object oriented" design than Modula-2, but to draw closer to "true OOP," Oberon had to eliminate many features that were deemed "superfluous" in a minimalist design, such as enumerations, subranges, direct support for coroutines and multiprocessing, and other aspects.

Modula-2 that many Pascal and Modula-2 fans liked. Oberon is still quite young, as languages go, and it will certainly be several years before a generally acceptable dialect -- perhaps reintegrating old M2 features that are now absent, while keeping Modules and cross-module inheritance -- is defined. Modula-2 is the more mature language, for which an ISO standards effort is now underway and many implementations are available, depending on your computer platform. For example, minicomputers and mainframes support Modula-3, a new language based on M2, and designed to support OOP. Macs have versions of Modula-2 that include special extensions for OOP. I believe the same is true for IBMs; there are several implementations for the IBM world, in any case. Modula-2 is available for Commodore Amiga and Atari 68000 machines, as well. Sadly, only the original (and now unsupported) Volition and Pecan M2 implementations work on the Apple II. This situation may change in the near future, however, at least for Apple IIIGS owners. Stay tuned for more details. In the meantime, I hope to discuss M2 and Oberon with other Apple II programmers, especially those who used the earlier systems or those who have questions about those languages. Regards; Jim Merritt

(JIM.MERRITT, CAT14, TOP4, MSG:1)

Want C? Get ORCA     Marc - let me make this REAL SIMPLE. I'm the Product  
"Manager at Apple for all Apple II Developer Tools, so  
APW C falls under my responsibility. If you want to learn C on a IIGS,  
get ORCA/C! It's an ANSI C compiler (i.e.: supports function prototypes  
for stronger type checking) and has some other capabilities that APW C  
doesn't have and won't have in the future. APW C is only a "K&R" C  
compiler, so you don't get the stronger type checking and you're lacking a  
few other things that you'll find in ORCA/C (for example, ORCA/C supports a  
desktop environment for code development and debugging - APW C's interface  
is closer to what you find under MS-DOS, ugh). -Tim S.  
(my opinions are my own)

(TIM.SWIHART, CAT4, TOP2, MSG:90/M530;1)

Don't Make System Tools     If memory serves, these tools are "system" tools,  
"and third-parties writing system tools is  
strictly against Apple's compatibility guidelines. There are user tools  
for that purpose. However, you can't use \_LoadOneTool or \_LoadTools on  
user tools, so some people get lazy and write system tools.

(This is the bad side to having a toolbox that does so much for you  
-- some programmers have no problems making things difficult for the users  
or in breaking compatibility guidelines if it saves them four lines of  
code, which is exactly the wrong attitude for programmers to have.)

Anyway, StartUpTools has to know the startup \_parameters\_ to each  
tool, so it only knows about the legitimate, Apple-provided system tools.  
--Matt (speaking for myself, not for Apple)

(M.DEATHERAGE, CAT16, TOP17, MSG:12/M530;1)

Contest Extended     In our A2Pro Finder Extension Contest, we neglected one  
"little point. Until now, Finder Extension and 6.0  
programming documentation hasn't been available except through ERSSs, only  
on the 6.0 GM CD.

Now that "Programmer's Reference for 6.0" is released, and \_everyone\_  
can (and should!) get it, Finder Extensions are within the reach of every  
programmer.

Therefore, to try to get it right the second time, we've extended the  
deadline for the A2Pro Finder Extension Contest to \_September 1st\_.

You now have an extra month to read the documentation and crank out  
the world's greatest Finder Extra, and win a free weekend in A2/A2Pro for  
the effort.

--Matt (I speak for A2Pro, not for Apple) -----

(M.DEATHERAGE, CAT1, TOP16, MSG:22/M530;1)

Byte Works, A Force in A2Pro     Apple II Programmers have a great friend  
"at A2Pro in Mike Westerfield. Mike is the  
driving force behind the Byte Works, a software company specializing in  
programing and development aides. You can catch Mike in A2Pro answering  
questions and offering his views several times a week. One current  
discussion which has been raging is what should a Pascal compiler be  
capable of in conjunction with the

Toolbox. If you are a regular visitor you know Mike has strong views  
on the matter. No matter where you fall on the issues, Mike Westerfield  
certainly makes A2Pro a more exciting place.

The Byte Works recently released The Programmer's Reference for System 6.0. This book is the latest in the series of Apple IIGS reference books which include the Apple IIGS Toolbox Reference Volumes 1-3 and the Apple IIGS GS/OS Reference. Programmer's Reference for System 6.0 covers all of the changes, enhancements and additions to the Apple IIGS operating system since these books were published for System 5.0.

This complete technical reference to System 6.0 includes:

- \* New tool calls and tool updates
- \* Documentation for these new tools: MIDI Synth, Media Control Tool Set, and Video Overlay Tool Set
- \* Finder documentation
- \* GS/OS Update
- \* Information about the new FSTs
- \* Sound Control Panel documentation
- \* A complete toolbox concordance listing every page a tool is documented over all 4 volumes of the toolbox reference manuals.

The Toolbox Concordance The toolbox documentation stretches across four volumes, now. Between the original documentation, error corrections, clarifications, and new features, some of the tool calls are actually documented in as many as three different books!

The Toolbox Concordance lists all of the places you need to look to find information about a tool call. Every tool call in the entire suite of books is listed. You also get a comprehensive list of all of the error codes used throughout the Apple IIGS operating system, from the tools to GS/OS errors to the System errors.

Includes All the Toolbox Updates System 6.0 came with a lot of new features, including the new rectangle and thermometer controls, animated cursors, named resources, new dialog tools that handle all of the controls and the new Media Control Tool Set, Video Overlay Tool Set and MIDI Synth Tool Set. Programmer's Reference for System 6.0 tells you how to use these new features in your own programs.

Changes to GS/OS Programmer's Reference for System 6.0 is your best source for changes to GS/OS. You'll learn about the new GS/OS calls, changes to the existing calls, and the errors in the original documentation. You will get an update to Apple IIGS GS/OS Reference, which was written for System 5.0. You'll discover the latest on the new FSTs (AppleShare FST, HFS FST, DOS 3.3 FST, and the Pascal FST), the new Initializatio Manager, and more.

Finder 6.0 Our documentation of the 6.0 Finder really includes two different kinds of information. First, it tells you how to use the Finder. It describes all of the cool new features for Finder 6.0, but it assumes you are a reasonably computer literate person, and don't need to be told which end of the disk to stick in the drive. You also get all of the technical details you need to make your programs work smoothly with Finder 6.0, including information about the new rBundle and rVersion resources, how to write Finder extensions, and how the Finder communicates with other programs.

New Resource Types There are a lot of new resources, and the Programmer's Reference for System 6.0 tells you all



- Lesson 10 - Fonts
- Lesson 11 - TextEdit
- Lesson 12 - Scraps
- Lesson 13 - Controls, Part 1
- Lesson 14 - Controls, Part 2
- Lesson 15 - Meaningful Dialogs
- Lesson 16 - Sound Off!
- Lesson 17 - Professional Polish
- Lesson 18 - New Desk Accessories

- Appendix A - Abridged Toolbox Reference Manual
- Appendix B - Resources Used in This Course
- Appendix C - Where to Go for More Information
- Appendix D - Tips for ORCA/Pascal

Geared toward intermediate and advanced programmers, "Toolbox Programming in Pascal" uses a hands on teaching approach. Along the way, the programmer will write dozens of working desktop programs, including a slide show program that views, prints (in color), and loads and saves screen dump pictures; a small text editor; a scrapbook; a music instrument sampler; and much more.

"Toolbox Programming in Pascal" comes with the largest library of Pascal toolbox source code ever assembled. Four disks filled with source code are included in the package. This includes the source code to all of the examples in the book, and working solutions to every problem. The disks also include a copy of Apple's Rez resource compiler and sample data files for programs developed in the course.

"Toolbox Programming in Pascal" also includes an abridged toolbox reference manual. This manual is so comprehensive that no other reference materials are needed for this course.

The course fully supports Apple's latest operating system, 6.0. It uses new 6.0 features throughout the course to create up to date programs.

#### System Requirements

\*\*\*\*\*

##### Software:

- ORCA/Pascal 1.4
- Apple's System Disk 6.0

##### Hardware:

- (for programming in Pascal's text environment)
- 1.25M of memory
- 1 800K floppy disk drive
- one other disk drive of any kind

- (for programming in Pascal's desktop environment)
- 1.75M of memory
- hard drive

Byte Works products tend to be designed conservatively, paying strict attention to industry standards and protocol. This makes it easier for programmers to use their knowledge of other systems to program the Apple II line.

If you have even thought about becoming a programmer, check out Mike

Westerfield in A2Pro and see what he has to say.

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////////////////////////////////////////
/ "Yes, topic derailing is wonderful, isn't it. The tangent /
/ usually winds up being \_sooo\_ much more interesting than /
/ the original subject matter." /
////////////////////////////////////// T.GIRSCH ////////////////////////////////////////

[EOA]#65

[FUN]//////////////////////////////////////

ONLINE FUN /

//////////////////////////////////////

Search-ME!

\*\*\*\*\*

By John Peters

[GENIELAMP]

SEARCH-ME! Welcome to Search-ME, our new monthly puzzle program. Each
\*\*\*\*\* month we will have a different theme. This month the
Search-ME! puzzle contains 20 keywords taken from the Computing
RoundTables here on GENIE.

This month's keywords:

- \*\*\*\*\*
\* A2 AMIGA ATARI8 \*
\* CESOFTWARE COMMODORE GENIELAMP \*
\* GEOWORKS IBMPC IBMPROD \*
\* LAPTOPS MAC MACPRO \*
\* MAINFRAME PCALADDIN PORTFOLIO \*
\* ST STALADDIN TANDY \*
\* TI UNIX WP \*
\*\*\*\*\*

N C X K G O P Z S N W M B J D W A K P H S C V
O H O U T J Y V B S M L C A E Z A B A Y V S T
Y B N K I P B Y A I N A U A E D C A M X J T V
F D O R P M B I A R Q T I Q Z U X H A R 2 I E
S B N B E Q S P O T P A L N C U J I P A G M Z
W Z B A Q O I L O F T R O P F P P N E X R D R
A S L V T S X U W U K Z O X Z R M L Z P Z S S
P A A S U A G I M A T I P X D S A B J Z S K C
X Z T C U Z H M N I D D A L A C P M I D R E Z
Q C B A K I U E V H H F W L O J Y C E O S I Z
H O O U R P P M R B N S I M F F Y K W O E Q T
D M X G L I L M C C X D A G N M T O F J A F I
D M O I K X 8 T A I A C D H B V E T J F F L Y
X O P N U B D V N L P X T H A G W E R W B F Y
H D F J E T V U S R E D V P K A Z T B H T O Y
Z O Z B F C Q G O E R I Z I R Q N R B R J W G
L R L C W C O P D G S Z N E P H A M J F A S N
A E B H W U I N J K D D R E S Q N G Q U G H P
S T A L A D D I N W P A S F G Y V Y P X Y B J
Z C U L B Q F J Z M P F A D P Z P P S Y S O C

GIVE UP? You will find the answers in the LOG OFF column at the end of  
"\*\*\*\*\*" the magazine.

This column was created with a program called SEARCH ME,  
by Atari ST programmer, David Becker.

```

// GENIE_QWIK_QUOTE //
/ "Good news Dorothy!! I have in front of me Webster's /
/ Ninth New Collegiate Dictionary (copyright 1983) and /
/ in it, on page 653, it says "judg-ment OR judge-ment" /
/ so you can go back to making the same mistake with /
/ the rest of us peons. :-)" /
// ISD //

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[EOA]!!@
[WHO]////////////////////////////////////
 WHO'S WHO /
////////////////////////////////////
Who's Who In Apple II

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>>> CHATTING WITH MATT DEATHERAGE <<<  
\*\*\*\*\*

GENieLamp Can you tell us a little about how you first became interested  
"\*\*\*\*\*" in the Apple II?

Alan Bird My introduction to the Apple II came from Mark Simonsen who is  
"\*\*\*\*\*" now the owner of Beagle Bros. He and I became acquainted while  
seniors at Brigham Young University and then went on to work for GTE  
Network Systems in Phoenix, AZ. The first time I had ever used an Apple was  
when Mark went on vacation for two weeks and asked me to baby-sit his Apple  
II Plus. I really had a lot of fun with it.

GENieLamp Can you recall any anecdotes from your first forays into  
"\*\*\*\*\*" computer programming? When did you first realize that you'd  
like to make a career out of programming computers?

Alan Bird At BYU I had a hard time declaring a major but was leaning  
toward accounting. One of the required accounting courses was an  
introductory computer programming class. We were programming in FORTRAN on  
IBM 360's using punch cards. We would type in one statement per card on a  
huge punch-card machine, take our stack of cards to a card reader where we  
normally had to stand in line for our turn, submit the job and wait for a  
printout. Then it was back to the punch-card machine to fix bugs. My back  
pack was always full of stacks of cards held together by rubber bands. It's  
hard to believe it now, but I actually enjoyed this much more than I did my  
accounting classes.

GENieLamp Please describe your educational background and how you came  
"\*\*\*\*\*" to work at Beagle Bros. Was Bert Kersey still there when you  
joined the company?

Alan Bird I finally declared Computer Science as my major when I was a  
"\*\*\*\*\*" junior and finished the entire program in two years. Several  
times I took a course and its prerequisites simultaneously in order to  
finish quickly.

After graduation, I went to work for GTE in Phoenix designing telephone switching systems. It was there that I got to know Mark Simonsen quite well. Mark wrote a program called Flex Text which he sent to Beagle Bros. Bert Kersey was the owner of Beagle Bros and he decided to sell it and soon after invited Mark to come to San Diego to take over tech support so Bert could get off the phone. After Mark write "Double Take" he was making enough off his royalties that he wanted to get off the phone, so he asked me to come take his place. I jumped at the opportunity.

Bert was still running Beagle Bros out of his house. I worked at home in our apartment where Beagle Bros would forward the calls. The business got to the point where they couldn't fit it into their house anymore, so when they got an office, I actually commuted to work.

After about two years, I was fired from Beagle Bros by Bert's wife over a policy dispute. By this time, however, I was making enough off the royalties from my programs that I didn't need the job anymore. It was actually a great opportunity because Mark Simonsen and I decided to start our own company which we called Software Touch. We did surprisingly well with that company and after about two years, Mark became interested in buying Beagle Bros. I had become a little frustrated at Software Touch because I would go months at a time without programming because we had to spend so much time running the business. This was another great opportunity, so I went home to program and have been doing that ever since.

GENieLamp Over the years you've independently created or contributed to  
 "\*\*\*\*\*" some Apple II classics: the Beagle Compiler, Program Writer,  
 the TimeOut kernel, AppleWorks 3.0, InWords, and Pointless. Which of these  
 do you consider your most inspired work? Which required the most creative  
 programming work?

Alan Bird Most inspired: TimeOut. Most creative programming: Beagle  
 "\*\*\*\*\*" Compiler. Most difficult to develop: InWords (by far). Most  
 successful: QuickSpell. Program I wrote that I use the most: Program  
 Writer. Program I wish I didn't have to claim writing: Fatcat.

GENieLamp Who do you consider your mentors? What about them do you  
 "\*\*\*\*\*" admire most?

Alan Bird I would have to say first and foremost, Bert Kersey. He was a  
 "\*\*\*\*\*" lot of inspiration and helped me get started. Without him, I  
 never would have been able to do this work which I love so much. Others  
 that I have greatly admired are Steve Wozniak (for obvious reasons) and Bob  
 Lissner (author of AppleWorks). AppleWorks is the best-designed,  
 best-written program I have ever seen.

GENieLamp What are some of your favorite books? Favorite authors?  
 "\*\*\*\*\*"

Alan Bird Unfortunately, most of what I read is technical manuals and  
 "\*\*\*\*\*" computer magazines. My wife, however, is an avid reader and is  
 very much into Agatha Christie and Star Trek, The Next Generation books. I  
 have greatly enjoyed some of her Star Trek books.

GENieLamp Are there any Apple II programming utilities you use on a  
 "\*\*\*\*\*" daily basis?

Alan Bird I have always used the Merlin assembler. For AppleWorks 3.0 and  
"\*\*\*\*\*" Pointless I used the MPW cross assembler (on the Macintosh). I  
use GSBug for debugging and have recently been using Nifty List quite a  
bit. For the occasional BASIC programming I need to do, I use Program  
Writer.

GENieLamp Jean-Louis Gasse, former Apple executive, once remarked that:  
"\*\*\*\*\*" "Programming in BASIC is dangerous to the mind." Granting  
that this statement involves poetic exaggeration, how much underlying  
validity do you think there is in the statement?

Alan Bird BASIC has weaknesses when compared to more modern structured  
"\*\*\*\*\*" languages, but I wouldn't agree with his statement at all.  
BASIC is easy to learn and is great for turning out quick-and-dirty  
solutions when you don't have a lot of time. It is not good, however, for  
writing large applications. It's biggest strength is that it is interpreted  
instead of compiled so that changes to the program are instantaneous and  
you can run the program immediately after making a change.

Applesoft BASIC's biggest weaknesses are variable names significant to  
only 2 characters and no ELSE statement.

GENieLamp Where do you see personal computers going in the next five  
"\*\*\*\*\*" years? Ten years?

Alan Bird The biggest change will be portability. Hand-held computers  
"\*\*\*\*\*" will go with us where calculators now go.

GENieLamp What accomplishments are you most proud of?  
"\*\*\*\*\*"

Alan Bird I would have to say TimeOut. It gave me and several other  
"\*\*\*\*\*" programmers the opportunity to let AppleWorks do almost  
anything. I don't think I've seen any other program with so many add-ons as  
AppleWorks has had.

TimeOut started out as a tool I was writing to make it more convenient  
to use Mark Simonsen's FontWorks program. His program allowed you to print  
AppleWorks documents in various fonts. The biggest complaint we received  
from customers was that it was inconvenient to save the files, quit  
AppleWorks, run FontWorks, print the files, and then restart AppleWorks.  
From my work with AutoWorks, I knew the insides of AppleWorks quite well  
and was looking for a way of temporarily interrupting AppleWorks so we  
could run FontWorks (that is sort of where TimeOut got its name). What I  
stumbled into was a way of seamlessly adding virtually any utility into  
AppleWorks.

GENieLamp After working at Beagle Bros for several years, you co-founded  
"\*\*\*\*\*" WestCode in 1990. What lead you to decide to start this  
publishing company?

Alan Bird Actually, WestCode was started by Rob Renstrom and John  
"\*\*\*\*\*" Oberrick--two good friends from Beagle Bros. Since Mark and I  
dissolved Software Touch, I have always been self-employed and worked as an  
independent.

GENieLamp Can you tell us a little about the types of things you like to  
"\*\*\*\*\*" do for fun? (Speaking of "non-computer" fun, here.)

Alan Bird I enjoy running (I run 10K races during the summer), gardening,
going to the San Diego Zoo and Sea World with my family,
reading to our children, skiing, water-skiing, motorcycles, etc.

GENieLamp You've succeeded so well as a software developer, Alan, do you
have any aspirations to move on to hardware design? Do think
microcomputer hardware can still be designed by a solitary designer these
days?

Alan Bird No. Software is much more fun.

GENieLamp As a person who has produced a great deal of creative output,
can you share with us any thoughts you might have on the
nature of human creativity? Any insights on ways to nourish the creative
spark?

Alan Bird I think one of the most valuable parts of my career is the
years I spend on the telephone as technical support at Beagle
Bros and Software Touch. It gave me the opportunity to talk to customers to
see what they were doing with their computers and to listen to their
complaints about ours and other company's software.

The two most important things about software development are: 1)
choosing a program that has a market--a program that people have a need or
desire for--and, 2) to write it so that it is easy and convenient to use.
Both of these require that you look at things from the customer's
perspective. Creativity for me means putting myself in my customer's shoes
and imagining what they would want.

For some reason, many of my creative thoughts come while I am taking a
shower. Too bad I can't shower all day.

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////
/ "How did you find out about it though? You must be /
/ either phenomenally brave or blindingly stupid to /
/ post that here. Don't you realize how powerful the /
/ networks are? They should be knocking on your door /
/ right about now. Sorry to see you go, Mike. Alas, /
/ I knew him well...<G>" /
////////////////////////////////////// R.MARTIN22 //////////////////////////////////

[EOA]

[KAN]//////////////////////////////////////

KANSASFEST! /

//////////////////////////////////////

News & Views
\*\*\*\*\*

DO'N THE SHOW! The first shuttle busses have transported the Kfesters
to the college and I (the shuttle busser) have a few
minutes to fill you in on my impressions. This KFest is better attended
than last years, and the new people here are very interesting. In one
BearMobile shuttle there was a contingent from down under and a lovely
Southern Belle. The weather here is beautiful, a little on the cool side,
and the OZians are very hospitable. -Bear
(A2.BEAR, CAT44, TOP7, MSG:5/M645;1)

>>> Apple Publicly Announces MS-DOS FST For Apple IIGS <<<  
\*\*\*\*\*

A2 CENTRAL SUMMER CONFERENCE 1992 ("KANSASFEST"), KANSAS CITY, MO., U.S.A., 1992 JUL 23 (A2 ON GENIE) -- Apple publicly announced today that they are working on an MS-DOS File System Translator (FST) for the Apple IIGS. Currently the FST is read-only, and writing ability is being worked on. It is not expected that the writing ability will be ready in time for its initial release. The MS-DOS FST is expected to ship with Apple IIGS System Software version 6.0.1.

Apple IIGS System Software 6.0.1 is a maintenance release made necessary by the Apple II Ethernet Card. When the Apple II Ethernet Card ships, expected by the end of the year, System 6.0.1 will be made available. Besides bug fixes to System 6.0, the only other major change announced in System 6.0.1 is the addition of keyboard navigation to the Apple IIGS Finder.

The MS-DOS FST will work on any MS-DOS volume that can be accessed by the Apple IIGS. Currently, the access of MS-DOS 3.5" disks is limited to 720K and 1.44M MS-DOS 3.5" disks read via an Apple SuperDrive or equivalent, connected to the Apple II SuperDrive Card (formerly known as the Apple II 3.5 Drive Card). Other known methods to access MS-DOS data on an Apple IIGS include MS-DOS formatted Syquest cartridges and MS-DOS 5.25" floppy disks read via an Applied Engineering Transdrive, connected to an Applied Engineering PC Transporter card. (Lunatic E'Sex, reporting for A2, the Apple II Roundtable on GENIE)

\\_/
|ou read it here first! More information will be forthcoming,
live from KansasFest 1992!

-- Lunatic (:
(LUNATIC, CAT44, TOP1, MSG:2/M645;1)

MORE KANSASFEST Dateline: KansasFest - The annual A2-Central Summer
\*\*\*\*\* Conference. Thursday July 23,1992.

This morning at 9:05 Kansas time, Resource Central Founding father, Uncle-Dos, otherwise known as Tom Weishaar, opened the Conference with a brief talk on the 15 years of the Apple II computer. Tom followed his talk with a surprise video of a telephone conversation with Steve Wozniak, taking Steve on a 30-year trip down memory lane, including discussions of 15 years of Pre-Apple II History. Steve praised many early contributors of the Apple II line. Mike Markula, Del Yocam, Mike Scott, Chris Espinosa, Randy Wiggington, and Rod Holt were all praised by Steve. The 150 Conference Attendees were suitably impressed by the video, and really enjoyed it (despite the large numbers of hangovers in evidence from the impromptu arrival parties which took place in the dorm rooms of Avila College last night).

The NOMDA Conference Center has provided excellent facilities for the Conference, including an outstanding menu for lunches this year. Many participants enthusiastically commented on the menu.

Following the break from Tom's opening and video, Tim Swihart - Manager of the Apple II Continuing Engineering Team - gave a talk on the status of the Apple II. Included was a review of the past year since the announcements made at last year's KansasFest. Three of the four product

announcements were actually brought to fruition, including Apple IIgs System Software v6.0, the Apple Superdrive Controller Card, and Hypercard IIgs.

Tim brought a few figures from Apple USA showing that there are nearly 1 million Apple IIgs' in circulation. Of these, nearly 2/3s are Rom 01s, and about 3/4s are in Education environments. Very few have been accounted as "Retired". Tim gave these figures to explain Apple's current direction with regard to the Apple II. The company has decided to reduce the level of staffing allocated to Apple II development and support. There are currently approximately a half dozen people with some support staff assigned to the "Apple II Continuing Engineering Team", managed by Tim. Apple has decided to place its efforts to maintaining and supporting the established User Base, as listed above.

With this in mind, APDA products have been turned over to Resource Central for distribution. What this means, is that the Apple II products from APDA will receive more attention from the distributor, and because Resource Central is already set up for it, there will continue to be WorldWide availability. Some products have been dropped from the line, such as APW-C. The Byteworks' ORCA/C is better maintained and supported, more bug-free, and it is felt that in the best interests of the developers and users, it was better to discontinue the products.

Developers were informed that other decisions have been made which affect them in a hopefully more positive light, such as the granting of permission to the Byteworks to publish the Official System 6.0 Reference manual.

It was stressed that proper development under 6.0 required this reference. It is less time consuming and expensive to do this, than for Apple to continue publishing documents such as this, itself. Additionally, extensive effort has been put into updating the Technical Notes. Steve Gunn was praised by Matt Deatherage of Apple's Developer Technical Support for taking on the thankless job of converting the Tech Notes into ASCII Text files for uploading to the major Online Services.

The Apple II activity level at Apple, as previously reported, has been reduced, but it is certainly a non-zero level. The products fall under a "Continuing Engineering" group, which handles all post-release product issues. This includes handling bug reports, manufacturing difficulties, distribution difficulties, etc. The Apple II C.E. group, as time allows, plan some new work.

This has been identified to include System Software enhancements, but nothing at all in the way of a Major (i.e. System 7.0) update. What is planned, are some new features, improved compatibility with 3rd party products, some enhancements for both the 8-bit and 16-bit platforms.

Tim proceeded to provide a few "Sneak Peeks" at the future, including the one previously announced, but not-yet-released product - the Ethernet Card (announced at last year's KFest, but not mentioned since). The original design was discarded and the project was re-started. This, of course, wreaked havoc with the original schedule. As of this morning, the project was nearing Beta Testing, and plans are to begin Seeding this week (during late Alpha phase). Apple hopes to begin shipping a finished product by the end of this year.

The card uses Friendlynet connectors. There is an expected significant speedup on crowded, multiple-machine systems. There is not expected to be that significant a speedup noticed on smaller, isolated workstations. The Ethernet card will require an Enhanced Apple IIe, or an Apple IIgs. On the IIgs, System Software v6.0.1 !!!! will be required.

Apple IIgs System v6.0.1 is planned for release with the Ethernet Card. Support for the Ethernet Card is the Number 1 Priority. It will contain new drivers, updates to some Control Panels, and it is expected that there will be a few Low-Level changes, including bug fixes for compatibility problems. The focus of the release will be user-oriented, not developer-oriented (i.e. no new Toolsets).

Apple is currently investigating an MS-DOS FST. It is currently a read-only FST, but it is hoped that upon completion, it will be a read/write FST. It hasn't been fully tested yet, and may very well be deferred beyond v6.0.1 rather than hold up release for supporting the Ethernet Card.

Keyboard Navigation is being added to the Finder. What this means is you will be able to highlight a file in a window in the Finder by pressing a letter on your keyboard, as you are currently able to do inside applications when opening a file. A more in-depth peek at System Software updates will be forthcoming during the Apple Team's System 6.0 session on Friday morning.

Following Tim's presentation was a lengthy Question and Answer period. One question was about which drives do the MS-DOS FST work with? The answer, provided by Apple's Greg Branche, was "Any way you get it into the computer, the FST will recognize it". However, it should be noted that a Disk II, or Apple 5.25 drive cannot physically read an MS-DOS formatted disk. The Apple drives are only capable of reading the GCR encoding for the Low Level Format. MS-DOS disks are formatted with MFM encoding. Any MS-DOS formatted 3.5 disk can be read in a 3.5 High Density drive hooked up to an Apple SuperDrive Controller Card. If you have an MS-DOS formatted Syquest Cartridge and a Syquest mechanism in your SCSI bus, the MS-DOS FST will be able to read it. An MS-DOS 5.25 disk can be read from a 5.25 drive hooked up to an Applied Engineering PCTransporter card, if the driver for it is installed.

Another question was whether the Superdrive Card supports 5.25 drives. The answer was categorically NO. Any Apple brand 3.5 drive, such as the Unidisk, 3.5 drive, or High Density 3.5 drive are supported. It was reported by a Conference Attendee that Applied Engineering's High Density drive works with the Superdrive Card.

A participant asked for more information about the Ethernet Card. Tim explained that, because it does not support TCP/IP, a networking protocol, the engineers wanted to call the card the EtherTALK card. It was decided that, to avoid Customer Confusion, it would remain the Ethernet Card. Apple hopes to support TCP/IP in the future, perhaps with a ROM revision.

There was much discussion, some of it with kind of vague direction, looking for clues about the future of the Apple II. Tim was not able to satisfactorily answer all of the concerns. Decisions concerning these questions are made at levels above Tim's area of responsibility. To be fair, Tim did the best he could. Unfortunately, many people appeared disappointed by his answers.

KansasFest is off and Running! More information will be forthcoming as it becomes available! -Donald A. Grimes  
(DON.GRIMES, CAT44, TOP1, MSG:3/M645;1)

>>>> I have a pair of Roger Wagner Tie Reports:  
"\*\*\*\*\* Today, at NOMDA, Roger was wearing a mootiful Cow tie....Udderly ridiculous! This evening, during the Creative Black Tie Dinner, Roger managed to win 1st prize with his "SlideShow" tie. It was basically a tie made from some Film strip.

Donnie (The Enforcer) Grimes  
(DON.GRIMES, Category 44, Topic 5, Message 25, M645;1)

Last night, while wandering around, I happened upon Lunar Productions. I managed to get a sneak preview of the long-awaited Foundation. It appears at first glance to be a well thought out application....Light-years beyond Genysis. It was, at the time, working over a netwoeve 4) files open at the same time. It seems that it is easily expandable, and will be a HOT item RSN. -Donnie

(DON.GRIMES, CAT44, TOP9, MSG:1/M645;1)

>>>> I've been somewhat regretting trying to build excitement about our "\*\*\*\*\* coverage of this year's KansasFest. Why? Well, I'm being quite honest when I say that there hasn't been a lot in the way of "newsworthy" items.

The first two days of the event were devoted to Apple IIgs "colleges," which were devoted to various aspects of Apple II programming. Unfortunately there's not a whole lot to say about them. People learned about programming with things like C and HyperStudio. Those who attended the colleges that we asked about them said that they enjoyed them and learned about how to program these environments, but otherwise not much can be said except that people had fun, learned things, and enjoyed meeting other Apple II users from across the country.

It's been a great deal of fun renewing old acquaintances and meeting new faces. One of the neatest things about KansasFest is meeting people from across the country, especially meeting people I've seen many times here on GENie for the first time.

But the first two days were odd, because, well, the programming colleges were exactly that - colleges. People learned about how to do things with C, or with HyperStudio, or whatever. Not a whole lot to say about those. <wink>

Yesterday KansasFest "proper" started with the hourly sessions and new announcements, and I think Donnie Grimes covered that real well. There are a few other things to talk about besides some of the things he mentioned.

Probably the session that has the most people interested would be the one on Bill Heineman's Avater project. Avatar, for those who haven't heard, is supposed to be a "next generation" Apple IIgs computer.

Boiled down to its essence, what was revealed about the Avatar was:

A) It will use a 10 Mhz 65816 chip,

- B) It will use an Ensoniq chip for sound, perhaps the one Apple currently uses or perhaps a more advanced one,
- C) Instead of using Apple type equipment, such as ADB devices, it will rely extensively on off-the-shelf MS-DOS compatible equipment,
- D) It will use a complicated bus-arbitration scheme to share processing with other computers.

Those last are probably the most interesting two. Avatar will use a great deal of IBM-style equipment, including four IBM "AT" style slots, IBM style keyboards, and IBM-style interfaces for such things as hard drives, disk drives, and CD-ROM drives.

Avatar is also designed to share processing with other, plug-and-play processing units. So, for example, you'll be able to plug in a card that uses an 80386 processor, and with software supplied by the manufacturer you'll be allowed to run MS-DOS software on it. But not just MS-DOS cards, it will be theoretically possible to design plug-in cards to run Macintosh (if the ROMs could ever be made to work), Amiga, Atari ST, Nintendo, Lynx, or other systems.

Avatar will require its own custom operating system, which Mr. Heineman is anticipating having to "clean room" design (meaning, have someone write the software from the ground up, using programmers who've never even seen Apple's code but who have seen the publically available specifications to the system software).

Bill said he is almost certain he'll get sued if he goes through with Avatar, in which case he says he hopes to either get Apple to license the toolbox to him, or to be able to weather the lawsuit if not.

He also says that he hopes to have working prototypes available for programmers by the next KansasFest, and if all goes well he hopes to have it available for sale to consumers by spring of 1994.

When asked where he was getting funding, Heineman was rather evasive, saying that he couldn't actually give full information on that.

After the presentation, it appeared that a great number of people were skeptical. Programmers and engineers who saw the project stated that they thought the idea was all very interesting, but reactions ranged from, at its most negative, "I wonder who his drug dealer is," to, at its most positive, "it's an interesting fantasy, but I won't believe any of it until I see a working prototype."

Heineman seems to think he can make his machine Apple IIgs compatible by using a whole lot of custom chips to duplicate or work around Apple's patents and copyrights without infringing on them, while at the same time offering a machine with a whole new purpose - a sort of "chameleon computer" that supports parallel processing that boasts the ability to have compatibility with many other systems, while starting with a base unit that already runs an established base of software - i.e. Apple II and Apple IIgs software. He said that he sees his main competition as being the Macintosh LC II, and that the education market appears to be his biggest potential market.

Whatever the truth of Avatar, it appears that a lot of experts are highly skeptical if not outright scoffing, and at best this machine can't possibly be available to consumers in less than two years or so.

Time will tell.

In the meantime, KansasFest has been an exciting even for Apple II users, serving as a meeting ground for Apple II users from all over the world, and a place where at least a few significant new announcements have been made.

More in the next few days as things progress.

By the way, be sure to check out A2Pro's bulletin board, especially Category 1, Topic 17, for some interesting programmer-related stuff on this year's KansasFest! ;- ) -Dean Esmay  
(A2.DEAN, Category 44, Topic 4, Message 6, M645;1)

>>>> The Down Under crew are very talented programmers. The author of "\*\*\*\*\* Express, (his name escapes me at the moment) solved a printing problem I was having. They also had the neatest looking tie at the Black Tie dinner Thursday night but dye to sentimental reasons Roger Wagner won the contest.

Last night Resource Central threw a buffet party in the cafeteria. Steve Dizzzbroow was the MC of a "Roast" of Roger and a good time was had by all! Bill Heineman talked about his Avatar project at a well attended conference session. If you are interested in what he said, order the tape of the session from RC. Tape #AT2-09 price \$3.00. I am not sure if that is a special price on the tapes to KFest attendees or not. Such a deal!

Chester Page demonstrated PageWriterGS, a very impressive inexpensive (\$35) word processor based on AppleWriter. There is a demo in the library, and they are trying to solve copyright confusion right now.

The Lee Golden, Jay Jennings show on making billions was a treat. Not only is SoftDisk a great way for programmers to fine tune their skills, it should keep Jay in Shreveport for another year.

The days festivities started off with Uncle DOS selling hot dogs to the hungry programming masses in the auditorium, and then a real treat. Tom had recorded a telephone conversation with our favorite engineer the Woz. Steve wanted to be here this year and but scheduling problems prevented it. He did say he wanted to come to a future KansasFest.  
-Bear (A2.BEAR, CAT44, TOP7, MSG:10/M645;1)

>>>> I spoke with a conference attendee from the user ranks. His "\*\*\*\*\* impression of the Avatar project is that it would be an exciting product, but he was not convinced that Heineman has the business acumen to bring the product to market and gain adequate market share to support a going business. He wasn't really negative, just uncertain.

This is no time to be throwing wet blankets on any new possibilities in the Apple II world. I hope Avatar succeeds, and I'll be up front brandishing my MasterCard when the time comes. -Bill Dooley  
(A2.BILL, CAT44, TOP4, MSG:7/M645;1)

>>>> Last night, I wandered into Roger Wagner's room and wound up in "\*\*\*\*\* front of a video camera while Roger demonstrated some really nifty video tricks using new, inexpensive video chips for picture-within- picture effects. It's too early to tell if a new product will result from these

experiments, but a few people in the room felt that a basic unit could be made to sell at under \$200 list.

I watched in amazement as Roger hauled the tools of his trade out of his shipping cartons while setting up the demo: a crazed rat's nest of cables and one gadget after another, including a breadboard video gadget, video camera, an 8mm VCR/color TV in a package roughly the size and shape of a 5 lb. sack of flour (didn't catch the maker), a Canon video still camera that stores 50 images on a 2 inch magnetic disk, and lesser items. He had composite and RGB monitors on the GS and a Video Overlay Card inside. Sitting amid this jumble, Roger enthusiastically demo'd the concepts he's working on to a crowd spilling out into the corridor. After a couple of hours, about 11:30, I got tired and went off to bed. Roger was still going strong.

He can generate video letters on 8 mm tapes with a HyperStudio demo on the main screen and himself in the inset screen, or vice versa, and mentioned many variations on this theme.

He has ideas for enhancements to HyperStudio that will enable preschoolers to use it with a mouse or even a touch screen, a purely audiovisual approach for non-readers.

Roger's enthusiasm is catching, and representative of the overall mood at KansasFest this year. Few negative comments to be heard. We know what to expect from Apple now, and we're focusing on the new and nifty. Despite the lack of spectacular announcements thus far, there are plenty of new things happening to keep Apple II enthusiasts pleasantly and productively occupied. -Bill Dooley

(A2.BILL, CAT44, TOP9, MSG:3/M645;1)

>>>>> I thought some of you might enjoy a clip from some of our late night follies. In this case it was a "Roger Wagner Roast". This was so incredibly funny, I really wish I could post an entire transcript of the event (I must admit I wasn't expecting it to be very funny at all, but man was I surprised ... it was great!), but not only doesn't one exist (yet, at least), but I wouldn't want to be the one to type it all in <grin>. What I did do was write down an especially funny bit from MoMan's routine ... so without further ado:

The Top 10 Reasons Why HyperStudio Crashes.

- 10) "Something you did"
- 9) "It must be a bug in your System"
- 8) "It must be a bug in the System Software"
- 7) "Ummmm, define 'Crash' "
- 6) "We can't seem to reproduce it"
- 5) "Next time, try exporting the scripts first"
- 4) "It's not a 'Crash', it's just a detour into GSbug"
- 3) "Real programmers don't use 'goto' "
- 2) "Oh yeah ... 'goto' doesn't"
- 1) "We've got an update coming up for that RSN"

(A2.GUEST, CAT44, TOP9, MSG:4/M645;1)

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////  
/ "Congratulations on your honorary membership in SPUDS. /  
/ (Semi-Professional Users and Developers Society) <grin>" /  
////////////////////////////////////// MUSE ////

[EOA]  
[FOC]////////////////////////////////////  
FOCUS ON... /

////////////////////////////////////

SHARED MINDS Book Review  
\*\*\*\*\*

By Phil Shapiro  
[P.SHAPIRO2]

>>> SHARED MINDS: THE NEW TECHNOLOGIES OF COLLABORATION <<<  
\*\*\*\*\*

Michael Schrage  
Random House, NY, 227 pages, \$19.95  
ISBN 0-394-56587-8

Each one of us is born into the world with different talents and skills. Most of us spend a lifetime trying to hone and develop these native born talents to maximize both our own potential and our contribution to the greater social good.

But rarely can anybody these days maximize his or her talents working cloistered and alone. In this world of increasing specialization and complexity, rare indeed is the individual who achieves great success working independently on his or her own.

Long ignored and overlooked, the wonders of collaborative creativity are just beginning to be understood and appreciated. In an important and revealing new book, Shared Minds: The New Technologies of Collaboration, syndicated columnist Michael Schrage examines both the nature of the collaborative process and methods of "fanning the collaborative flame." With frequent reference to legendary creative collaborative teams of the past (Orville and Wilbur Wright, Watson and Crick, Jobs and Wozniak, Lennon and McArtney), Schrage articulates truths that well deserve to be lifted to the forefront of our consciousness.

How This Book Came to be Written Initially Shared Minds was to be a book about the social dynamics of business meetings, and how new technologies can help streamline these dynamics. But the author soon realized that the most interesting group work doesn't occur in large business meetings, but in small, energetic teams. So instead of writing a book about business meetings, he decided to closely examine the nature of creative "small group" collaborations. After interviewing many famous scientific and artistic "collaborative teams," Schrage spent a year as a visiting scholar at MIT's Media Lab synthesizing the ideas in this book.

The Personal Attributes of Successful Collaborative Teams One of the probing questions examined in this book is: "What personal attributes contribute to successful collaborative joint ventures?" How is it that the family team of Orville and Wilbur Wright worked so well together, when other sibling pairs find it a struggle to order pizza together? And what role did Orville and Wilbur's parents play in fostering

their creativity and perseverance. (Apparently Orville and Wilbur's mother played a decisive role in showing her sons the methodology of creative invention.)

Along the same lines of thought, what personal qualities allowed Watson and Crick to work together to formulate their landmark three-dimensional model of DNA? True, they had differing and complementary scientific backgrounds. But more than that, they both had a hunger to understand the physical structure of DNA. That intellectual hunger united them in a focused scientific quest.

Speaking on the subject of collaboration, Crick, in his memoirs, sheds light on the nature of his successful teaming with Watson: "Our...advantage was that we had evolved an unstated but fruitful methods of collaboration....If either of us suggested a new idea, the other, while taking it seriously, would attempt to demolish it in a candid but nonhostile manner." Good collaborative teams, therefore, have a tacit understanding that individual ego must necessarily be subsumed to the larger team goal.

Examples of How a "Sharing

"""" Ideology" Can Develop Another subject examined in the book is the similar "sharing ideology" used by great artists and great scientists. There comes a time when human beings rise above the possessive attitude of "that's an idea I thought of first" to the grander attitude of "that's an idea I had a part in creating."

One moving anecdote about collaborative artists occurred when Picasso and his close associates stopped signing their paintings for a brief period in their lives. These artists worked so closely together in producing new art that they genuinely believed that signing any of their paintings would be a misrepresentation of "authorship." In this case, keeping track of who produced which paintings became subservient to the group goal of producing excellent group paintings.

Thoughts About "Idea Development"

At another point in the book Schrage examines the concept of "idea development." How is it that ideas get developed from nascent whims to full-fledged notions? Quoting a modern expert on the subject, John Cleese (the gifted comic writer of Monty Python fame): "The really good idea is always traceable back quite a long way, often to a not very good idea which sparked off another idea that was only slightly better, which somebody else misunderstood in such a way that they then said something which was really rather interesting.... [That's] actually why I have always worked with a writing partner, because I'm convinced that I get to better ideas than I'd ever do on my own."

One perceptive observation in Shared Minds is that some of the best collaborative work occurs in informal, playful settings. The proverbial doodle, hastily sketched on a cafeteria napkin, serves as a forceful reminder of how creativity can best be unleashed in informal settings. Likewise, brainstorming sessions in a formal conference room seldom yield memorable creative results.

All in all, Shared Minds is an important, thought-provoking book. If you've ever spent time thinking about the wonders of collaborative



[\*][\*][\*]

Phil Shapiro (Shapiro is the founder of Balloons Software, a  
"\*\*\*\*\*" new Apple II educational software company. He can  
be reached at Balloons Software, 5201 Chevy Chase Parkway, NW,  
Washington, DC 20015-1747, or via electronic mail on GENie at:  
P.Shapiro1, on America Online at: pshapiro)

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//////////////////////////////////// GENie_QWIK_QUOTE ////
/ "I think you misspelled that, I believe the correct /
/ spelling is "THPPPT" or "THPTHPT" (at least /
/ according to Bloom County)." /
//////////////////////////////////// T.GIRSCH ////

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[EOA]

[SOF]////////////////////////////////////

SOFTVIEW A2 /

////////////////////////////////////

A2 Software Reviews

\*\*\*\*\*

By Mel Fowler

[MELSOFT]

MUSIC LOVERS TAKE NOTE I was asked to write a review of some of the  
"\*\*\*\*\*" programs currently in the A2 Software Library.  
So what I decided to do was to write an article reviewing three music  
programs, NoiseTracker GS 1.0, SoniqTracker 0.5, and MODzap 0.8. This is  
not a review in the strictest sense of the word because I am not a  
programmer nor a musician and also SoniqTracker and MODzap are not  
completed programs. This article is written from the stand point of a  
music lover and an Apple IIGS fanatic.

First a bit of back ground concerning the Apple IIGS and music  
programs. Music Construction Set was one of the first, followed by Music  
Studio. Music Construction Set was mostly just a music player were as  
Music Studio was more a word processor for music. Both programs had there  
limitations and regardless how hard they tried they still didn't sound  
like violins or horns. Mostly they sounded like organs trying to sound  
like violins or trumpets. They did fairly well with pianos and guitars but  
when it came to holding long notes or adding color to the music, forget it.  
The music sounded like computer generated music. We were happy with these  
programs at the time because they sounded great when compared to previous  
Apple II music programs. Diversi-Tune sounded a bit better but again was  
mostly just a play back program, although I loved the bouncing ball.

The next great music composition program was SoundSmith. The first to  
incorporate a spreadsheet like front-end for the IIGS, SoundSmith made  
writing original and cover music relatively simple with a minimum of  
complexity. As its newer versions progressed, new features were added  
making it possible to breathe greater life into the music. And while the  
professional software community often ignore d the effort, SoundSmith  
quickly became the new standard in IIGS music. Recently, the SoundSmith  
fairy tale came to a bitter end when a beta tester for a commercial version  
broke the non-disclosure agreement and caused the author to abandon work  
on the application.

Then came NoiseTracker GS from the french base group the Free Tool  
Association or FTA. With its rich, full basses and quality, high

fidelity, and full dynamic range of instruments this was indeed the next generation in music software for the Apple IIGS. This was the first music program to break the 64K size barrier for instruments and could provide full rich sounds never before heard on any Apple computer.

NoiseTracker GS is SoundSmith compatible so all the available SoundSmith songs and instruments could be used. NoiseTracker GS also includes an editor which can be used by musicians to create a full range of musical sounds only limited by their imaginations. Just about any sound can be made into an instrument including human voices.

Even a novice like myself can re-orchestrate compositions with the Instrument Add, Replace and Delete features of the program. I was able to setup the stereo effects that I wanted by setting instruments to the right or left channels or both. I was also able to set the tracks to a desired right or left channel. If the bass drum is too loud, just lower the volume on that one instrument. Does the song seem to be playing too slowly for you, change the tempo.

The main difference between NoiseTracker GS and all previous music programs was its ability to sustain long notes and the ability to import Amiga Mods. Music can be saved in two different formats, a songs file with a separate instrument wave file or as modules which include the instruments in one file.

Speaking of modules, Amiga MODs. It is somewhat limited in this capability in that NoiseTracker does not support all the special effects required by Amiga MODs. However, you can load in an Amiga MOD file and save it as a NoiseTracker module. If you then load the NoiseTracker module you can use the NoiseTracker program to change tempo, change instruments, etc., as with any other NoiseTracker song.

The music editor screen is well organized and easy to use. To play a SoundSmith or NoiseTracker song you simply "Open Musicfiles" from the Music pull down menu, then select the "Scrolly Player" which shows you a 15 channel VU meter. Like all FTA software there are "Easter Eggs" hidden inside the program. Click on the Scrolly Player and notes will come flying around the screen. Click on the song title location and the program changes colors, gray, blue, green or black.

There appears to be a running gun battle between SoniqTracker and MODzap as to who can write the best Amiga MOD player for the Apple IIGS. Both programs have jukebox features and you can load in a list of your favorite Amiga MOD songs and listen for hours on end.

I like the "Dancing Lights" in SoniqTracker and the more conventional look of the player. The Player controls are more in line with those of a standard CD player with Volume control and Mono or Full Stereo or even 25%, 50%, or 75% Stereo. In Jukebox mode the N key takes you to the next song. The Track Meter is also a nice feature. The Volume control is especially nice for those of us without external volume controls on our speakers. SoniqTracker is indeed an impressive program and plays Amiga MOD song with crisp, clear sounds and superior channel separation. The documentation is adequate but a bit preachy.

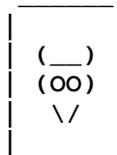
MODzap is more technically oriented and supports more features in setting up the player. For example there is a "Force 31 Inst" and "Force 15 Inst" in the "File" pull down menu. I have never had an occasion to use

these selections but they are there. Another feature is the ability to loop the music so if you like a particular song you can have it played over and over in a continues loop. Under the Option menu are options such as Ignore Tuning and Ignore Arpeggiatos, also Turbo, Normal, Enhanced and Premium. The documentation is not very clear as to what Tuning or Arpeggiotos means or when to use these options. Turbo, Normal, Enhance and Premium has to do with the quality of the play back. However again the documentation is not to clear as to what the differences are between them or when to use them.

MODzap version 0.8 added a keyboard so that you can select an instrument from the currently load Amiga MOD and play it on the keyboard. The sound quality is superior on some selected Amiga MODs but t his mostly has to do with special effects such as bends up and down.

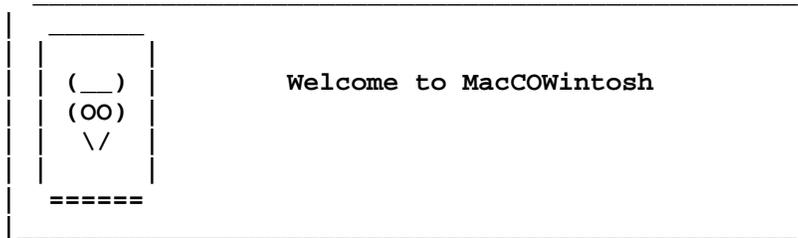
Overall the music outlook for the Apple IIGS is tremendous. SoniqTracker and MODzap are still in there development stages but already show a great future for music on the Apple IIGS. The developers of these two wonderful programs are to be congratulated and encouraged. Although both of these programs are currently freeware, your monetary considerations would help to keep things going. The dream music program would be a combination of all three of the music programs. Compatible with Sound Smith, NoiseTracker GS and play Amiga MODs with all the required special effects. Editing capabilities currently available in SoundSmith and NoiseTracker GS should be compatible with all formats. Hopefully this is what the developers of soniqTracker and MODzap are working towards. We can only hope.

[EOA]  
[COW]////////////////////////////////////  
CowTOONS! /  
////////////////////////////////////  
Moooooo Fun!  
\*\*\*\*\*  
By Patrick Hart  
[P.HART4]



=====

"Cow Caught at Bootup"



About This MacCOWintosh

```

 System COWware 1.0.7*
MacCOWintosh IIcow (c) Cow Computer, Inc.

Total Memory: 307,200K Largest Unused Block: 1K

System Usage: 307,199K |||||

```

```

() The application 'unknown' has
(OO) unexpectedly quit, because an error of
 \ / type C occurred.
=====
 OK

```

```

() Force The Cow to quit?
(OO) System failure will occur.
 \ /
=====
 Force Out
 Cancel

```

```

() The application has unexpectedly quit.
(OO) The Cow suggests user error.
 \ /
=====
 Restart

```

```

() There is not enough memory to open
(OO) TapplicationU (100,000K needed, 1K
 \ / available).
=====
To make more memory available, try
adding more RAM.
 OK

```

[\*][\*][\*]

```

() CowTOONS? Patrick took us up on our
(OO) offer and sent us this month's CowTOONS
/-----\ / selection. Thanks, Pat!

```

/ | x=a(b) |  
\* | |-----| |  
 ^^ ^^

Mathematical  
Cow  
(developer of  
cow-culus)

If you have an idea for a CowTOON!, we would like to see it. If we use it here in GENieLamp, we will credit your account with 2 hours of GENie non-prime time!

//////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "Question from the floor is: If the "Gno/Me" gang is writing /  
/ the system software for Avatar, will it be called "Gno/Way"? /  
//////////////////////////////////// A2.GUEST ////

[EOA]

[LIB]////////////////////////////////////

THE ONLINE LIBRARY /

////////////////////////////////////

Running Your Own BBS!

\*\*\*\*\*

>>> RUNNING YOUR OWN BBS! <<<

\*\*\*\*\*

BBS SHARE/FREWARE MAKES IT EASY! Have you ever wished that you could  
\*\*\*\*\* run your own mini telecommunications  
service? Wouldn't it be interesting to control passwords, monitor  
discussions, and maintain a file download library? Well Apple II users are  
lucky to have quite a large selection of BBS options available to them.  
And some of these BBS's are even freeware or shareware.

A search under the keyword "BBS" in the Apple II Roundtable library  
turns up several dozen files relating to running your own BBS. Some of  
these files are actual BBS programs.

Some of the BBS options for the Apple II include the public domain  
"Prime BBS," the shareware "AppleNET BBS," and the shareware "Office BBS"  
system. Most of these BBS's use ModemWorks, a special set of modem  
ampersand routines develop by the Morgan Davis Group.

To help you learn what GENie has to offer in terms of Apple II BBS's,  
a new AppleWorks file titled "BBS.Files.bxy" has been prepared. This file  
lists all the BBS files available for downloading from the A2 Roundtable  
library, along with file descriptions of some of the more interesting  
sounding files.

WHY A BBS? "Why would someone want to set up and maintain his or her own  
\*\*\*\*\* BBS?" you might ask. Many user groups find that a BBS  
facilitates user group communications. But the BBS you set up need not be  
computer related. You could set up a BBS for your local school or PTA; you  
could set up a BBS for a boy scout or girl scout troop; you could set up a  
crime prevention BBS; you could set up a BBS to offer editing or desktop  
publishing services; you could set up a BBS just to learn about what it  
takes to run a BBS.

Learning about bulletin boards need not even require a modem. Dean  
Esmay, chief Apple II Roundtable system operator (sysop) recommends KidMail  
BBS, a bulletin board simulator. (File number 8723: KidMail.bxy). This  
program simulates an actual BBS allowing multiple 'users' to 'sign on,' get

a password, and leave electronic mail for other users.

With the price of second hand Apple IIe's dropping down to the \$200 to \$300 range, the cost of setting up a BBS has likewise fallen dramatically. You don't even need a hard drive with some Apple II BBS systems. (Although almost all of them recommend at least two 5.25 inch, or one 3.5 inch disk drive.)

The following information about the popular public domain Prime bulletin board system (BBS) was collected from Category 10, Topic 6, in the Apple II Roundtable message area.

Prime BBS   A while ago one of you asked us to step back and explain what "\*\*\*\*\*" the Prime BBS was and what it had going for it. I was so busy uploading files and getting some beginner downloaders going that I neglected to respond to that posted message. Hopefully, I can rectify that here in a question and answer format. By doing a few of these, I hope I can answer the most frequently asked questions. Here we go....

Q: What is Prime? Is it new? Why haven't I heard of it before?

A: The Prime BBS system has been around the Apple II world for 7-8 years now. It began as Alfa III and was supported right here on GENie by Bob Garth and Vince Cooper. The program was advertised in classifieds of major magazines but most of its customers (including me) got in contact with the authors by way of the Demo/Ad called Alfa/EZ. The most recent support for the program was in the Smoke Signal Software area on America Online.

Prime is a great BBS and now that its in the Public Domain, is the potential new sysop's best option possible. I've seen a lot of shareware and p.d. BBS's over the years and nothing compares to Prime. This software is PERFECT for smaller BBS systems of the 10-200 user variety...great for user group boards, local Apple II support groups etc. It can handle much larger user numbers, but I find it perfectly suited for smaller groups.

Q: What do I need to run it?

A: You need any 64K Apple ][. I've run it or helped run it on ][+'s, //e's, Franklin Ace's, and IIGS's. You need two or more disk drives. A hard drive is not necessary...but recommended. I've run this software on everything from 4 Disk II's up to 200+ megs of hard drive all chained together off a RamFast and a TransWarp GS. In addition, you need a Novation AppleCat, Hayes Micromodem, Datalink 2400, or a Super Serial Card with an auto-answer 300, 1200, or 2400 external modem. Others may work, but may take some playing around... A Prodos compatible clock is nice but not mandatory.

Q: What are the limitations of Prime and why did it go public domain?

A: The most recent owner of Prime (Danny Haynes) found that he and the others responsible for maintaining Prime simply did not have time to update the system. They concluded that Prime would have the best chance of growing in the hands of a new generation of Prime Sysops....so, they decided to offer it to potential Prime sysops for FREE! Prime is currently a full featured BBS. We'll talk about all those features a bit later, but we might as well get the limitations out in the open first because these are the things that we hope new Prime sysops will help to rectify.

1. Prime requires a Super Serial Card (SSC) (even in a GS). Bob Garth found that the Apple modem port didn't do things quite the same way as the SSC and never supported the port. Paul Parkhurst has this problem 'almost' fixed but we all need to call him and encourage him to finish that goodie.
2. Prime's transer (Xfer) system is GREAT. However, support for newer protocols is lacking. It does handle normal Xmodem, Xmodem CRC, Prodos Xmodem, Standard Xmodem, (with Binary II for Apple users). Ymodem and Zmodem would be nice if someone has the ability to take it on. Andy Nicholas posted once that he had written a Zmodem driver for Prime but we've not tracked that down yet.
3. While Prime sysops across the country once had a networking scheme set up, this never became an official part of Prime. Prime's strong point are its elegance and simplicity. I'm sure future sysops will be writing schemes to network but they don't currently exist.
4. I've never heard of Prime's compatibility with newer 9600 baud modems. New drivers or empirical set-ups may need to be developed for these.

That's about it! Not really too limited is it? Frankly, I've never found any of these detrimental to my BBS.

Q: What features does Prime offer?

A: Prime is a full-featured BBS. I'll summarize only a few here....

1. Hot key menus of either the autoformatting internal type or fancy ones made from external text files of your design.
2. Multiple Boards, Email, full line editors for all posts and mail. New message scans. Autosignature capability. Private posts can be set. Autodelete old messages at sysop controllable levels to minimize sysop interaction required. Many more options.
3. Feedback commands, sysop page and chat mode.
4. User can set configuration from normal to expert turning menus on and off.
5. User search and listing built in.
6. G(iant) file reader to allow readers to read any text files the sysop chooses to put online.
7. Complete transfer system capable of tracking up to 215,622 files and 10 line description of each in up to 99 libraries of 99 files each in each of 22 prefixes! New file scans can be set up in multiple combinations for your users convenience.
8. BASIC programs and Games can easily be modified to run with the Prime BBS system. Many examples have been uploaded here to GENie. The modifications are pretty easy and lots of fun. These include user Voting Booths, BBS databases, Adventure games, etc.

Q: What does the Sysop have to work with?

A: A lot! There is a completely menu driven maintenance system. The sysop simply keys up a Control-C from the keyboard and can then menu his/her way to anything in Prime that needs attention. Among these are:

1. Board and Menu editors.
2. Prefixes (you can put any part of Prime on any prefix on your system).
3. User time restrictions can be set by time limits (if you have clock) or number of bytes transmitted if you don't.
4. You can create and toggle on or off Pre and Post new user messages and Pre and Post login in messages.
5. You can create Theme messages at the beginning of each board to keep things going in a reasonable thread.
6. Email and transfer have their own complete set of utilities... all accessible with the Control-C when you've entered their area.
7. Remote sysoping available on ALL features so you can take care of the system from a remote location or have a co-sysop care for the system while you're on vacation.

Q: What about SECURITY? Can I closely control what users see what on my BBS?

A: Yes, more than you will ever need. There are 9 user class codes for gross set ups. In addition, each user has a 19 byte index string that determines what he can do on your BBS. Each of these bytes can be set from A to Z. You can then tie EVERY MENU KEY to one of these bytes and levels and therefore control who can execute (or even SEE) these commands. In addition, the sysop can give users ability to post private messages, make entire boards restricted, record phone numbers that the system will not accept for a user, allow or disallow login of new users, offer a side door entry with proper password.... and allow or disallow the use of alias's for users. All these things are handled with ease by way of the comprehensive menu and user data editors.

Q: Who is this Goose fellow?

A: Nobody special.. I've been using and enjoying Prime (and its predecessors) for nearly 8 years. Its been so much fun that I've learned just enough about it to be dangerous. I hate to see such a strong BBS die just because nobody knows about it. I'll help anyone who tries to use it. No guarantees, but hopefully this is a GREAT way to start small inexpensive pockets of Apple II users. My old trusty II+ sits in the corner with a castoff 30 megabyte Seagate hanging there serving as our user group communication port. How about it? Can you use your old hardware to create your own private user group? Go for it! <Grin>.... (W.GOOSEY, CAT10, TOP6, MSG:121)

These are the minimum necessary files to run the Prime BBS:

[\*][\*][\*]

Number: 18837 Name: PRIME.DOCS.BXY  
Address: W.GOOSEY Date: 920613  
Approximate # of bytes: 142720  
Number of Accesses: 102 Library: 39  
Description:

This file is the documentation for the Prime BBS system for the Apple ][.  
This is a very mature BBS that has been around for several years. The

entire BBS comes in 7 packed files. This file is the entire documentation as published by Smoke Signal software when the BBS was commercial. The BBS has all the desirable features for the Apple ][ sysop. Boards, Games, Vote modules, Quote system, Other BBS databases, etc. Written in Basic (using included powerful amper set) so you can modify it or modify other Basic programs for use as external programs.

Keywords: BBS,Public Domain,PD,Prime,Manual,Documentation,ProTree,Smoke Signal

[\*][\*][\*]

Number: 18894 Name: SYSTEM.BXY  
 Address: W.GOOSEY Date: 920617  
 Approximate # of bytes: 75136  
 Number of Accesses: 46 Library: 39

Description:  
 This archive contains all the needed system files for the Prime BBS package recently released to the Public Domain by Danny Haynes. Originally written by Bob Garth. Excellent BBS for any Apple ][. In addition to this file you will also need PrimeManual.shk, Install.shk, Xfer1.shk, Xfer2.shk, and the optional Sourcel.shk and Source2.shk. Great BBS. Best I've ever seen for simple, but powerful operation.

Keywords: Prime, BBS, modem, SmokeSignal,PD, Public Domain

[\*][\*][\*]

Number: 18896 Name: XFER1.BXY  
 Address: W.GOOSEY Date: 920617  
 Approximate # of bytes: 48128  
 Number of Accesses: 42 Library: 39

Description:  
 This archive comprises the first of two Xfer system disks for the Prime BBS system. Other files needed for this BBS are PrimeManual.shk, System.shk, Install.shk, xfer2.shk and the optional Sourcel.shk and Source2.shk. Great Apple II BBS!

Keywords: Prime, BBS, Modem, SmokeSignal,Public Domain

[\*][\*][\*]

Number: 18897 Name: XFER2.BXY  
 Address: W.GOOSEY Date: 920617  
 Approximate # of bytes: 77696  
 Number of Accesses: 48 Library: 39

Description:  
 This archive is the second part of the Prime BBS xfer system. This is a great Apple ][ BBS. Other files you need are the Primemanual.shk, Install.shk, System.shk, Xfer1.shk, and the optional Sourcel.shk and Source2.shk.

Keywords: Prime, BBS, modem, SmokeSignal,Public Domain

```

//////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Ugh, maybe this will be the "scare" that brings him /
/ to the 'Church of the HD Backups'!" /
/ ~ /
/ "Funny you should put it just that way. Last time /
/ we spoke, he said he would start making backups /
/ 'religiously.' <g>" /
//////////////////////////////////// J.GNIEWKOWSK/R.GLOVER3 //////////////////////////////////

```

[EOA]  
[SHA]////////////////////////////////////  
SHAREWARE SOLUTIONS /  
////////////////////////////////////  
FTA Contest!  
\*\*\*\*\*

>>> SHAREWARE SOLUTIONS FTA CONTESTS <<<  
\*\*\*\*\*  
~ Conceived by Joe Kohn ~  
~ Sponsored by inCider/A+ Magazine ~

The French Free Tools Association, better known as The FTA, burst upon the IIGS scene at the 1989 San Francisco AppleFest when their freeware Nucleus demo stunned, dazzled, and astounded all who saw it during Jean Louis Gasse's mind-blowing presentation.

The FTA, a small group of French programmers, graphic artists and musicians continued to awe the IIGS community, releasing one smash hit after another. Their demos, including ACS Demo, Modulae, California Demo, Xmas Demo, Animaga, and Delta Demo pushed the IIGS to the limit with their astounding 3 dimensional animations and rock n roll soundtracks. The freeware FTA games of Easy Dead, Flobynoid, Star Wizard, and Mini Prix have provided countless GS owners with innumerable hours of super hi res fun. Their shareware disk copy program, Photonix, must be the only copy program in existence that contains animation and music and efficiently copies entire 3.5" disks in just one pass, using only a single 3.5" disk drive. NoiseTracker, released in December of 1991, must surely be the most talked about IIGS music program of 1992.

And then, as 1991 drew to a close, the FTA disbanded. According to FTA founder and president, Olivier Goguel, "We stopped programming for the IIGS for a lot of reasons, but we don't deny it and are still very proud of what we've done, or tried to do on it".

The FTA may be gone, but they will surely never be forgotten. They have left a legacy for the rest of us who remain with the IIGS. They showed us what was possible, and they inspired and stimulated us by demonstrating just how much fun it can be to own a IIGS. In our hearts and minds, the FTA will live forever.

In late Spring, 1992, a package arrived in SiliKohn Valley with a postmark of Dijon, France. The package contained a number of disks, and they were described by Olivier Goguel as "the latest gifts from the former FTA group to the IIGS community". Just as the FTA's software resulted in so much joy and fun and respect for the IIGS, we would like to use those gifts as a way to provide the IIGS community with a positive focus. We are pleased to announce the first ever "Shareware Solutions Contest". In an effort to double our pleasure and double our fun, we're actually going to institute 2 different contests; one for programmers, and one for non-programmers.

One of the programs provided by Olivier Goguel is Bouncin'Ferno. It's a Marble Madness type game, with incredible graphics, sound effects and music. 3 levels, each with 25 different play fields, are already defined, and you can play the game with either a mouse or a joystick. On each level, you'll try to roll over small objects and pick them up before advancing on

to the next level. Some objects are suspended high above the ground, and you'll need to jump up to get them, while other objects are hidden under 3 dimensional ramps. As it is, Bouncin'Ferno is a lot of fun, but, it's not quite complete; there's no scoring module. But, the complete Merlin 16+ Source Code is provided.

The programming contest rules are very straightforward: use the Bouncin'Ferno source code to create a completed game. We don't care if you make it a desktop program, or use the toolbox. We don't even care if you translate it to run under Orca/M or APW. What we do care about is game play, artistry, creativity, fun, sounds, animation, documentation, user friendliness and compatibility with both ROM 01 and 03 machines. We don't even care if you use the source code to create a totally different game; just impress the judging panel of inCider/A+ editors. Make our eyes bug out of our heads, and make our toes tap. In short, we suggest that you let the FTA guide you in spirit, and that you create a program that the FTA would be proud of.

Included with Bouncin'Ferno is a screen editor that will allow you to create your own levels. So, the second contest is focused upon new Bouncin'Ferno levels. Make them hard or make them easy, make them fun or make them frustrating. Just submit your favorite new Bouncin'Ferno levels, and you'll be eligible to win some valuable prizes.

As it is now, Bouncin'Ferno is hard drive installable; if copied to hard drive, just double click on P8.LOADER to run the game. If run from floppy disk, just boot the disk. If you have any problems booting the disk, just run P8.LOADER from either ProDOS-8 or GS/OS. Documentation in both French and English is also provided.

Bouncin'Ferno has been placed by the FTA into the public domain. Therefore, all contest submissions, being derivative works, will also be in the public domain. To enter the contests, just print out, complete and sign the contest entry form that's provided on disk as a standard text file, and send along with your disk to FTA Contest, c/o inCider/A+, 80 Elm St, Peterborough, NH 03458. All entries must be postmarked by 12/31/92.

We will be making the Bouncin'Ferno disk available, along with the contest entry form, for downloading from the large online networks (America Online, CompuServe, and GENie). No restrictions of any kind are placed on it, so please make sure your user group, and all your friends, know about it.

After the contest winners are announced, the winning entries will also be uploaded to the online networks, and will spread from there.

Bouncin'Ferno version 1.03 by F.T.A

[\*][\*][\*]

(Translated haltingly from la belle langue by ToH)

Board Editor

4 editing modes:

1 - Move mode :

THIS MODE IS SELECTED BY THE SPACE BAR

To move (square by square) use the 2,4,6,8 keys on the numeric keypad. Move vertically with the + and - keys (pixel by pixel).

By simultaneously holding down the apple key, you can increase the movement speed of the cursor (by 4 squares and by 10 pixels)

By simultaneously holding down the option key, you can move from room to room with the 2, 4, 6 and 8 keys.

By simultaneously holding down the shift key, the cursor will follow the terrain, that is to say :

- for horizontal movement, it corrects its altitude automatically to follow the slope.
- minus key : it puts itself on the first plate down.
- plus key : it puts itself on the first plate up.

This allows rapid passage from one floor to another when there are superimposed levels.

The effects of the apple and shift keys are cumulative (rapid movement and terrain following).

Cursor Selection :

- the 0 to 9 keys on the top row of the keyboard select the 10 special plates :

- 0 : deadly plaque
- 1 : left projector
- 2 : back projector
- 3 : right projector
- 4 : front projector
- 5 : icy plate
- 6 : invisible icy plate
- 7 : invisible plate
- 8 : spring
- 9 : can-bearing plate

- the 0 key on the numeric keypad selects the normal horizontal plate
- the 4 arrow keys select inclined plates, rising in the direction indicated by the arrow. To obtain the 3 possible inclinations, press repeatedly on the corresponding arrow.

2 - Trace mode

THIS MODE IS SELECTED BY THE RETURN KEY

The cursor remains identical to the one in movement mode if there is a plate identical to itself at the position it occupies. You can move it like before, but now it leaves a trail behind it. The terrain-following mode is replaced here by a continuously sloped movement if you trace with an inclined plate.

DON'T FORGET TO QUIT THIS MODE WITH SPACE (RETURNING TO THE PREVIOUS) IF NEED BE.

3 - Erase mode

THIS MODE IS SELECTED BY THE DELETE KEY.

The cursor is then replaced by a two-tone horizontal plate (red and orange). This cursor erases all the plates it passes.

4 - Block mode.

A block is a continuous collection of all the plates within a selected box.

This mode allows selection of blocks, cutting them, moving them, pasting them, reshaping them...

Selecting a block :

- place the cursor on one of the 8 vertexes of the box.
- type apple-B.
- the display becomes monochrome (yellow) with the exception of the plates in the block (orange) and the shadow of the selected box on the floor (green rectangle).
- move the cursor to the opposite vertex.
- Press ESCAPE to cancel the selection.

Otherwise :

- apple-C copies the block into the clipboard.
- apple-X also copies the block, but then erases it from the board.
- apple-M selects the block in block editing mode.
- apple-V recovers the last block copied and selects it in block editing mode.
- apple-W recovers the last block copied and uses it as a brush (the block remains behind after each movement)

NB : in brush mode, the shift key produces a continuous slope which is set up according to the shape of the cursor. This is displayed, but doesn't leave a trail.

- delete erases the block from the board.

Features of block editing mode :

- the cursor movement keys move the selected block.
- return accepts the editing and the block is replaced on the board at its actual position.
- Escape cancels editing and the block disappears.
  
- also, 8 keys allow reshaping the editing block :
  - option-L turns the block one-quarter turn on its vertical axis.
  - option-X reverses the block left-to-right.
  - option-Y reverses the block front-to-back.
  - option-Z reverses the block top-to-bottom.
  - option-arrow (right, left, up or down) changes the inclination of the block by one unit in the arrow direction. (Note: given the small numbers of inclined planes, this operation is sometimes neither perfect nor reversible.)

## 5 - The library :

The library is for the storage of copies of blocks that you use often, or which you think you'll reuse. It allows you to recover copies at any time without having to return to the board where they were found.

To copy a block into the library, use the usual copy commands:

- apple-C
- apple-M

or apple-X plus hold down the option key. The command will execute normally, but in addition a copy of the selected block will be stored in the library.

To recover a block from the library, use the normal command to recall a block (apple-V or apple-W), plus hold down the option key. Instead of recalling the last block copied, this will connect on the selector of the library.

The library selector :

- the + and - keys stream through the different components in the library.
- for housekeeping, the delete key erases the displayed block from the library.
- the return key selects the displayed block. It then becomes the last block copied and your initial command (apple-V or apple-W) executes normally.
- the escape key quits the selector and cancels the command.

Library capacity :

- the library's capacity is sufficient to store approximately the equivalent of 25 rooms of a board. It's therefore possible that you may fill it in normal usage. Nevertheless, in this case a message will inform you that copying into the library is impossible. You'll then have to do some housekeeping with the selector's delete command.
- the library selector position defaults to the last selection made.

## 6 - Miscellaneous commands

- / and \* (keypad) : Retreat and advance the first plane seen.
- apple-Q : Quit the editor.
- apple-H : See the high scores (press Del to reset, any other key to close the high score window)
- apple-U : Undo.
- Restore the previous state :
- change mode
- or - change the cursor
- or - block layout (return after apple-V)
- or - block copy (apple-C, apple-X or apple-M)
- or - ... (you're out of luck for other cases.)
- [not \_quite\_ what it said] B-)
- escape : Cancel the operation in progress.

- apple-? : Help from god.
- apple-P : Play the board from the cursor position.

[\*][\*][\*]

>>> BOUNCIN'FERNO CONTEST ENTRY BLANK <<<  
 \*\*\*\*\*  
 (Source = GENieLamp)

Please read this contest entry blank, fill it out, sign it, and mail it in, along with a 3.5" disk containing your contest entry, to:

FTA CONTEST  
 inCider/A+ Magazine  
 80 Elm Street  
 Peterborough, NH 03458

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_

ZIP \_\_\_\_\_

COUNTRY \_\_\_\_\_ I saw it on GENieLamp!

PHONE \_\_\_\_\_

Remember, all contest entries must be postmarked by December 31, 1992.

The enclosed disk is submitted for the (circle one):

PROGRAMMING CONTEST

BOUNCIN'FERNO LEVEL CONTEST

Briefly describe your submission:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

I understand that the FTA's Bouncin'Ferno program, and all the source code provided on the Bouncin'Ferno disk, is in the Public Domain. I further understand that my submission, being a derivative work, is also in the Public Domain. I understand that public domain software cannot be copyrighted, and that no restrictions can be placed on its distribution.

I understand that the decision of the panel of judges is final.

\_\_\_\_\_  
SIGNATURE

---

DATE

[\*][\*][\*]

ADDITIONAL NOTES    Greetings. I personally feel that there's been way too  
"\*\*\*\*\*"            much "doom and gloom" in the Apple II world recently,  
and conceived of the Shareware Solutions Contests as a way to turn some of  
that doom and gloom around. I just feel that for the next few months, the  
IIgs community is going to have something to look forward to, namely, some  
mind boggling games based on the FTA's Source Code, and some great user  
submitted Bouncin'Ferno levels that we can all play.

This is a time to celebrate the glories of the IIgs!!

I just wanted to make a few small comments.

In order to enter the inCider contests, we want everyone to fill out  
and sign the Contest Entry Blank. When I put together that entry blank, I  
was thinking about legal ramifications, especially knowing that contests  
are against the law in some states. I just want everyone that enters the  
contest to sign the form, agreeing that whatever work is submitted becomes  
the property of the Apple IIgs community. Obviously, you'll need to have a  
printer to print out the entry blank. Well, if you don't have a printer,  
then just create a facsimile of the entry blank, and send that in. Use ink.

At the time I write this, we do not have all the prizes lined up. Paul  
Statt and I are working on that, and don't really expect that we'll know  
what prizes we have to offer until after KansasFest. We will have some good  
ones, that I have no doubt about. As is said in every Hollywood movie:  
"Trust Me". We'll have some great ones.

Have fun playing Bouncin'Ferno, and have fun creating something that  
the FTA would be proud of.

Questions, comments, problems?

Contact me online at the following addresses:

America Online: JOKO  
CompuServe:        76702,565  
GEnie:             J.KOHN

Internet mail can be sent to either America Online or CompuServe. If  
you don't have a modem, you can always contact me by US Mail at:

Joe Kohn  
166 Alpine Street  
San Rafael, CA 94901

One last note    Copy the disk and give it to everyone you know. The more  
"\*\*\*\*\*"            people that enter the contests, the better. Have fun, and  
just remember:    Apple II Forever!

Please feel free to re-format the entry blank before printing it out. I  
have a feeling that it'll be a little easier to read if some of the lines  
are double spaced. Either that, or write small <g>.

The other comment has to do with the FTA themselves. In a recent letter from Olivier Goguel, founder of the FTA, he says "The idea of a contest to create levels for Bouncin'Ferno is great. We tried the same thing in France when we were programming it, but it didn't work as we thought. About programming FTA programs, this is a challenge because our source code is not commented (or only in French) and we're not using academic programming ways and tools. But, I hope someone will manage to create something great from our source code".

The challenge is offered. Let the games begin! -Joe Kohn

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Hey, I can't complain with that kind of service, eh?? It's /
/ called, "Next Day GENIE".. <Grin>.." /
////////////////////////////////////// T.EVANS21 //////////////////////////////////
```

[EOA]

[HIS]////////////////////////////////////

APPLE II HISTORY /

////////////////////////////////////

Apple II History, Part III

\*\*\*\*\*

By Steven Weyhrich

[S.WEYHRICH]

>>> APPLE II HISTORY <<<

\*\*\*\*\*

Compiled and written by Steven Weyhrich

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(PART 3 -- THE APPLE II)

[v1.1 :: 12 Dec 91]

This third part of the Apple II History deals with the original AppleII and the design features that went into it. What is most amusing to me is this: The decisions Wozniak made when laying out his revision to the AppleI involved not only those that would make it a good computer, but also would let him use his computer to play "Breakout". The color, the graphics, the sound, and the paddle circuits had the primary intention of making that possible.

What is also interesting is that the success of the Apple II was strongly related to the free reign given to Wozniak the hacker, rather than allowing several people decide on features the computer should have.

Also found in this part of the History is a glossary to some of the common terms used in the microcomputer world; it makes the novice more able to appreciate things discussed later in the history.

>>> THE APPLE II: HARDWARE AND FIRMWARE <<<

\*\*\*\*\*

Moving our time machine on to 1977, we can now look at Steve Wozniak's next generation Apple. Even as the Apple I was completed and was slowly selling, Wozniak was already working on making enhancements that would make his computer faster and more functional. He wanted to make it display in color. He worked to combine the terminal and memory functions of the Apple I by moving the display into main memory, allowing instant screen changes. Many of his changes were not added with the end

user specifically in mind. Wozniak stated:

"A lot of features of the Apple II went in because I had designed Breakout for Atari. I had designed it in hardware. I wanted to write it in software now. So that was the reason that color was added in first--so that games could be programmed. I sat down one night and tried to put it into BASIC. Fortunately I had written the BASIC myself, so I just burned some new ROMs with line drawing commands, color changing commands, and various BASIC commands that would plot in color. I got this ball bouncing around, and I said, 'Well it needs sound,' and I had to add a speaker to the Apple II. It wasn't planned, it was just accidental... Obviously you need paddles, so I had to scratch my head and design a simple minimum-chip paddle circuit, and put on some paddles. So a lot of these features that really made the Apple II stand out in its day came from a game, and the fun features that were built in were only to do one pet project, which was to program a BASIC version of Breakout and show it off at the club."<1>

Wozniak added other features that he felt were important for a computer that was useful, one that he would want to own. Since the 6502 processor could address a total of 64K of memory, he designed the computer with the ability to use either 4K RAM chips, or the newer (and more expensive) 16K RAM chips. The first Apple II's came standard with 4K of memory, and more could be added, to a maximum of 12K (if using the 4K chips) or 48K (if using the 16K chips). Specially wired strapping blocks attached to the motherboard told the Apple II how much memory was present and where it was. According to the 1981 edition of the APPLE II REFERENCE MANUAL, the Apple could have memory in the following sizes: 4K, 8K, 12K, 16K, 20K, 24K, 32K, 36K, or a full 48K. (These sizes were determined by the different ways that three RAM chips, either 4K or 16K, could be installed). The strapping blocks were even designed with the flexibility of allowing blank spots in memory if there were no RAM chips available to fill those spots.

The first 4K of memory always had to have RAM present, since it was used by the 6502 processor, the ROM routines, and the text screen display. If, for example, you only had two other 4K RAM chips to install and you wanted to display hi-res graphics, you could strap one chip to the lower half of hi-res memory from \$2000-\$2FFF, and the other to the upper half of hi-res memory from \$3000-\$3FFF.<2> Since 16K RAM chips cost about \$500 when Wozniak designed the Apple II, not many users could afford them. Whereas the Commodore PET and the Radio Shack TRS-80 could not easily be expanded beyond the 4K they came with, the Apple II from the beginning was designed with expansion in mind.<3>

The row of eight expansion slots was another feature about the Apple II that was a strong selling point. Unlike the TRS-80 or PET, you could easily expand the Apple II by simply plugging a card into one of these slots. This degree of expandability made it more expensive to build, however. Steve Jobs didn't believe that anyone would ever need more than two slots, one for a printer and one possibly for a modem. Wozniak knew from his experience with computers at Hewlett-Packard that computer users would always find SOMETHING to fill those extra slots, and insisted that they keep the number at eight.<4>

One problem Apple had to deal with was getting FCC approval for the

computer. The RF (radio frequency) modulator that had been designed gave off too much interference, and it was probable that the FCC would not approve it. (The RF modulator allowed a user to attach the Apple to a standard television receiver, instead of requiring the purchase of an expensive computer monitor). Rather than have the release of the Apple II delayed for re-engineering of the RF modulator to get that FCC approval, Apple gave the specifications for the RF modulator to Marty Spergel. He ran a small company (called M&R Electronics) that specialized in obtaining hard-to-get parts that electronics and computer hackers wanted for their projects. Their agreement allowed M&R to make and sell the RF modulators, while Apple could concentrate on making and selling the Apple II. Dealers would sell an Apple II with a "Sup'r Mod" (costing about \$30) if the buyer wanted to see the graphics on their color TV. Jobs assured Spergel that the item would sell well, maybe as many as fifty units a month. (Years later Spergel estimated that he had sold about four hundred thousand Sup'r Mods).<5>

Other features that Wozniak (and Allen Baum, who helped him with the project) included in the Apple II ROMs included the terminal software to do screen text display, expanded Monitor functionality, and cassette input/output routines. They added the ability to split the screen into different sized windows. They also wrote a disassembler, which was one of the most important features of the Apple II from the beginning and a significant part of its open design. It allowed ANYONE to view the 6502 code that ANY program used, and matched the philosophy of the Homebrew Club of making all computer knowledge available to everybody. In the Apple I days, when Apple was supplying software "free or at minimal charge", Wozniak and Baum published an early version of their 6502 disassembler in a hacker's magazine. It was designed to be loaded in memory on the Apple I from \$800 to \$9D8 and the routine could be executed from the monitor. This early code was quit similar to the disassembler that was later included in the Apple II ROM.<6>

Having an expanded Monitor program in ROM and color graphics were not the only features in the Apple II that attracted people to it. Having Wozniak's BASIC language in ROM, available immediately when the power was turned on, made it possible for non-hackers to write programs that used the Apple II's color graphics.

An interesting bit of trivia about Wozniak's Integer BASIC was that he never had an assembly language source file for it. He wrote it in machine language, assembling it by hand on paper:

"I wrote this BASIC processor, and I wrote a little ALGOL simulator and got it simulated. It looked like it would work, but I had forgotten to build the machine. I had no assembler, that was another thing. To use an assembler, they figured that somebody was going to buy this processor [the 6502] to use for a company, and their company can pay a few thousand dollars in time-sharing charges to use an assembler that was available in time-share. I didn't have any money like that, so a friend taught me that you just sort of look at each instruction, you write your instructions on the right side of the page, you write the addresses over on the left side, and you then look up the hex data for each instruction--you could assemble it yourself. So I would just sit there and assemble it myself. The [Integer] BASIC, which we shipped with the first Apple II's, was never assembled--ever. There was one handwritten copy, all

handwritten, all hand-assembled. So we were in an era that we could not afford tools."<7>

Even to this day there is not an official source code listing of Integer BASIC at Apple. And interestingly, the only error I am aware of in the Integer interpreter is one involving a single byte. If a line is entered that has too many parentheses, the "TOO LONG" error message is displayed instead of the "TOO MANY PARENS" message.<8>

>>> NOW A WORD FROM OUR SPONSOR: BACK TO THE BASICS... <<<  
 .....

I want to take a short break in this discussion of the Apple II firmware to look at some other items that will make further descriptions easier to understand. If you are a programmer already, you may want to skip this section, since you probably already know this stuff. First we will examine some definitions of terms that are commonly known to programmers, but possibly not to you. Next will be a brief excursion into the realm of hexadecimal, and finally a look at the memory map of the original Apple II.

First, let's look at definitions of some words that I have been loosely throwing around:

- BIT                   The smallest piece of information that a computer can deal with, it is either a "0" (off, clear) or a "1" (on, set).  
 ""
- BYTE                 The most convenient piece of information (for humans) that computers use. One byte consists of eight bits, and ranges from "00000000" (0 decimal) to "11111111" (255 decimal).  
 ""
- NIBBLE               (also spelled "nybble"). One half of a byte, consisting of four bits, ranging from "0000" (0 decimal) to "1111" (15 decimal).  
 ""
- WORD                 Two bytes (or four nibbles, if you prefer), consisting of sixteen bits, and ranging from "00000000 00000000" (0 decimal) to "11111111 11111111" (65535 decimal). Not used much in microcomputers.  
 ""
- BINARY               A system of counting using only two digits, "0" and "1" (base 2). Computers speak in binary at their most basic level; anything else is translated into binary, so the computer can understand it.  
 ""
- DECIMAL              A system of counting using ten digits, "0" through "9" (base 10). Most of the Western world uses this system.  
 ""
- HEXADECIMAL         A system of counting using sixteen digits, "0" through "9" and "A" through "F" (base 16). Programmers use this system as a convenient way of organizing groups of binary numbers.  
 ""
- KILOBYTE             Abbreviated "K", "KB", or "Kbytes", it refers to 1,024 bytes. A 64K computer has 64 x 1024 = 65536 bytes.  
 ""
- MEGABYTE             Abbreviated "M", "MB", or "meg", it refers to 1,024 Kbytes, or 1,024 x 1,024 = 1,048,576 bytes. A 32 MB hard disk, the largest size volume that ProDOS can handle, holds 32 x 1,024 = 32,768 Kbytes, or 32 x 1,024 x 1,024 = 33,554,432 bytes.  
 ""
- GIGABYTE             Abbreviated "G", "GB", or "gig", it refers to 1,024 MB, or 1,048,576 Kbytes, or 10,737,441,824 bytes. The Apple II Smartport (which will be mentioned later in this history) can handle disk devices up to 4 gig in size (although the software to handle that type of size has yet to be written).  
 ""
- RAM                   Random Access Memory. Any data stored in this memory disappears when the computer is turned off.  
 ""

|                |                                                                                                                                                                                                                                                                                                                                               |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ROM<br>""      | Read Only Memory. Data cannot be stored in this type of memory, but instead it usually contains programs or other information that does not disappear when the computer is turned off.                                                                                                                                                        |
| HARDWARE<br>"" | The physical electronic components and mechanical parts that make up a piece of computer equipment. Examples would be the keyboard, disk drive, or television monitor (also called CRT, or Cathode Ray Tube).                                                                                                                                 |
| SOFTWARE<br>"" | The digital instructions executed by the computer in RAM. They may act on the hardware that is attached to the computer. Examples would be a BASIC or Pascal program, an assembly language routine to read a clock, or a disk operating system. Since software is executed in RAM, it disappears from memory when the computer is turned off. |
| FIRMWARE<br>"" | The same as software, except it is executed from ROM, and does not disappear when the computer is turned off. Almost any software could be in ROM, except programs that modify themselves as they run.                                                                                                                                        |

Next, let's look at hexadecimal numbers in more detail. Since computers deal in binary (base 2), the true language of computers is either in terms of "0" (off) or "1" (on). However, it quickly becomes cumbersome to refer to large numbers in binary; the base 10 number "458" is "111001010" in binary. So programmers have decided to group numbers in such a way as to make it easy to convert part or all of that number to binary if necessary, but still have numbers (almost) as easy to deal with as our standard base 10 system.

Now, in the familiar base 10 system there are ten digits, 0 through 9. When counting, after you pass 9, you add one to the digit to the left of the 9, change the 9 to a 0, and continue. So, "09" becomes "10", "19" becomes "20", and so on. However, in the base 16 system there are sixteen digits, 0 through 9, and then A through F (representing decimal 10 through 15). When counting, then, you go 7, 8, 9, then A (not 10), B, C, D, E, F, 10, 11, 12, and so on. In the Apple world we have traditionally used a preceding dollar sign to signify a hexadecimal number, so "25" means twenty-five, but "\$25" means thirty-seven (2 x 16, plus 5). To translate a hexadecimal number to decimal, use powers of 16:

$$\begin{aligned}
 \$B65F &= (11 \times 16^3) + (6 \times 16^2) + (5 \times 16^1) + (15 \times 16^0) \\
 &= (11 \times 4096) + (6 \times 256) + (5 \times 16) + (15 \times 1) \\
 &= 45056 + 1536 + 80 + 15 \\
 &= 46687
 \end{aligned}$$

The same thing can be done in reverse to convert base 10 to hexadecimal, starting by dividing the number by 4096, then the remainder by 256, then 16. If the number is greater than 65536, you need a bigger power of 16 (and you are probably not dealing with an 8-bit Apple II!) Or you can just get a programmer's calculator like mine that automatically does the conversion for you...

When dealing with memory addresses on an Apple II, we usually designate them as four digit hex numbers (such as the \$B65F example above). Numbers less than \$1000 often are printed without the leading blank (\$400 instead of \$0400), and numbers less than \$100 are treated the same way (\$32 instead of \$0032).

>>> THE APPLE II: MEMORY MAP <<<

\*\*\*\*\*

To understand the memory layout of the Apple II, consider this analogy: Imagine a cabinet with sixteen shelves, and sixteen separate slots or pigeon holes on each shelf (similar to those found in old roll-top desks). Each slot refers to a specific address in memory on the computer, and each slot can hold a number between 0 and 255. (Since a byte is eight bits wide, the largest number that can be represented by eight binary bits is 255). The bottom shelf is row "0", and the leftmost slot in that row is slot "0". The address of that slot, then, is \$00. As we move to the right, the addresses increase, \$01, \$02, \$03, and so on to \$0F at the end. We then go up to the next row, (row "1"), and the addresses continue in the same fashion with \$10, \$11, \$12, and so on as before. The sixteenth row is row "F", the rightmost slot in that row is slot "F", and the address of that slot is \$FF. This cabinet has, then, 256 slots (16 x 16), and represents what is called a "page" in the Apple memory. The cabinet itself has an address (since computers need addresses for everything), and this one's address is "00". The full address of row "5", slot "A" on cabinet "00" is \$005A.

Only the Altair 8800 came with just 256 bytes of memory, so we have to account for the entire 64K memory space that the 6502 chip in the Apple II can handle. There is a cabinet sitting on top of cabinet "00", and it is laid out in the same fashion with its 256 slots in sixteen rows. This is cabinet "01", and on top of that one is cabinet "02"; this continues on up until we reach cabinet "FF" way up at the top. Apple programmers refer to these cabinets as "pages" of memory. There are 256 pages of memory, each with 256 bytes on a page, making a grand total of 256 x 256 = 65536 bytes of memory (or slots that can hold a number, if you prefer the analogy).

In discussing the memory map on the Apple II, we can refer to pages of memory with a hexadecimal two-digit number for shorthand if we wish. The general layout of the Apple II memory is as follows:

- Page \$00: used by the 6502 processor for storage of information that it can access quickly. This is prime real-estate that is seldom available for general use by programmers without special care.
- Page \$01: used by the 6502 for internal operations as a "stack."
- Page \$02: used by the Apple II firmware as an input buffer when using the keyboard from BASIC, or when a program uses any of the firmware input routines.
- Page \$03: general storage area, up to the top three rows (from \$3D0 through \$3FF) which are used by the disk operating system and the firmware for pointers to internal routines.
- Pages \$04-\$07: used for the 40 column text screen.
- Pages \$08-\$BF: available for use by programs, operating systems, and for hi-res graphics. Within this space, Woz designated pages \$20-\$3F for hi-res "page" one, and pages \$40-\$5F for hi-res "page" two.
- Page \$C0: internal I/O and softswitches
- Pages \$C1-\$C7: ROM assigned to each of the seven peripheral cards
- Pages \$C8-\$CF: switchable ROM available for any of the seven cards
- Pages \$D0-\$D7: empty ROM socket #1
- Pages \$D8-\$DF: empty ROM socket #2
- Pages \$E0-\$F7: Integer BASIC ROM
- Pages \$F8-\$FF: Monitor ROM

The memory space on the Apple II between \$C000 and \$CFFF was assigned to handle input and output. From \$C000 to \$C0FF the space was reserved for various soft-switches used to control the display, and various built-in I/O devices, such as the keyboard, paddles, annunciators, and the cassette port. (A soft-switch is simply a memory location that, when a number is stored there, changes something in the computer--such as switching on graphics mode). From \$C100 to \$CFFF the space was reserved for ROM on the plug-in peripheral cards for each of the seven slots. Slot 1 was given the space from \$C100 to \$C1FF, slot 2 from \$C200 to \$C2FF, and so on. The \$C800 to \$CFFF space was special slot-selectable ROM that was uniquely available for each of the seven peripheral cards. For example, a program running on the card in slot 6 to control a device could use the \$C800-\$CFFF space for its own purpose. When control passed to the card in slot 3, that card could use a program of its own that ran in the same \$C800-\$CFFF space. This was accomplished by allowing each card to have ROM code that covered pages \$C8-\$CF, and making that space "switchable", depending on which card wanted to use it. Having this space available made writing ROM code simpler, since it would not have to be capable of running at various memory locations (depending on which slot a card was plugged into).

The memory from \$D000 to \$D7FF and \$D800 to \$DFFF was empty on all early Apple II computers. On the motherboard were two empty sockets that were available for the user to plug in their own ROM chips. The \$D000-\$D7FF space was most often used by a plug-in ROM chip sold by Apple, known as "Programmer's Aid #1." It contained various utilities for Integer BASIC programmers, including machine language routines to do the following:

- Renumber BASIC programs
- Append one BASIC program to the end of another
- Verify a BASIC program that had been saved on tape (to confirm it was an accurate save)
- Verify non-program data that had been saved on tape
- Relocate assembly language routines to a different location in memory (most would only run in one place in memory)
- Test the Apple II RAM
- Generate musical tones through the built-in speaker
- Handle hi-res graphics from BASIC, including code to clear the hi-res screen, set colors, plot points and lines, draw shapes, and load shapes from tape.

All the routines on the Programmer's Aid #1 ROM were written by Wozniak between June 1977 (the RAM test routine) and April 1978 (program renumber and append), except for the music routine, which was written by Gary Shannon.

The other empty ROM socket (covering memory from \$D800 to \$DFFF) was never filled by Apple. Various third-party vendors sold ROMs for that socket (or for the \$D000-\$D7FF socket used by the Programmer's Aid #1 ROM), but none made enough of an inroad to be preserved in the INTBASIC file that would later be included on the DOS 3.3 System Master disk. In fact, the \$D800-\$DFFF space in the INTBASIC file on that disk contains an image of that same space taken directly from the Applesoft ROM! It is completely useless to Integer BASIC, of course, but disk files being what they are, Apple had to fill that space with SOMETHING!

The Integer BASIC interpreter lived in the ROM space between \$E000 and \$F7FF. However, BASIC only used the space up to \$F424. Between \$F425-\$F4FB and \$F63D-\$F65D could be found a floating-point math package

that was not used by Integer BASIC, but was available for BASIC programmers who were astute enough to figure out how it worked. (An early Apple user group, the Apple Pugetsound Program Library Exchange, or A.P.P.L.E., sold a tape and notes by Steve Wozniak they called "Wozpak", that documented some of the secrets of the Integer BASIC ROM). Between \$F500-\$F63C there was code that was known as the "miniassembler", which was executed starting at the ominous address \$F666. The miniassembler allowed you to enter short machine language programs using the standard 6502 mnemonics (the three letter codes that referred to a specific type of operation; for example, "LDA #" represented the 6502 opcode \$A9) instead of entering the program byte by byte in the monitor. The \$F689-\$F7FC space contained Woz's SWEET 16 interpreter. Wozniak wrote SWEET 16 to simulate a 16-bit processor; it simplified some routines he wrote for the Apple II ROMs, including the Programmer's Aid #1 renumber, append, and relocate routines. Simply put, he took a series of hex bytes, defined them as "opcodes" the way HE wanted them to function, and when executing the code used his SWEET 16 interpreter to translate the code into legal 6502 operations. It ran slower than standard 6502 code, but when memory space was at a premium it was better to have a slow program than to not have enough room for the program at all.

For those who are keeping count, there are a few unreferenced bytes in the latter part of the Integer ROM. Those bytes contained filler bytes that were not used as any program code.<9>,<10>,<11>

The last part of the Apple II memory, from \$F800-\$FFFF, contained Wozniak's Monitor program which has already been discussed above.

[\*][\*][\*]

NEXT INSTALLMENT    The Apple II, cont.  
 \*\*\*\*\*

NOTES  
 \*\*\*\*\*

- <1> Jack Connick, "...And Then There Was Apple", CALL-A.P.P.L.E., Oct 1986, p. 24.
- <2> -----, "Memory Organization", APPLE II REFERENCE MANUAL, 1979, 1981, pp. 70-73.
- <3> Val J. Golding, "Applesoft From Bottom To Top", CALL-A.P.P.L.E. IN DEPTH #1, 1981, p. 8.
- <4> Michael Moritz, THE LITTLE KINGDOM, p. 157.
- <5> Steven Levy, HACKERS: HEROES OF THE COMPUTER REVOLUTION, pp. 260-261.
- <6> Steve Wozniak and Allen Baum, "A 6502 Disassembler From Apple", Dr. Dobb's Journal of Computer Calisthenics & Orthodontia, Sep 1976, pp. 22-25.
- <7> Jack Connick, p. 23.
- <8> Christopher Volpe, "Beep: A Tale of (T)ERROR", CALL-A.P.P.L.E., Mar 1983, p. 114.
- <9> Bob Bragner, "Open Discussion", SOFTALK, Nov 1983, pp. 51-52.

<10> -----, PROGRAMMER'S AID #1, 1978.

<11> Dick Sedgewick, "SWEET 16 - Introduction", MERLIN USER'S MANUAL, 1982, pp. 103-109.

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "(Someday I'll have to tell the story of the well-known hardware /
/ company that found, in reality, the IIgs memory expansion slot /
/ was actually being made with tighter signals than were specified /
/ in the Hardware Reference. So they designed their card to require/
/ the tighter specs and saved a few bucks -- until Apple made a /
/ production change that made the signals looser but still _well_ /
/ within the specs, and they had to run an upgrade program. Oops.) /
////////////////////////////////////// M.DEATHERAGE ////

```

[EOA]

[GAM]//////////////////////////////////////

GAMES PEOPLE PLAY /

//////////////////////////////////////

Focus On Computer Games

\*\*\*\*\*

By Darrel Raines

[D.RAINES]

>>> IS THAT GAME ANY "GOOD"? <<<

\*\*\*\*\*

A few words of introduction are in order. My name is Darrel Raines. I will be writing a new column for the Apple II version of GENieLamp dealing with games and gaming. Since this is our first article together, I thought you might want to know a little bit about my background. I am a long time computer user and hobbyist. I have owned an Apple II+ since 1982 and a IIgs since 1987. I have used personal computers at work and at home ever since I graduated from college. I currently work for NASA as a contractor on the Space Station Freedom (SSF) Training Simulator. I still work with computers on a daily basis, yet enjoy working/playing with my Apple II when I get home.

My Apple IIgs is used for a programming service that I run out of my home. I also spend a fair amount of time playing games on my computer. I consider computer games to be an important part of the reason to own a home PC. Along those lines, I have written my own game software and released it as freeware or shareware. When it comes to gaming, I enjoy playing all types: on a computer or otherwise. In this column, I hope to explore various games available for the Apple II series of computers. Along the way we will discuss many topics that I hope are of interest to the general computer user and/or programmer. I thought it would be fair to start with a look at what criteria we measure a game against to determine if it is "good".

Let us get started by discussing some of the skills acquired while playing games, on or off the computer. I believe that learning to play games helps to build a number of character traits that are important to a person's development. Logical thinking is a skill that can be learned and honed while playing many games. Sportsmanship and fair play can be taught through games (no one wins every game). Since games are played by a set of established rules, a person learns something about citizenship and living

under a government. Hand/eye coordination and motor skills are developed through participation in sports games (and, the couch potato says, using a joystick). Cooperation and teamwork are learned while playing games between teams.

All of the traits listed above can be acquired while playing at one game or another. Stated differently, every well designed game gives the participants the opportunity to learn one or more of these traits. Going back to the subject of this article, we have slipped into what I consider to be the prime quality that defines a "good" game. For your consideration, I will now place before you a shopping list of characteristics that I believe to be important in the development of game software. I will also indicate some games (past and present) that meet the criteria given here.

**Skill Development** How well does the game teach one or more of the various "\*\*\*\*\*" skills that we discussed in the previous paragraphs? A single game cannot hope to accomplish every expectation of a "good" game. However, ONE or more of these characteristics will be developed in a well designed game.

Chess will always be a favorite game for millions of people since it epitomizes the logical game. Nothing is hidden and all possible moves are known by both players. Therefore, it is sheer thinking ability between the players that is the deciding factor in the outcome of the game. Computer versions of this classic game have done nothing to diminish the allure of a head-to-head battle. I am always joyous at any victory that I am able to eek out over Chessmaster 2100.

Adventure games can teach a player how to cooperate with other team members. You will not make it very far in any of the Bard's Tale scenarios if you do not heal your wounded companions. I always spend the first part of any role-playing adventure game trying to determine how to best use my various characters. This helps out in the later part of the game where it is imperative that you kill off your foes with the least amount of effort.

**Playability** Does the game make you want to come back and play "just one "\*\*\*\*\*" more time"? Does it draw you back to the keyboard when you know that you should be hitting the pillow instead? Measuring a game's ability to addict the player is not always easy. But it is certainly undeniable that certain games are very addictive.

How many of you have fallen prey to the mesmerizing pleasures of that fiendish delight, Arkanoid (I or II)? Come on, be honest and raise your hands. Both my wife and I were caught up in this wonderful game. The premise is simple and the game is very easy to learn. All you have to do is hit the ball with your paddle and make sure that it does not reach the bottom of the screen. The problem is that a gamer wants to play just one more time to reach that next level. Eventually, you can't seem to stop until that evil demon has been knocked back into the far reaches of space from whence he came.

At one time, Lode Runner was the hottest game going on almost any computer system. I can remember spending hours dissolving bricks, picking up lodes, climbing stairs, hanging from the high wire, and eventually clearing the current level: only to have to do it all over again on the next screen. What fun! I once was enjoying a particularly successful game of Lode Runner, when I hit the pause button to rest my hand. I had cramps

from hitting the fire button on the joystick too many times. The fact that I was on level fifty pleased me very much until I looked at the clock. I had been playing for two hours and I still wasn't done with one game!

Stimulation Does the game make you think in new and creative ways? Are "\*\*\*\*\*" you faced with challenging situations that allow you to do things that you don't get to do in real life? Admittedly, this is something that you don't want from every game that you play. However, the joy of discovery and the excitement of the unknown make some games well worth the time spent playing.

When you play the Infocom game Sherlock Holmes and the Riddle of the Crown Jewels, you are forced to think like a detective. You begin to look for clues. You try to determine motive behind actions. You try to emulate Holmes knack for deducing so much information from so few clues. When I began to play this game I was reminded of my love of the character and the story telling ability of Arthur Conan Doyle. This stirred me to the point that I pulled out my old books and reread some Sherlock Holmes stories. I had first read these stories as a teenager. The experience was extremely enjoyable.

I have always loved to play basketball. I enjoy officiating basketball (more than six seasons of experience). I even enjoy watching basketball. Currently, I do not have the time to do any of these activities. So how do I get my basketball fix? I plug in Gamestar's Two-on-two Basketball and dunk to my heart's content. This is especially nice since I could never even come close to dunking a basketball in real life. By the time that my team has made it through the playoffs and won the world championship, I feel like I have accomplished the real thing. The Chicago Bulls had better watch out.

Random Events Does the game have some amount of random occurrences or "\*\*\*\*\*" situations? This factor makes a game less predictable and more entertaining. The random events should not be so prevalent that they alone determine the outcome of a game. No one wants to play a game where their efforts do not make any difference in the outcome. However, the addition of factors that the players cannot predict can add to the excitement of a game.

I enjoy playing war and tactical games when I have a good bit of time to spend with them. The games can tend to be somewhat on the dry side if the designers are not careful. Even the best strategists in a real world battle may be hampered by the onset of an unexpected blizzard. Therefore, I want the simulations that I play to have the same type of possibilities. The space war game Reach for the Stars has a number of random event options that may be selected. If you turn on the natural events option, you may start to wage an all-out offensive on a neighboring planet only to find that your best production planet gets hit by the plague.

Computer Player Modes -- Does the computer opponent (when available) adapt to my skill level? Can I select a level of opponent to match my playing ability? If a game is too easy to win, then you loose interest easily and do not play it for long. If a game is too hard to win, then you get frustrated by it and no longer play. This factor can do much to extend interest in a game to a wide variety of players.

One of the reasons that I prefer to play Jack Nicklaus Golf (JNG) instead of Mean 18 has to do with the computer players. JNG does not have

very many courses to choose from and it is very slow. But all of the bad things about the game are compensated for by the computer players that are available to compete against. When you get really good at the game, you can invite Jack himself to a friendly (growl) game of golf. One of my greatest thrills in computer gaming occurred the day that I finally beat Jack in a head-to-head skins match. Now if I could just do that on a real golf course...

Fun Factor Is the game fun to play? There is no way to quantify this "\*\*\*\*\*" item. The only defense I have in listing it as a criteria is that it definitely exists. Perhaps a way to test for this factor would be to take ten average computer game players. Put each of them in front of a computer running the game in question. Have them play for an hour and ask them the question "did you have fun"? If at least three answer to the positive, then you may have a "good" game.

If any of you have played Infocom adventures you know that many of them can be very tough. I usually get frustrated at some point along the way in any of these games. I just cannot seem to find the right word or command to progress in the adventure. I have come to the point where I will not even start an Infocom game without a walk-through in my possession for emergency reference. With this type of frustration likely while playing a game, you might think that I would not even bother playing. An illustration should suffice to show you why I keep going back for more.

In the hilarious adventure Hitchhiker's Guide to the Galaxy, you eventually get stuck on an alien ship. You need to get a babel fish stuck into your ear so that you can understand what the aliens are saying. However, the stubborn little fish just will not seem to cooperate. I finally had to give up and get some help. The answer to the puzzle was not at all obvious. You needed some material that I had tossed away much earlier in the game. Then you had to perform two very unlikely acts in sequence. The result of your maneuvers puts that pesky little devil in your ear where he belongs. I would have NEVER figured out how to solve that problem. So why did I keep playing? Because the description of what goes on to the little babel fish on the way to my ear had me in the floor with laughter. In a word, it was fun.

If a computer game can succeed in one or more of the areas listed above, I would consider it to be "good" game. If I ever find a game that stands up well to all of the categories listed, then I may never see the light of day again. Since most of the criteria that I have put before you are subjective in nature I expect that various people will disagree as to whether or not they enjoy a particular game. That is okay. My purpose here is to establish a set of guidelines for future discussions on the subject. Now that we are done until next month, let the games begin!

You may contact me via electronic mail to register opinions, gripes, ideas, or your favorite games for future examination. My GENie address is D.Raines . I will try to respond to each letter so long as the volume does not get too high. If you are writing a commercial or shareware game that you would like to see reviewed in an upcoming column, please contact me via GEmail.

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////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Of course, if using GENie is a regular habit for you, you /
/ may want to check out Aladdin. It works great with a TT! /
/ I've even used it to call CompuServe!! :)" /

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//////////////////////////////////// BOB-BRODIE ////

[EOA]
[LOG]////////////////////////////////////
LOG OFF /

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GENieLamp Information
\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp
o GENieLamp STAFF: Who Are We?
o GET\_THE\_LAMP Scripts & Macros
o SEARCH-ME! Answers

GENieLamp GENieLamp is monthly online magazine published in the
\*\*\*\*\* GENieLamp RoundTable on page 515. You can also find
GENieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II
(645), A2Pro (530), Unix (160), Mac Pro (480), A2 Pro (530) Geoworks
(1050), BBS (610) and CE Software (1005) RoundTables. GENieLamp can
also be found on CrossNet, (soon) Internet America Online and many
public and commercial BBS systems worldwide.

We welcome and respond to all GEmail.To leave messages, suggestions
or just to say hi, you can contact us at the following addresses:

- o John F. Peters [GENIELAMP] Senior Editor/RoundTable SysOp
o Kent Fillmore [DRACO] Publisher/GENie Product Manager

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~ CHATTING WITH GARY UTTER ~
~ GENieLamp CONTEST WINNERS ANNOUNCED! ~
~ HOT MESSAGES - HOT FILES - HOT NEWS ~
~ IT'S ONLY MONEY ISSUE ~

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GENie Lamp A2/A2Pro ~ A T/TalkNET OnLine Publication ~ Vol.1, Issue 6
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////////////////////////////////////

>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
.....

~ September 1992 ~

- FROM MY DESKTOP ..... [FRM] CONTEST WINNERS! ..... [WAR]
Notes From The Editor. Pass The Envelope Please.
HEY MISTER POSTMAN ..... [HEY] HUMOR ONLINE ..... [HUM]
Is That A Letter for Me? Python Fever Spreads in STRT.
PROGRAMMING CORNER ..... [PRO] ONLINE FUN ..... [FUN]
Apple II and You. A2 Pro News & Features.
WHO'S WHO ..... [WHO] FOCUS ON ..... [FOC]
Who's Who In Apple II. Computers As Therapy.
GAMES PEOPLE PLAY ..... [GAM] COWTOONS ..... [COW]
Bouncin' Ferno. Mooooooo Fun!
SOFTWARE SOLUTIONS ..... [SHA] APPLE II ..... [AII]
It's Only Money. Apple II History, Part 4.
THE ONLINE LIBRARY ..... [LIB] TELETALK ONLINE ..... [TEL]
Yours For The Downloading. Doing It Online.

LOG OFF ..... [LOG]  
GenieLamp Information.

[IDX] .....

READING GENie Lamp GENie Lamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENie Lamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENie Lamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
|\_\_\_\_\_| |\_\_\_\_\_| |\_\_\_\_\_| |\_\_\_\_\_| |\_\_\_\_\_|  
|Name of sender | CATegory | TOPic | Msg.# | Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and  
"....." weekend access to more than 100 services including  
electronic mail, online encyclopedia, shopping, news, entertainment,  
single-player games, multi-player chess and bulletin boards on leisure  
and professional subjects. With many other services, including the  
largest collection of files to download and the best online games, for  
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie  
service, call (with modem) 1-800-638-8369. Upon connection type HHH.  
Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system  
will then prompt you for your information.

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////  
/ "Haven't you heard "patience is a virtue" and "all good things /  
/ to those who wait"? :^)" /  
/  
/ "Sure I have... But where's the update?? <Grin>..." /  
////////////////////////////////////// D.SEBERG / T.EVANS21 ////////////////////////////////////////

[EOA]  
[FRM]//////////////////////////////////////  
FROM MY DESKTOP /  
//////////////////////////////////////  
Notes From The Editor

\*\*\*\*\*  
By John Peters  
[GENIELAMP]

TOP OF THE PAGE    The big news this month is the announcement of the  
\*\*\*\*\*    GENieLamp Computer Wars Contest winners. I am pleased to  
report that we received many entries from many different computer  
platforms. My thanks to everyone who participated in the contest.

I was surprised at how few entries came in from the larger platforms  
and even more surprised at how many entries we received from the smaller  
systems. If we were handing out an award based on how many entries we  
received, the Apple II platform would easily take the prize. Strangely  
enough, the IBM and Macintosh would be dead last. Perplexing.

You will find the 1st, 2nd and 3rd place winning articles elsewhere in  
this issue. All other entries will be published in future issues of  
GENieLamp.

All-in-all, we had fun with the contest and we hope you did too.

NEW ALADDIN COLUMN    I am happy to announce that master script writer, Jim  
\*\*\*\*\*    Lubin has agreed to start a monthly column about  
Aladdin scripts. Each month in the IBM and ST Lamp there will be a "Cut &  
Paste" script that you can add to Aladdin. This month Jim makes it easy  
for you to check your GENie Usage and Billing Data. With this script  
getting this information is now just a click away!

ON A PERSONAL NOTE    I received a somewhat frantic GE Mail message from  
\*\*\*\*\*    long-time GENieLamp ST staff writer Richard Brown  
[R.BROWN30] who wrote, "The hurricane is 16 hours and only 1.5 degrees off  
making my house the bullseye. 2 hours sleep, massive adrenaline. You might  
need to edit a little, sorry, but I'm bugging out. Online again ASAP."  
Since then I've seen horrifying news reports of destruction and chaos from  
Florida. From all of us here at GENieLamp, our thoughts are with you and  
your family, Richard.

GOOD TO KNOW!    I'm afraid I have to agree with you about working with  
\*\*\*\*\*    the phone company regarding line noise. I work for  
Michigan Bell as a cable splicer, and before then I was a repairman.

For the past few years I've had a lot of battles with management  
about this topic. I got nowhere with them either. There are two problem  
areas. First, the vast majority of station repairman are not trained in  
repairing problems related with data lines. It requires some special  
equipment also. In our area, the only people with this knowledge and  
training are the Large Business Technicians. These are generally  
repairman/installers who do nothing but work for companies, and a lot of  
their work is on data lines.

What you need to do is request (demand?) that the repair department  
send out one of these people instead of a regular repairman. If you don't  
get anywhere then demand to talk to a supervisor. If that doesn't help,  
start calling your local public service commission. Unfortunately, in most  
cases you have to make a lot of noise.

Here is another fact. The phone company will tell you that there is nothing in the tariffs that say a "plain old telephone service" line will support data. This is true. But the tariffs and the FCC regulations require that the phone line come up to a certain requirements. If these requirements are met your phone line should easily handle 2400 baud service. When you run 9600 baud and higher you are at the very top of those limits and it's not reasonable for Bell to supply every customer with perfect lines. But there are ways to cure noise ratio and Db Loss problems very simply. But that gets back to my first comment...the repairmen are not properly trained to fix data lines.

I have found a simple way to cure most problems with data lines. It doesn't solve them all but it's worked for me in 13 out of 15 attempts. Ask your repair department to install an RF filter to reduce radio noise coming through the phone lines, and also place a Db Pad (Bell calls them a "97A Jack"). The pad is especially important if you live near the central office (where the dialtone comes from). It may cost you a small installation fee. If you just ask the repairman to install them he may even do it just to get you off his back.

Some day the government will ease off the phone company and we will start putting fiber optic cables directly to every home. Then you can enjoy super fast data without any noise at all.

(G.CROSS, CAT8, TOP10, MSG:140/M474)

Until next month...

John Peters  
GENieLamp E-Magazine

```
////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "I'm *sold* out & _all_ shipped out... Whew, 26 outa 32.. /
/ GENie is a wonder!!!" /
////////////////////////////////////// T.EVANS21 ////
```

```
[EOA]
[WAR]////////////////////////////////////
 CONTEST WINNERS! /
////////////////////////////////////
Pass The Envelope Please

By John Peters
 [GENIELAMP]
```

```
>>> THE ANNUAL GENieLamp COMPUTER WAR CONTEST! <<<

~ FIRST PLACE - $100.00 GENie Online Credit ~
 Brian McLean / [B.MCLEAN7]
```

THE BEST COMPUTER? I once visited a grocers' distribution data processing center and was intrigued with the number of silver disks hanging on the wall, appearing like trophies representing best-selling record albums gone platinum. Only these weren't platinum record albums encased in crystal, framed in silver: these were hard drives nailed in effigy to the wall. And the head programmer described with horror the sound of a hard-drive crashing, the sound of steel fingernails

dragging down some electronic chalkboard, a sound he knew too well.

There is no adequate answer to the question, which is the best computer. The truth is, none of us really likes computers. They perform stupid electronic tricks very quickly and with uncanny precision, as opposed to humans, who perform stupid tricks slowly and often inaccurately.

The problem with computers lies in their ability to lull us into complacency. Just as they become some dependable and predictable friend in our lives, bringing order to chaos, they burn us by failing to save an important file, or by destroying the hard drive, or by catching on fire. Et tu R2D2.

Computers conjure up unrealistic expectations. Some believe that computers are the harbinger of some 1984 Orwellian nightmare, and represent the ultimate instrument of oppression. Still others believe that computers will solve world hunger, bring world peace, or cure incurable diseases. The sad truth is that computers do only what humans tell them to do. Stupidly, quickly, and accurately.

The question of which computer platform is the best, then, is really the wrong question. Computers in a vacuum, unplugged, are nothing at all. It is the user or programmer that defines the platform. The flawed question posed is analogous to asking which is the best musical instrument, while ignoring the great instrumentalists. To make the question interesting at all, one must answer it with a twist.

Which is the best computer? My buddy Kevin thinks it's the Macintosh, which is arguably the coolest machine. Perhaps others would argue that the IBM or its "compatible" is the politically correct choice. Still others would embrace without question the innovative Cray. Or the vacuum-tubed Sperry-Univac, on nostalgic value alone. My little brother might convincingly argue Nintendo. But I think the proper answer to the question is the modem, that little cross-platform device with no moving parts and exaggerated warranties. The modem is the universal electronic medium. The modem educates, it informs, it amuses, it distinguishes not between seemingly incompatible platforms. The modem transfers and receives electronic mail and makes a large, detached, cold world, a little smaller, closer and warmer. The modem makes my IBM-compatible a universal platform. And I do not expect to be nailing my modem to the wall any time soon. At least not before the five-year warranty runs out.

Brian McLean owns and operates an IBM-compatible ZEOS 386-25 with a relatively full 120 megabyte hard drive. Waiting to crash.

>>> 2ND PLACE - \$50.00 GENie Online Credit <<<  
\*\*\*\*\*  
~ Paul Vega / [P.VEGA1] ~

THE HP-15C ADVANCED PROGRAMMABLE First, I want you to forget you saw  
"\*\*\*\*\*" SCIENTIFIC CALCULATOR that word, "calculator." It brings up  
"\*\*\*\*\*" all sorts of bilious preconceptions of  
gawky LED displays, Chiclet-style keyboards, and puny processing power.  
Preconceptions are dangerous in a world groaning under the weight of  
nuclear bombs.

So let us start anew, with fresh eyes, and examine this multi-functional device, this affable helper, my friend, the HP-15C.

This machine has features which far outpace those of other members in its class. Check out that full-width, ten digit display! In power-conserving LCD, no less. This is sufficient for spelling out many words, such as "07734," in the popularly used DUS encryption format. (To read DUS ("Down, upside") encrypted code, turn the HP-15C upside-down.)

The ergonomic keyboard boasts tactile feedback, and, in a bold move by H-P engineers, completely breaks from the QWERTY layout which has had such a stranglehold on the vast majority of typical personal computers, condemning users to a servitude of tangled fingers, endless typing lessons, and in some tragic cases, carpal tunnel syndrome. Indeed, by stripping the keyboard of all alphabetic characters, leaving only the numeric and mathematical/scientific function keys, H-P has virtually assured a new, refreshing brevity in any report or paper typed on this machine. I enthusiastically recommend that it be immediately installed in every legal office in the country!

But let us not overlook the HP-15C's most obviously appealing attribute--its gloriously tiny size. At 3 x 5", and a smattering of ounces, the 15C was a palmtop before the word "palmtop" was invented! I could carry it to the South Pole, if indeed I were going anywhere near there in the foreseeable future.

Along with its portability comes endurance. The HP-15C uses relatively ordinary alkaline batteries that make the nickel-cadmium ones, used in most laptops, seem like ponderous aircraft carriers. And what sort of life expectancy would you expect before the batteries powered down and had to be replaced? Two hours? Four hours? . . . How about six months?! Worries about whether one can continue working during that cross-country flight vanish, like so much blue water down a 747's toilet.

Finally, let me describe a hidden, yet very special attribute of the HP-15C. It turns out that most people are so seduced by the slim shape of the 15C that they ask to borrow it--even to do rudimentary tasks, like adding up lists of numbers. At this, I smile and sweetly ask, "Do you know RPN?" When this elicits the puzzled, blank expression that it invariably does, I know that once again my 15C will remain, shadowed in the warmth of my breast pocket, safe from the barbarian hordes who don't even know how to add numbers in Reverse Polish Notation.

The HP-15C. More than just a "calculator"--it's a great and good friend. Shouldn't you get one, too?

>>> 3RD PLACE - \$25.00 GENie Online Credit <<<  
\*\*\*\*\*  
~ Eric Tremblay / E.TREMBLAY2 ~

THE NeXT COMPUTER    The NeXT is the choice of the future. Why? First of  
\*\*\*\*\*            all for it's incredible software development tools.  
Interface Builder sets a precedent in developers tools for the whole  
software industry to follow. Object-oriented programming, now that's the  
future! Development time reduced by more the 75%. Then there's  
connectivity with thin and twisted-pair Ethernet ports which makes the NeXT  
AppleShare and Novell network ready. So now you can mix a NeXT with a PC or  
an Apple network without any problems. A user interface that sets the

standard for all workstations and personnel computers of the future. Unix BSD which gives you multi-user and multi-tasking with many other advantages that a Unix system gives you. Then there's Display PostScript which makes the NeXT a truly "What you see is what you get" machine. Fax integration that will blow you away! Let's not forget the 68040 and the DSP from Motorola which also sets the standard in chip technology. The NeXT floppy disk supports DOS 720K, 1.44 and MacIntosh formatted disks, plus the new Extended Density 2.88 floppy disks.

On the software side of things, all the major players are there. Lotus treated us with their incredible Improv spreadsheet and WordPerfect is there with their industry standard word processor. We also have other interesting software like the product called Simon Says which gives your NeXT voice recognition and many many more applications. If that not enough NeXT bundles a massive amount of software with each machine. These include Interface Builder, C compilers, Digital Webster (with full word definitions and pictures!), A text editor, Digital Librarian and a Mail application that can include voice attachments and document attachments (like a spreadsheet or graphics or ...) Which other vendors namely Sun are only now emulating.

The future is bright for NeXT with it's multi-platform port of it's NeXTstep environment.. NeXTstep has already been ported to the 486 and ports to other platforms are planned for the near future. This gives the user a wider choice of hardware to choose from and at the same time the user is not at the mercy of a specific hardware or chip vendor. The NeXT also has an very large public domain software selection which is growing rapidly as each month passes, I'll also add that the pd software rivals some commercial applications found on other platforms, all of this due to the very advanced developers tools and a great programming community. All of that and more for a lot less then you think! I really love my NeXTstation, I would not trade it for any other computer and that includes a Sun workstation!

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Isn't it amazing how a $6 part can fix 100's of $$$ worth /
/ of equipment?" /
////////////////////////////////////// D.GILLOGLY1 //////////////////////////////////

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[EOA]

[HEY]//////////////////////////////////////

HEY MISTER POSTMAN /

//////////////////////////////////////

Is That A Letter For Me?

.....

By Thomas M. Schmitz

[TOM.SCHMITZ]

- o Apple II ODDS & ENDS
  - o WHAT'S NEW?
    - o THROUGH THE GRAPEVINE
      - o APPLE HEADS WANT TO KNOW
        - o MESSAGE SPOTLIGHT

>>> Apple II ODDS & ENDS <<<  
\*\*\*\*\*

A2 UNIVERSITY PLANNED! The Apple II Roundtables (A2 and A2Pro) are  
\*\*\*\*\* pleased to announce the fall term of A2  
University, the GENie classes you can take from your own home for just the  
cost of GENie time.

A2 University, abbreviated A2U, teaches courses of up to 12 weeks  
duration so that you can learn the programming you want to learn. And not  
just traditional programming either!

A2U's fall term features classes on two of the Apple II's hottest  
topics by experts in their fields. The first course is "Ultra 4.0 to the  
Max!", taught by world-renowned Ultra MacroWorks expert Will Nelken (read  
his stuff in A+/inCider!). Will's got a 12-part course to show any  
AppleWorks user how to get the most out of JEM Software's brand-new Ultra  
4.0 package. If you like squeezing more power out of AppleWorks 3.0, this  
course is for you!

And starting in October, A2U presents Andy McFadden (author of NuLib  
and YankIt NuFX utilities) teaching a class on data compression. From the  
concepts of how data is compressed to the specifics of today's common  
compression standards, Andy's course can teach you how to make things  
smaller.

For more information on signing up for either of these courses, see  
the new category 22 in the A2Pro Bulletin Board! Classes start soon, so  
prepare to expand your knowledge here with A2Pro -- teaching you what you  
want to know! --Matt (A2Pro Head Sysop)

MORE K-FEST STUFF Well, everyone else has done a great job of summing up  
\*\*\*\*\* Kfest to date. Nobody mentioned the guys trapped in  
the broken elevator, or the frisbee, or the SoftDisk pizza orgy (which  
included a session of SoftDisk's "Word Search" game elevated to a contact  
sport), the midnight runs of Bear's monster truck, or several other things  
that occurred in the dorms, but what the heck.

The important point is that you people should come to Kansasfest even  
if you aren't commercial programmers. I'm just a IIe guy who programs  
mostly in Applesoft with the occasional small assembly extension. While I  
thoroughly enjoyed the conference sessions that I attended, I didn't come  
for the conference. I came for the chance to meet and talk with the movers  
and shakers of the Apple II world. They are all terrific people, and as  
Apple ramps down the GS program it seems to me that we are all growing  
closer. I hung out in Roger Wagner's dorm room while he gave demos of  
incredible prototypes of GS hardware (Roger has the neatest toys in the  
known universe). I went to dinner with a large group that included several  
Apple people, Roger Wagner, Uncle-DOS, and others, and spent much of the  
meal having a great conversation with Joe Kohn. Peter Walker, one of the  
Aussies, adopted some of us GENie guys and it was neat learning what it's  
like to live and compute in Australia. I spent one break listening to Greg  
Branche (of Apple) tell stories about the life of a programmer at Apple,  
Inc. I got to meet Silas Warner, Alan Bird, and many others. And on, and  
on.

My favorite conference sessions were the "Old Timers" series:

- o Tom Weishaar and Paul Statt ran an unstructured session that turned into the "story hour" as Tom, Paul, and the many old-timers in the audience took turns telling anecdotes about the old days.
- o Silas Warner's talk on the earliest days of Muse and the Apple II software was fascinating. It's a whole other world when you program for 4K and 16K Apples that don't have disk drives! Silas gave us some insights into the assembler that they invented that made code that was next to impossible to disassemble.
- o Alan Bird and Roger Wagner ran another unstructured session that was largely about Bert Kersey and about Roger's early days. Did you know that Bert's porch had a trap door in front of the door of his house? Roger mused about how he declined to publish Print Shop because he judged it a stupid idea that no one would buy. Roger told us that he originally was either going to buy a motorcycle, a stereo, or a computer. He settled on the computer because, "Once it's paid for, there's nothing else to buy." There was lots more. Roger is a riveting, hugely amusing speaker.

Some people from my User Group here in NC came all the way to Kfest just for the Expo, and missed the conference. The Expo was swell, but it's the conference that has the real action. Don't miss it next year.

-TomZ (T.ZUCHOWSKI, Cat. 44, Top. 7, Msg. 22, M645;1)

AND MORE K-FEST! That Ozzie's name was Peter Weller, not Walker (if I'm not mistaken). ;- ) Funny stories? How about Don "The Enforcer" Grimes hefting Roger Wagner like a sack of potatoes? Thought poor Roger would have a heart attack right then and there.

My favorite bit was spending all night talking to Tammy Wolfgram because she was locked out of her husband's room. Her husband (Marc Wolfgram, the brains behind Foundation, the new IIgs resource editor and a VERY hot product for programmers that I'm sure will be talked about in detail over in A2Pro) was stone asleep. At some point I got tired of it so I just walked up to the door and began pounding a very fast 4/4 in triple-time patten, like a drummer, until a very astounded and confused-looking Marc opened his door. ;- )

Ah, but wait, there's more. Can anyone forget the Australian gentleman (whose name was Cameron, I believe) who accidentally kicked a soccer ball into Matt Deatherage right in the dorm hallway? Matt let out a yelp (he'd been hit in a rather sensitive area) and proceeded to bellow and chase this poor Australian around the entire dorm.

It may have been covered already, but it was surely amusing. One A2 sysop walked up to Matt after the fact and asked loudly if he was abusing the foreigners again. Everybody had a good laugh.

Guess you had to be there.

You people who didn't come missed a lot. I was way too busy myself during the conference to have near as much fun as I'd wanted to and I still had a blast. ;-)  
-Dean Esmay  
(A2.DEAN, Cat. 44, Top. 7, Msg. 24, M645;1)

FAMOUS JOE AT K-FEST SPEAKS TOO! For me, the funniest thing that  
"\*\*\*\*\*" happened at KansasFest happened when I was sitting at the inCider booth. Someone approached and said something like "Wow. You're Joe Kohn? You look different than I thought. Your writing style is so formal, I expected someone very conservative looking and I thought you'd be wearing a suit and tie".

Another funny thing happened when I asked Steve Disbrow to do me a favor, and to sit in the inCider booth for a bit. He was most accommodating, and did as I asked. He also got Noreen to take a picture of him, wearing his GS+ t-shirt in front of the big inCider banner. If we're lucky, that picture will be on the front cover of the next GS+, with a huge banner announcing "GS+ Buys Out inCider". -Joe  
(J.KOHN, Cat. 44, Top. 7, Msg. 25, M645;1)

Also a big thank you to Roger Wagner for all the good advice he provided to me (& many others) while at the Expo. Its really great to have such a cheerful person to talk for advice, always willing to share his experience with those in need. Its no wonder that this is the person who is almost single-handedly keeping a whole Apple product line alive. His helpfulness was exceeded only by his wonderful wife who actually handled my updates while answering a million questions from other attendees. Thanks, Pam!  
(R.CHEVRIER, Category 32, Topic 5, Message 100, M530;1)

WHAT ABOUT THOSE YOUTHFUL PROGRAMMERS? I used to despair a lot about the  
"\*\*\*\*\*" number of active younger programmers who seem to turn out miles of code. Then I realized that they have a rather protected environment, not having to maintain jobs to keep up house payments, support families, etc. :)

It would be interesting to track the number of these folks that continue to crank out work when they enter the work force. Some, like Andy Nicholas, are good enough to go on to jobs where they can continue to use their skills. Many might not.

Plus, sometimes it takes the discipline of a few years to come up with the insight for finishing really important programs (like Pointless, though Alan Bird isn't exactly an "old fogey"). The FTA wrote a lot of incredible demos, but very little of a productive nature, and productivity is the reason most people buy computers. Often age and cunning exceeds youthful exuberance... :)

(A2-CENTRAL, Cat. 2, Top. 4, Msg. 64, M645;1)

FEEL INTIMIDATED BY A2PRO? Our recent conversations with those of you  
"\*\*\*\*\*" who could benefit a lot from the services A2Pro has to offer make us frown -- you tell us you're intimidated by A2Pro, that A2Pro is for the "elite" and the "hackers", and that regular home-type programmers are out of place there.

We don't care if it's true or not -- we're going to wipe it out. One

way we're starting is with an A2Pro Beginner's Night conference EACH AND EVERY WEEK. At this real time conference, no programming question is too silly, no development question is out of line and no questions about A2Pro are out of line. Period.

We're going to hold these conferences every week on Thursday nights at 9:30 PM EDT (6:30 PM PDT, or 5:30 PM in Alaska) starting August 13th. And to put our money where our mouth is, we'll be giving out FREE GENIE TIME to random participants for the first four conferences.

(M.DEATHERAGE, Category 1, Topic 17, Message 9, M530;1)

A2PRO NEW USERS NIGHT CONTINUES ON 8/20 Our first new users/beginners/folks-who-haven't-been-in-A2Pro-but-that's too-long-to-use-as-a-title night last Thursday was lots of fun -- people came, found out about what A2Pro has to offer, asked some programming questions they had stored up and two folks won FREE GENIE time.

What could be better? Why, we're doing it again this Thursday night at 9:30 PM EDT, and folks will again win FREE GENIE time!

The new users' RTC in A2Pro will happen every Thursday from now on, but only during the grand opening can you win GENIE time. Don't miss out on all the fun -- more GENIE users are having fun in A2Pro than ever before, and there's no reason you can't be one of them!

(M.DEATHERAGE, Category 1, Topic 17, Message 15, M530;1)

SO YOU FOUND A BUG BY APPLE? If you want to report the bug to \_Apple\_, no online service is the right place to do it. Apple's bug reporting center can be reached by internet Email (apple.bugs@applelink.apple.com), or you can US mail them at:

Apple Bug Reporting Center  
Apple Computer, Inc.  
20525 Mariani Ave., MS: 42-ES  
Cupertino, CA 95014

But I'd strongly encourage you to check out A2Pro. I don't know and can't change what your past experiences with A2Pro have been, but if A2Pro can't reasonably help you out with your problem, we'll fix it.

That's all we can do.

--Matt (I speak for myself, not for Apple)

(M.DEATHERAGE, Cat. 9, Top. 6, Msg. 112, M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

A2 LOST CLASSICS GETS APPLE WRITER 2.1 It's now official. Applewriter // by Paul Lutus is now available as Freeware in the A2 library (File # 19164). When I spoke with Paul, he agreed to allow distribution subject to a few restrictions.

- 1. Any and all people may copy Applewriter // version 2.1 ONLY. Other versions are not included in the Freeware

statement.

2. No one shall sell Applewriter //. Nor shall anyone include it on a disk with other software which is being sold.
3. The documentation provided with the program was produced and is owned by Apple Computer Corp. The authority to distribute Applewriter does NOT include any copyrighted documentation.
4. The source code for Applewriter is still owned and retained by Paul Lutus. He is treating it as 'trade secrets' and therefore shall not disclose such source code. This situation is unlikely to change.
5. Paul is allowing Applewriter to be distributed as 'Freeware'. This means that the software is still copyrighted and still owned by him. It is within his rights to pull Applewriter out of circulation at any time he chooses. This also means that derivative works based on Applewriter code may be in a legal grey area. So tread carefully. :)

(A2.TIM, Cat. 7, Top. 6, Msg. 2, M645;1)

>>>> I talked with Paul Lutus earlier this week and got a clarification  
"\*\*\*\*\*" on the 'give away but do not sell' problem.

Essentially, Paul has allowed Apple Writer to go Freeware, because he has made enough money from it, but does not want anyone else to make money from it at the expense of the users. TO this end, he wants it copied freely with no charge being made for the program. You may charge for the disk it is on, but this charge should be reasonable. For example, charging \$10 for a disk with Apple Writer would be out of line, but charging \$2 or \$3 for a floppy is not. If a User's group routinely charges \$3.95 for a filled floppy, including postage, then \$3.95 for a disk with Apple Writer would be OK. But if they normally charge \$3.95 and then charge \$4.95 for Apple Writer, then it is NOT OK.

Do you all see where I am going with this? :)

Following this reasoning then, having Shareware Solutions include Apple Writer on its disk would not be in violation. Likewise the A2 on Disk could add Apple Writer safely, because the disk averages less than \$4, and would be the same price whether or not AW were included.

If you have any further questions, please ask. :)  
Hope this makes somebody happy. :)

Tim Tobin  
A2 Head Librarian

(A2.TIM, Cat. 7, Top. 6, Msg. 48, M645;1)

SOUND ON YOUR II NON GS    SoftDAC v2.0b1 is now available, pending release  
"\*\*\*\*\*"                    by the A2 sysops as file #19192. The new  
version offers improved sound quality--and it supports the RamWorks (and  
compatible memory expansion boards) to allow you to play really long  
sounds.

For those of you who have never heard of SoftDAC, let me explain...in December 1990, I released a program for the 128K Apple IIe and IIC that allows these machines to play sampled sounds. Sampled sound was previously the exclusive domain of the Apple IIGS, Macintosh, and similar machines. SoftDAC allows you to play sampled sounds on the IIe and IIC without any extra hardware...and now it's even better, with RamWorks support.

As usual, if you have questions regarding SoftDAC, you may (1) leave them in this topic or (2) send me email at S.ALFTER. Please note, however, that the Skunk Works BBS is temporarily offline, pending replacement of a dead power supply.

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 /
 / v \
(IIE (Scott Alfter
 ^ / (S.ALFTER, Cat. 13, Top. 9, Msg. 2,M645;1)
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LISTEN UP! In recent issues, both A+/inCider and A2-Central printed subscriber letters which state the HFS FST works fine under System Software 5.0.4.

This is dangerously incorrect.

While Apple tries to keep the internals of GS/OS fairly stable from release to release to minimize the opportunity for errors, GS/OS has always required substantial internal changes when new read/write file systems are added. This was true in System Software 5.0 for AppleShare and is true in version 6.0 for HFS.

The HFS FST may appear to work in normal circumstances (as the letters indicate), but the older versions of GS/OS do not meet the demands of the newer FST. The FST will almost certainly crash if you try to initialize any disks.

Components from different system software versions do not mix and match -- do not use older system software files with newer system software versions. GS/OS drivers are an exception -- they have a stable, documented interface and will work fine with any version of GS/OS later than the one for which they were designed, although some manufacturers may require newer features of newer drivers. (For example, the System Software 6.0 Apple 3.5" driver supports SuperDrives attached to an Apple II 3.5 Disk Controller Card -- while you can use the older version of the Apple 3.5 driver safely with System Software 6.0, you won't be able to use drives connected to an Apple 3.5 Disk Controller Card.)

Mixing and matching system software in general is dangerous -- but using the HFS FST under 5.0.4 will eventually crash and it may trash your disks. Do not attempt this with any disks online that you want to keep.

Matt Deatherage  
Apple Computer, Inc.  
(AIIDTS, CAT5, TOP5, MSG:1/M645;1)

MS-DOS FST SOON TO BE A REALITY Apple publicly announces MS-DOS FST for  
"Apple IIGS A2 CENTRAL SUMMER CONFERENCE  
1992 ("KANSASFEST"), KANSAS CITY, MO., U.S.A., 1992 JUL 23 (A2 ON GENIE)  
-- Apple publicly announced today that they are working on an MS-DOS File

System Translator (FST) for the Apple IIGS. Currently the FST is read-only, and writing ability is being worked on. It is not expected that the writing ability will be ready in time for its initial release. The MS-DOS FST is expected to ship with Apple IIGS System Software version 6.0.1.

Apple IIGS System Software 6.0.1 is a maintenance release made necessary by the Apple II Ethernet Card. When the Apple II Ethernet Card ships, expected by the end of the year, System 6.0.1 will be made available. Besides bug fixes to System 6.0, the only other major change announced in System 6.0.1 is the addition of keyboard navigation to the Apple IIGS Finder.

The MS-DOS FST will work on any MS-DOS volume that can be accessed by the Apple IIGS. Currently, the access of MS-DOS 3.5" disks is limited to 720K and 1.44M MS-DOS 3.5" disks read via an Apple SuperDrive or equivalent, connected to the Apple II SuperDrive Card (formerly known as the Apple II 3.5 Drive Card). Other known methods to access MS-DOS data on an Apple IIGS include MS-DOS formatted Syquest cartridges and MS-DOS 5.25" floppy disks read via an Applied Engineering Transdrive, connected to an Applied Engineering PC Transporter card.

(Lunatic E'Sex, reporting for A2, the Apple II Roundtable on GENIE)

-= Lunatic (:  
(LUNATIC, Cat. 9, Top. 7, Msg. 1, M645;1)

MORE ON MS-DOS FST    ]] talked to Greg Branche after the System 6.0 session  
 "\*\*\*\*\*"            the following morning. It turns out that the MS-DOS FST is based largely on the ProDOS FST! Greg started work on the MS-DOS FST as a side project, after he had already transferred out of the Apple II division. Once he got it to a certain point, he turned over the code to Dave Lyons. They haven't even really started on the write portion, yet. The big problem with writing to MS-DOS disks is forked files. There are currently two or three completely different methods that are used to store Mac forked files on MS-DOS volumes, and they don't know if they want to choose one of those or try something else (there simply is no standard, and it doesn't look like there's going to be one).

Since the Atari ST uses a disk format almost identical to MS-DOS with a few variations, Greg said it's likely the MS-DOS FST could read Atari ST disks, as well, but he didn't have any ST disks to try out on it (if I can scare up some Atari disks I think I'll run over to Monroe 4 and see if Dave wants to try 'em out). I mentioned Amiga disks, but nothing conclusive was decided about them.

|)  
 |)ight now, the MS-DOS FST uses file name/file type translation that is identical to (and taken from) the High Sierra/ISO 9660 FST. For example, FILENAME.TXT is translated into a text file. I suggested assigning new aux types in the \$E0 file type to certain common archive types, such as .ARC and .ZIP, but they said they didn't want to do anything with aux types, right now, just file types. Of course, anyone with the GS/OS Reference can look in the chapter on the High Sierra FST to get the data on Map Tables and create a new Map Table for the MS-DOS FST (like assigning .DOC files to text files, as well). -= Lunatic (:  
 (LUNATIC, Cat. 9, Top. 7, Msg. 2, M645;1)

GraFORTH IS A LOST CLASSIC! It's now official. GraFORTH by Paul Lutus  
"\*\*\*\*\*" is also now available as Freeware in the A2  
library (File # 19206). When I spoke with Paul, he agreed to allow  
distribution subject to a few restrictions:

1. Any and all people may copy GraFORTH.
2. No one shall sell GraFORTH. Nor shall anyone include it on a disk with other software which is being sold.
3. The source code for GraFORTH is still owned and retained by Paul Lutus. He is treating it as 'trade secrets' and therefore shall not disclose such source code. This situation is unlikely to change.
4. Paul is allowing GraFORTH to be distributed as 'Freeware'. This means that the software is still copyrighted and still owned by him. It is within his rights to pull GraFORTH out of circulation at any time he chooses. This also means that derivative works based on GraFORTH code may be in a legal grey area. So tread carefully. :)

Tim Tobin / Lost Classics Coordinator  
(A2.TIM, Cat. 7, Top. 6, Msg. 22, M645;1)

BUT WHAT DOES IT DO? GraFORTH is a DOS 3.3 based graphical version of  
"\*\*\*\*\*" FORTH for the Apple II. It also has music and sound  
routines built in. Several demos are included as samples. These samples  
include animation routines, and music. I particularly like 'Die Fledermaus'  
which has a bat, with smoothly flapping wings, flying though the moonlit  
night sky.

It is quite good, the only drawback being the fact that it is DOS 3.3.  
Anything in particular you would like to know?

Tim Tobin / A2 Head Librarian  
(A2.TIM, Cat. 7, Top. 12, Msg. 4, M645,1)

APPLENET ANNOUNCEMENTS Here are a couple of announcements concerning  
"\*\*\*\*\*" AppleNET v2.0. First, thanks to Michel Donais, a  
friend of mine, and a "sometime" developer for AppleNET v2.0, we'll be  
using the auxiliary bank of Applesoft memory to store most system  
variables. That means, we'll have plenty more memory space for the overall  
system. The auxiliary memory partition, as it is now, will contain the  
menu and configurable BBS variables, as well as (perhaps) data on system  
events, accounting information, etc.. Once we're done with all the major  
stuff, I'll see if I can stuff the message editor variables in there for  
even greater memory space. But right now, the routine works like a charm!  
(It uses the same syntax as MW 3.0's & STORE command.)

As well, unless any other suggestions are received for AppleNET 2.0's  
"new" name, most of the people up here have agreed on AppleNET Pro v2.0 as  
the program's "rebuilt" name. Didn't I say this was going to be a complete  
rewrite from the ground up, including its name? <g>

And one more thing. If you are on Fidonet, I will soon be getting

access to a Fidonet node, so you'll see me there once again. So, if you're an AppleNET sysop (or not!), feel free to drop me a line there once I do get my account. I'll be offering updates, news, and support on AppleNET Pro v2.0 and older versions of the BBS software. -Derek Fong  
(M.POTTER4, Cat. 41, Top. 3, Msg. 64, M645;1)

BYTE WORKS RELEASES ORCA/C

"""" PROTOTYPED HEADERS (ALPHA VERSION) If you use ORCA/C and like the  
"""" ANSI C features, you may have  
wished that the header files provided included function prototypes to help  
you with your programming. Well, wait no more!

Mike Westerfield from the Byte Works has uploaded an ALPHA version of prototyped headers for ORCA/C. You can download and start using them now, and if you find any problems or have any suggestions, it's still well within time to make suggestions to Mike for inclusion in the final product. Note that since these are ALPHA releases, no one's promising they won't change before final, so if you use any in final software, be sure to keep a copy around so you can rebuild later.

You can find the ORCA/C header files in A2Pro's library in file #2796, CHEADERS.BXY. Download them today and make ORCA/C work for you!  
(M.DEATHERAGE, Category 1, Topic 17, Message 13, M530;1)

NEW HUMAN INTERFACE CATEGORY DEBUTS A2Pro's bulletin board has a new  
"""" category -- "The Human Interface and  
You." This new category (#21) has room to discuss all the issues  
programmers face when trying to make people understand how to use their  
work. If you've ever had any questions or personal peeves you wanted to  
discuss, Cat 21 in the A2Pro bulletin board is for you. Check it out!  
(M.DEATHERAGE, Category 1, Topic 17, Message 14, M530;1)

>>> THROUGH THE GRAPEVINE <<<  
""""

IBM-GS ??? We are not sure where this started, but some reliable sources  
"""" are talking about a IIGS on a card for the PC and its  
clones. Obviously such a development would make production of Avatar much  
easier and there has been some sketchy talk of a licensing deal between the  
developers. This has neither been confirmed nor denied by Bill Heineman,  
Avatar's would be creator, at the time of this writing.

It should be noted that IIe's on a card already exist for the IBM PC. This author wonders, if software can emulate the Macintosh on an Amiga, why the same cannot be done for for the IIGS? And do not give the ancient Esoniq chip excuse. If the IIGS can play a Mod, the Amiga can easily play SoundSmith and other IIGS music systems. (Editor)

MORE ON IIGS EMULATOR FOR 386/486 COMPUTERS  
""""

Unfortunately, there's not a lot of info available, due (IMO) to Apple, Inc.'s propensity for spending tons of money on rabid lawyers to litigate the competition out of existence.

As for what software will run on the emulator; it uses active translation at the ML level from 65816 code to 80386 code. The GS tools are fully translated to Windows API calls, so it will run ANY GS specific software that uses standard calls. Sorry, but I think that probably rules out FTA stuff and maybe even IIe/c software. But there are already Apple II emulators available.

Speed-wise, it runs GS software on a 25 MHz 386 just a little faster than a standard (non-zipped) GS, so I'm sure an 8 Mhz GS will still blow it's doors off.

Personally, I'm looking forward to seeing the full product!  
(R.CLYDE4 [Niccolo], Cat. 1, Top. 4, Msg. 22, M530;1)

WHAT'S THAT? I have heard that Ken Franklin is about to release another dynamite ReliefWare program.  
\*\*\*\*\*  
(A2.BEAR, Cat. 5, Top. 3, Msg. 36, M645;1)

TECH TALK I recall reading that for QuickDraw II version 3.x, the screen is guaranteed to be at E12000. I need to double check, but I read it in an article by Mike Westerfield on filling areas in Call-Apple very long ago. Depending on QDVersion, he either used QD calls or screen memory directly.

Should CloseView alter the QD version in the chance that some apps will change from directly accessing memory to using QD calls? -Jay  
(J.KRELL1 [Jay], Category 15, Topic 4, Message 51, M530;1)

>>> APPLE HEADS WANT TO KNOW <<<  
\*\*\*\*\*

SOUND TALK |\\|o, MODs are pretty sure to take the most processor time, and SoundSmith songs the least. To play a MOD you usually have to do a lot of swapping of instruments in the DOC RAM, since MODs can have up to 128K instruments. The processor hit to play a MOD is probably 50-80% or even more. SoundSmith music playing takes very little extra processor time -- lots of games use SoundSmith music. From what I understand, you set everything up in the DOC RAM and then let a little interrupt driven routine do all the work for you, while you go off and do your animation/etc. MIDI Synth music has also been used in games (the only one that comes to mind right now is Dragon Wars GS; I think Bill Heineman wrote another one that uses MIDI Synth, too). Since it uses a tool that's built in to the system, it should also be pretty easy to use. That's not saying anything about getting the music INTO the software, though. I'd say use MIDI Synth if you can spare the little extra processor time, or SoundSmith if not. -= Lunatic (:  
(LUNATIC, Category 11, Topic 11, Message 10, 530;1)

JUPITER PAYMENTS >> does anybody know if it's possible to pay the shareware fee with Jupiter Systems by VISA-card?

The members of Jupiter Systems (Dan Wellman, Mike Fleming, Marco Busse, Brian Clark, Jonathan Stark, Chris Trimble, and Rob Lathan) are all high school students, and just aren't set up to take credit cards.

There are a few suggested ways for non-Americans to pay shareware fees to American shareware authors. You may be taking a risk with unscrupulous postal employees, but chances are that a carefully wrapped \$10 bill would make it through. Another method would be to find a local branch of an American International Bank, and purchase an international check or money order. Of course, you may have to pay a fee on your end, but Jupiter probably wouldn't have to pay a fee on this end. The last method would be to visit your local bank, and have them issue a check drawn on US funds. Again, you may have to pay a fee on your end. -Joe Kohn  
(J.KOHN, Cat. 2, Top. 4, Msg. 52, M645;1)

TRACKBALL PROBLEMS Kensington Turbo Mouse: Old versions worked as  
"trackballs, but attempting to use the mouse's  
"chording" feature (pressing both buttons at the same time to issue a  
macro) causes the computer to hang. The newest version tracks verrrrrrry  
sloooooowlllly on the IIGS (there is Mac software included to adjust the  
tracking but the default tracking is much too slow on the GS).

CH Products RollerMouse: The extra buttons cause the computer to hang  
in various programs.

Trackballs that should work all right on the IIGS:

Logitech TrackMan: Their MouseMan works fine, so I assume the TrackMan  
would too. The two extra buttons generate left and  
right arrow keys on the GS.  
(QC [Jerry], Category 12, Topic 28, Message 8, M530;1)

ICON INFO There is no specific limit to the number of icons you can put  
in a file. There ARE several things to keep in mind, though:

- 1) The icon EDITORS may have a limit. Going beyond this limit may result in an error, a crash, inability to save the file, or worst of all, a corrupted file.
- 2) Earlier versions of Finder had problems loading in very large icon files. Finder 6.0 is much better with this, but I personally don't want to try pushing it.
- 3) Finder must allocate a single large block of memory for every icon file it loads. If it can't allocate a large enough block of memory, it won't load in the file.

I don't even want to guess what happens if it tries to load in a file larger than one bank (64K) of memory.

On the other hand, the fewer icon files you have, the faster Finder starts up, and the less fragmented memory becomes. My personal advice is that if you keep to around 50 icons per file, you should have absolutely no problems whatsoever. I have pushed a file up to near 80 icons, but all the icons in that file were very small, keeping the size of the file itself relatively small.

The way I, personally, organize my icons is in about five files:

- o System.Icons (anything as shipped on a system disk,



which can cause problems. (And, keep in mind, UNIX C was always advertised as `_being_ K&R C`, yet they needed two distinct modes!)

No, standards are there for a reason. It's a good reason. Compiler writers owe it to you, me, and every other person to implement a language faithfully. Add if you want, but only within the constraints of the language, and only to solve specific problems (like toolbox access) that can't be handled without the extension.

-Mike <standards 'R Us> Westerfield

(BYTEWORKS, Category 6, Topic 8, Message 86, M530;1)

WPL On Apple Writer WPL is the Word Processing Language built into  
"\*\*\*\*\*" AppleWriter. Essentially, AppleWriter has a  
built-in programming language, and a pretty darned powerful one. Randy  
Brandt told me at KansasFest that part of the reason he wrote his first  
macro program for Appleworks (he's the guy who wrote Timeout Ultramacros)  
was because he AppleWriter had a programming language but AppleWorks did  
not.

WPL is really quite remarkable. AppleWriter as a consequence is also  
rather remarkable. There's stuff you can do with AppleWriter that you  
still can't do with much more "advanced" word processors. Even AppleWorks  
with souped-up macros can't do everything it can.

What's most interesting about it is that AppleWriter SEEMS deceptively  
simple and lackluster. It doesn't look like much until you start exploring  
what it can really do with WPL and a few other nifty features.

-Dean Esmay (A2.DEAN, Cat. 28, Top. 4, Msg. 47, M645;1)

IS JOE A DREAMER? The idea of setting up some type of Shareware Solutions  
"\*\*\*\*\*" Buddy program was just something that came off the top  
of my head. If you remember some of the first messages I posted here, I  
said that my Shareware Solutions column is mainly directly at those who  
don't belong to user groups or own modems. That's still the case, and I  
think it's a very safe assumption that the vast majority of people who  
write to me for the shareware solutions companion disks have never used a  
freeware or shareware program before. I really do believe that.

In the back of my mind, I thoroughly believe that the more people that  
use freeware and shareware, the longer the Apple II lives. After all,  
everyone reading this note has probably downloaded zillions of programs  
from the A2 library and has more than enough software to last a lifetime.  
But, what about all those other folks who use one or two programs? What  
about those who still use AppleWorks v1.1? What about the GS owners using  
System 1.1?

I believe many of them read inCider, and have to at least be a little  
intrigued by the shareware goodies I write about. How can we get them  
better connected? How can we get them to buy modems, or to join user  
groups? How can we make them aware of freeware and shareware?

That's what got me thinking along those lines. Here's my fantasy:  
Suppose we had people all over the country who were giving away great  
Apple II software? Suppose they contacted schools in their area, and  
offered to visit and supply them with freeware? Through my involvement with a  
non profit organization (CompuMentor), I visit non-profits that use Apple

II's and give them free software, as well as providing free consultation. A few weeks ago, I went to a homeless shelter in San Francisco that uses Apple II's to teach basic computer keyboarding skills, and gave them Charles Hartley's freeware Computer Keyboarding program. Since that program is so superior to what they had been using, that homeless shelter will now be able to get lots more mileage out of their Apple II's.

You may say I'm a dreamer, but I'm not the only one. I'd love to be involved with setting up some kind of Shareware Solutions Outreach Group of Volunteers who could provide software and who could answer questions about using it.

This is not something that will happen today or tomorrow, as I am not at all clear on how this could be set up, or how it would operate. It'll take time, it'll take some talk, and it will take some other idealists like me to get something like this going. Any thoughts? -Joe  
(J.KOHN [Joe], Category 28, Topic 4, Message 49, M645;1)

UPDATE YOUR ZIP GS     Someone recently asked me in e-mail how many chips  
"\*\*\*\*\*"             were required to update the cache on a Zip GS. Since  
I thought other people might be interested in the information as well, I  
decided to post it here.

To upgrade the cache on a Zip GS to 32K, you need two SRAM chips, one for the TAG side and one for the DATA side. To upgrade the cache to 64K, you need four SRAM chips total, two for each side. Since these chips are 32K each, you might wonder why you need two of the them for 32K or four for 64K. The reason is that each side of the cache needs to be upgraded to the full memory size. Since there's two sides to the cache, you need twice the chips. -- Lunatic (:-  
(LUNATIC, Category 22, Topic 10, Message 164, M645;1)

MODEMWORKS \$ APPLNET   !!! IMPORTANT !!!   A couple of people have  
"\*\*\*\*\*"             contacted me telling me that they can't get  
ModemWorks 3.0 to work properly with AppleNET 1.5a and previous versions.  
This is quite normal, and even easier to explain. Due to the new  
architecture of ModemWorks 3.0, AppleNET 1.5a will not only not load MW 3.0  
properly, but with the new command implementations in MW 3.0, you won't get  
too far even if you -do- manage to get the loading sequence in there  
properly (which isn't too hard, mind you).

As AppleNET 2.0 is so far into production right now (release date is -- cross your fingers! -- next summer or earlier), I just don't think it would be feasible to re-write AppleNET 1.5a to support ModemWorks 3.0, no matter how much I'd like Zmodem transfers to work.

However, AppleNET 2.0 will FULLY support all of MW 3.0's newest features, including Ymodem and Zmodem transfers, new terminal emulations, and the whole kit-and-kaboodle (and AppleNET will remain as easy-to-use as ever!).

So, to all those who are cursing me right now saying, "I bought ModemWorks 3.0 to work with AppleNET 1.5a, and now I find out it's a waste of my money!", HANG ON A SEC! Just hang onto the package, and wait for AppleNET 2.0. I guarantee that you'll agree it's worth the extra wait....  
-Derek Fong

(M.POTTER4 , Category 41, Topic 3, Message 63, M645;1)

>>>> You're right. What we have planned for AppleNET 2.0 -is-  
"\*\*\*\*\*" too long to get out in one breath. But, here's the low-down on  
what we currently plan on getting out in the final release version:

- o Faster and more efficient than previous AppleNET versions
- o Completely rewritten from the ground-up -- no more Kevin D'Haeze/Larry Edwards program code
- o Complete support for X/Y/Zmodem, and their subsets
- o New fields
- o (You asked for it, and got it) More bells and whistles
- o The editors have all been improved at least tenfold
- o We're planning on either writing our own AppleNET network, or at least writing a patch to link to another major network (ie: Fidonet or the Internet)
- o Full screen editors and split-screen chat for PSE/ANSI users
- o A full-fledged accounting system, much like GENIE and CompuServe, which will allow sysops to charge users for access to certain areas. You can also assign freeflagged areas to certain users whom you may not want to charge for entering a certain area...
- o The new RAMDisk loader is GREAT! \*blush\*
- o The new menu system will blow away previous AppleNET versions
- o System events are now fully-configurable
- o All this (and, as the old saying goes..) and a LOT LOT more for the low shareware price of \$20-30 US (haven't decided yet), and \$39.95 for ModemWorks Lite (all you'll need to run AppleNET 2.0). -Derek Fong

(M.POTTER4, Category 41, Topic 2, Message 4, M645;1)

DECISIONS, DECISIONS Speaking of which, I've heard great things about  
"\*\*\*\*\*" the Shadow. But, is it really so great that I  
should spend the extra \$\$\$ to get a Shadow instead of the TMS Pro External?  
My desktop has enough space to accommodate a HD....

I'd avoid the 3.5-sized drives (such as the Shadow), if I were you. They take their power from your computer's power supply. Hard drives demand a great deal of power while starting up...probably more than you should be pulling from a stock Apple IIe or IIIGS power supply. When you buy a drive in the larger (usually Mac-sized) case, the drive gets its own power supply.

According to the Apple IIe tech reference, the +12 line on the power supply is capable of supplying 1500 mA continuously. It can handle surges up to 2500 mA for up to 20 minutes if followed by at least 10 minutes at no more than 1500 mA. According to the tech manual for my hard drive (a Conner CP-340), the drive draws 1000 mA for startup and 300 mA in normal operation. That's 40% of absolute maximum for startup and 20% of operating maximum at full speed--and you still have floppy drives, peripheral cards, and the motherboard to share those 1500 mA with. With a 3.5" floppy drive, a 5.25" floppy drive, and a hard drive spinning all at once, you might overload the power supply...and when that happens, your computer will cycle power until the cling power like that to a hard drive is a Bad Thing (TM).

If you have an Apple SCSI card, the problem is even worse. Recently, one of the members of the local user group bought a drive and an Apple DMA

SCSI card from LRO. Apple's card only gives you up to a 3-second delay before it starts looking for a device to boot. The average hard drive takes about 10 seconds to spin up and go active. If your hard drive has its own power supply, you can turn it on first and turn the computer on a few seconds later. If the hard drive takes its power from the computer, though, you're stuck with a Catch-22--the computer won't boot from the hard drive until it's spun up completely, but the hard drive won't spin up until you turn the computer on. Open-Apple-Control-Reset doesn't fix the problem, either...if Apple's SCSI card doesn't find a drive, you'll have to cycle power...and you're back to Square One.

Save yourself a lot of potential grief. Insist on a hard drive that has its own power supply--preferably an internal power supply instead of an external "brick."

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 _/ _
 / v \
(IIE (Scott Alfter
 _ ^ _/

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(S.ALFTER, Category 11, Topic 10, Message 64, M645;1)

>>>> There is an external power supply available for the Shadow, just a little power cube that plugs into the wall. TMS recommends the purchase of this thing for any Shadow that is to be used on a II, and so do I. I think the thing is like \$15-\$20, but I could be way off on that (either way :). -Gary R. Utter

(GARY.UTTER, Category 11, Topic 10, Message 66, M645;1)

PROBLEMS As far as I can tell, the only way to do this is to use one of the older printer drivers that has the "custom" page setup option but if I remember right, they were REALLY slow. Does anyone have any ideas??

The Claris folks couldn't figure out how to do what they wanted in the Print Manager, so they cheated. They licensed Apple's ImageWriter code for the express purpose of creating an Epson printer driver, which they did and which Apple later purchased and included in the system software.

Unfortunately, they didn't stop there. They rebuilt the ImageWriter driver as ImageWriter.CL and added a few new private commands to it for the things they couldn't figure out how to do otherwise. Multiple horizontal items on the page is one of them.

If you want to do these, you have no choice but to use the old .CL driver because AWGS doesn't know how to use a real printer driver for these things.

(This is also why Apple doesn't license printer driver source to developers anymore -- the .CL driver was a support nightmare for dealers and customer support people, especially once the newer ImageWriter drivers came out and AWGS features didn't work with them, and Apple's not anxious to repeat that mistake.)

--Matt (I speak for myself, not for Apple)

(M.DEATHERAGE, Category 17, Topic 17, Message 45, M645;1)

DISK ARCHIVES Here follows a few clarifications on doing "disk"

"""""""""" archives:

A2 normally insists on "file" archives for all ProDOS and GS/OS uploads. This is because we can't know what kind of hardware every downloader may have, and because hard disk owners get downright irate when they have to dust off their 5.25 drive and plug it into their GS just to unpack a file that they will then have to transfer to their hard disk. And I can't blame them. In fact, if the upload is a collection of related files, we really prefer that they be placed in their own folder and the entire folder be archived, though this is by no means a required step.

However, some things such as DOS 3.3 files, the TETRIS2 upload, etc. cannot be placed on a ProDOS disk. Since ShrinkIt is a ProDOS program, the only way it can handle such files is by shrinking the entire disk without worrying about the contents.

Let's consider what this means. If you are archiving a well-used DOS 3.3 disk, much of the "blank" disk space will actually contain files that have been erased from the disk catalog. Remember, deleting a file merely removes it from the catalog; it does NOT remove it from the disk. That's why "Undelete" programs are able to work.

Now, ShrinkIt cannot read this disk and has no way of telling which disk sectors are in use and which are free, and archives all 560 DOS 3.3 sectors. This means that all those previously deleted files are ALSO archived, even though they aren't in the catalog. Needless to say, this is incredibly inefficient and you can easily wind up with a disk archive that is larger than the unpacked length of the files you are uploading!

Some people have tried to get around this by transferring the DOS 3.3 files to a ProDOS disk and putting them in a "file" archive. This is an ungood idea for several reasons. First, the downloader must convert it back to DOS 3.3 to use. You'd be amazed how many people don't understand how to do that or why it's necessary. The confusion factor is just too much. Secondly, the files will have to be renamed to something that ProDOS will take. All too often, the new name will cause the program to crash. And the user will be unable to fix it because he won't know what the original names were.

We also want to remember that DOS 3.3 uploads must not contain a copy of the DOS 3.3 system software. Apple Corp. still owns it and frowns on this practice. We check all DOS 3.3 uploads for this and do not release the ones that still have DOS on them.

Here's how to fix all of these problems:

- 1) Format a blank DOS-less disk. I use Copy II+.
- 2) Copy all of the files to be uploaded to the new disk.
- 3) Archive the new disk.

The freshly formatted disk will have all unused sectors "zeroed out". These "zeroed" sectors compress to an extremely small space, so that the resulting "disk" archive is at most just a block or two larger than a "file" archive would have been.

I hope this makes the reasoning behind our rules clearer to you.

-TomZ (T.ZUCHOWSKI, Category 2, Topic 4, Message 109, M645;1)

PRIME BBS - ROLL YOUR OWN With the rapid spread of the Prime BBS system  
 "\*\*\*\*\*" since its introduction onto GENie, I suspect  
 that there are some of you who want to start modifying your own BASIC  
 programs to run online with Prime. This is not nearly as hard as it might  
 seem on first glance and I highly recommend it as a fun thing to do as well  
 as an excellent way to get a handle on the Prime ampersand set.

Here is about all there is to it....

1. Look in your copy of the doc file. This is file 18837 on GENie and it is called Prime.DOCS.bxy. On pages 57 to 69 you'll find a full description of all the amper commands. Look carefully at & PRINT, & GET, & INPUT, & AT, and & VLIN. These are about the only ones you'll need for your first cut.
2. I use Program Writer to edit my BASIC files. Makes the job a whole lot easier. You old timers like me might prefer GPL:.) Go through the program and carefully replace all the PRINT statements with & PRINT. This results in the program printing to BOTH your BBS screen and to the modem so the user can see it. A comma after the & PRINT will print a carriage return. Ie, & PRINT ,, "This is a test" will print two carriage returns and then "This is a test" to the screen and to your modem.
3. Replace all GET statements with & GET. This one always killed me! This & GET tells the program to get a single key input from EITHER the sysops keyboard or the modem. If you leave a GET in there without the ampersand the program will get to that point and wait for an input from the sysops keyboard! Your user will be able to do nothing and your system is hung until he hangs up! NOT GOOD! So, look carefully for the GET statements. Same thing replies to INPUT and & INPUT. Use the 'find' feature of your editor to make sure that you got 'em all.
4. If your program writes any data to disk, (ie, high scores, etc.) then use the & AT command to set the prefix to one of the BBS prefixes. You CAN hardwire the prefixes with the normal BASIC commands, but I don't recommend it since this makes the program useless to other Prime sysops until they go edit it.
5. The & VLIN command can be used to restrict the allowable input characters to any set you want to define. You probably won't want this one often.
6. Lastly, you need some way to protect your system from syntax errors you didn't catch before you put your new gem online. In addition, you need to be able to protect yourself against the rude user who drops carrier right smack nab in the middle of your add-on external or game program. Historically, this is done by a fairly

standard error trapping routine that does a few good things for you.

- o It hangs up the modem and resets to LOG if carrier is lost
- o It shows the user an error number and line if he runs into a bug. The user can then report it to you so you can go squash the bugger! The user is then returned to the BBS.1 code.
- o If you hit a control-C during execution of the program, this routine will tell the user to hang on while you work.

I'll upload that little EXECable file with this TIP. When you make your BASIC code, leave line 1 unused and don't use any line numbers above 60000. Drop into BASIC, load your file, and EXEC this file. It will add the error trap to your program. Save the modified program as a PRG.XX or GAM.XX file and you're ready to rock and roll! Take a few minutes to study this code. In addition, take a few minutes to look at other PRG.XX and GAM.XX that I have uploaded. It'll go a long way toward enhancing the fun you can have with PRIME!

(W.GOOSEY, Category 41, Topic 4, Message 52, M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 9, Topic 15  
Message 154 Tue Aug 11, 1992  
GARY.UTTER [Dispatcher] at 05:39 EDT

Time for a lecture on heat.

Chips get hot. They heat the air at their surface. If that air remains at the surface of the chip, then the chip just gets hotter and hotter. If you can move the hot air away from the surface of the chip, and replace it with air that is not so hot, then the chip can heat THAT air. Heat that is transferred to the air in this fashion is heat that is not giving the chip itself a problem. Without a fan, the only way that air moves is by convection. (Hot air rises, remember that from high school science? :) Generally speaking, convection is not going to move enough air to keep the chip cooled to within its normal operating temperature range IF the ambient air temperature is much above 75 degrees, especially if you have a lid on the machine.

This is why god made fans.

A fan will move the hot air off the chip, and allow it to be replace with air that is less hot, thus allowing the chip to be cooled. So long as the air that is moving across the chip is cooler than the chip itself, this will keep the the chip within its operating temperature range. The variables here are how hot the outside air is, and how fast it moves across the chip. If you move enough air, then the chip will have no problems until the ambient air temperature is higher than the operating temperature of the chip. The operating temperature of the chip is certainly a lot higher than YOURS. Which is to say, when the outside air becomes hot enough that it cannot cool the chip with a good fan, it is so hot that you will have NO

interest in computing, or anything else except escape, if you aren't already cooked, literally.

(Wordy tonight ain't I ? :)

Anyway, the answer to your problem (assuming you are correct in it being heat related) is a FAN, or SEVERAL fans. I myself have three high capacity fans sitting on top of my CPU (with the lid on). They are mounted in a board (actually a sheet of plexiglass that I happened to have on hand), and the board is cut to the size of the top of the GS and has a gasket of weatherstripping around the bottom edge, so it sits nice and airtight on the GS. This thing sucks so much air that I need both hands to lift it off the case when the fans are running.

I do NOT have heat related crashes. Period.

A Kensington System Saver or AE Conserver is the minimum level of fannage you should have on your machine, and if you have a serious problem with high temperatures in the area in which you must run your GS, you need MORE fannage. The absolute minimum I would suggest in a high temperature environment is a System Saver or Conserver in which the fan has been replaced by a higher capacity fan from Radio Shack. A lot of people here have made that particular modification with good results.

However, if you do not have to have your monitor sitting on top of the CPU, I would recommend several fans in some type of enclosure like I built. I was at a local electronics surplus house this afternoon, and saw a whole big box of these "muffin fans" at \$5/each.

Gary R. Utter

[\*][\*][\*]

While on GENIE, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your APPLE II, the GENIE Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "I agree with everybody else. There, that should just /
/ about cover it. :)" /
////////////////////////////////////// FAIR-DINKUM ////

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[EOA]
[HUM]//////////////////////////////////////
 HUMOR ONLINE /
//////////////////////////////////////
Python Fever Spreads in STRT

By T.J. Girsch
 [T.GIRSCH]

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TOPIC COP HEADACHES! Most of you who frequent the message bases in the

\*\*\*\*\* ST Roundtable have almost certainly experienced it. You're browsing through the messages, looking for ways to minimize your LZH difficulties, when suddenly you see a totally out of place message:

< Your mother wuz a hamster anda your father smelled of elderberries! >

The first thought that runs through your mind is "What the heck is this person talking about!?" And the next thought, "IGN PERM," is synonymous with the next message:

< Run away! Run away!!! >

These thoughts undoubtedly pass through your mind, UNLESS you've seen "Monty Python and the Holy Grail." If you've seen it, then your first reaction is not one of confusion, but of hysterical laughter. The mere quotation of a line from the film puts you in a fit.

If you're reading this, and you have already encountered these quotes and reacted with confusion, your next question is almost inevitably "What does any of this have to do with the Atari ST?" The answer: almost nothing. But once the craze was started, it proved nearly impossible to extinguish the flame.

If you're wondering how it started, it's really quite simple. In the CATegory \_\_, TOPic \_\_ there is a "M.U.L.E. for the ST" topic, in which Network 23 Software (represented by Rod Martin) would regularly give news briefs and ask for feedback regarding his ST MULE clone, "Dromedary," which is currently under development. After a while, the topic seemed to be in danger of "disappearing" due to a seeming lack of interest. In a last ditch effort to save his topic, Mr. Martin released a 2 A.M. update on the development. His post, probably due both to a strong desire to save the topic and to the simple fact that it was 2 A.M., included a quote from the film "Monty Python and the Holy Grail."

Immediately about a half-dozen GENie users replied with their favorite quotes from the film, to which there were counterreplies, and replies to the counterreplies. In short time, the fever had grown to exponential proportion, resulting in possibly the worst occurrence of topic derailment in GENie history. The difference here was that no one who frequented the topic seemed to mind one bit. What's more, about once every two weeks, Mr. Martin would still post an update, "relevant" to the topic.

The problem with all this is that any newcomers to the topic may be scared off, because they wonder what "< What is the airspeed velocity of an unladen swallow? >" has to do with M.U.L.E. Plus, these "Python posts" began to spread to other areas of the RoundTable. So, in an effort to address these problems, I submit the "Atarians Guide to Python Awareness."

I. How To Identify a Quote Identification of Python quotes, or any TV Show/Movie Quote, is fairly simple, thanks to a convention which most of the "offending" posters (myself included) have adopted. An irrelevant quote is generally enclosed by a less than sign ( < ) and a greater than sign ( > ), as in:

< Stop that, stop it!! There won't be any singing while \_I'm\_ 'ere >

Note Be aware that the Holy Grail is not the only film that is quoted in this fashion. It has also become common to quote Star Trek: The

Next Generation in a similar manner.

II. How To Read Grail Quotes In order to get the "full effect" of a
Grail quote, it must be read in the proper
manner: with a thick British accent. The one notable exception to this
rule is in cases where the enclosed text is a stream of insults, for
example:

< You stupid English pig-dogs! Now go away, before ah taunt you a
zecednd time! >

In these cases, a pseudo-French accent should be used.

III. How To Understand a Grail Quote The best advice I can give here is
to watch the movie. "Monty Python
and the Holy Grail" can be found at video rental outlets everywhere, and is
excellent for a lot of laughs. And you don't need to be a big Monty Python
fan to appreciate it.

Two things to bear in mind before watching the movie:

- 1) A general knowledge of the Legend of King Arthur is
helpful in understanding some of the humor.
2) If you don't like extremely off-the-wall slapstick, in
the tradition of the Zucker brothers (Airplane, The
Naked Gun), then this film is probably not for you.

IV. How To Reply To a Grail Quote Replying to Grail quotes requires that
you have seen the movie. For example,
without seeing the movie you would not know that the proper response to "<
But I've cut your arm off! >" would be "< No you haven't! It's a flesh
wound. I've had worse! >"

If you have seen the film, however, and you wish to reply to a Grail
quote, feel free! More are always welcome. Just use the "greater
than/less than" convention described above, and try not to stray too far
from the topic, lest the topic police come and spank you!

Note We apologize for the abrupt end to this article. Those responsible
have been sacked. The rest of this issue of GENIElamp has been
completed in a totally different style and at great expense.

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////
/ "ACCKK.. I've been arrested by the Topic Police!!! /
/ Did da judge set bail?" /
////////////////////////////////////// D.D.MARTIN ////

[EOA]
[PRO]//////////////////////////////////////
PROGRAMMING CORNER /
//////////////////////////////////////
Apple II And You
By Darrel Raines
[D.RAINES]

>>> THE SHAREWARE CONNECTION <<<

\*\*\*\*\*

I want to start this month's column by giving an example of what I consider to be a bad marketing and project development decision. We will spend some time during the course of this article discussing a way to make sure that software written for the Apple II is wanted by the user community. I saw an advertisement for a product that, in my opinion, is not going to be useful to the common software buyer. SoftPC has developed a package that works on the Macintosh series of computers. It will allow you to run any Windows compatible software product on the Mac. (Windows is a IBM/clone version of the Mac operating system. Much of the current Windows software has been ported over from the Mac.) Does this strike anybody as a case of trying to sell California wine to a French wine connoisseur? Who in their right mind would want to buy something that will make IBM/clone software run on a Mac just like native Mac software? Buy the Mac software and be done with it. I do not understand why anyone would develop a product like this.

In last month's article, we explored the future of software for the Apple II platform. I put forth the prediction that most of the software developed for Apple II's would come from Shareware sources. I explained my reasons for these ideas and encouraged readers to take heart in the fact that certain advantages are to be gained from using Shareware and Freeware programs. Chief among these advantages is the ability to guide the development of software that you want to use by paying for software that you find useful and asking for software that you want to use. This arrangement can work to the benefit of both the developer and the end user.

The next question, and the one that I want to answer this week, is how do you get a software package developed if you really need one. The flip side to that question is how does a developer find out what users want to use (and pay for) on their computers. One way that doesn't usually happen is for luck to bring together the user and the developer in the same place at the same time. "Ha", you say. "It will never happen", you say. I think that you are correct.

A much more likely circumstance is that a user seeks out a developer with a program idea and asks for software to be built to his specifications. The transaction usually requires an up-front fee and a guaranteed fee upon completion of the package. This is expensive since it requires one potential user to absorb the entire cost of the project. A much more financially reasonable plan calls for the joining of like-minded users that are willing to pool resources and contract for a program to be built. This begs the question of how you find other users who want the same software that you want. We can see that there are problems with this approach also.

A third alternative is available when we consider the online community available through a service like GENIE. (Please excuse references to a nationally advertised alcoholic beverage in the rest of this paragraph.) Wouldn't it be great if you could register your software needs in a forum visited by both users and developers? And wouldn't it be great if other users could add to your ideas and produce a program specification that the group would be willing to pay for if the software was ever developed? And wouldn't it be great if the developers who were looking for their next project took these specifications and built the software that so many users were wanting to see? And wouldn't it be great if the result of all of this synergism was some of the best software that the Apple II had ever seen?

Wouldn't it be great?

Okay, I feel better now. Sometimes I get these flashes of inspiration and I just have to let them run their course. However, I hope that you saw something you liked in that last paragraph. I laid out, in brief detail, what I envision as a public clearing house for program ideas and software development. An entity can be created that will meet the needs of the software user and creator in a way that is beneficial to both. Perhaps a user can identify a software need that a developer was wanting to create anyway. Such a meeting can serve as a spark to get the developer started on the project.

I can see that some software wants will be too big for a single programmer to tackle. Such programs (that are deemed worthwhile) could be broken down into sub-projects that are handled by individual programmers. A project lead would be established to manage getting the pieces built and put together. On the other hand, many programmers like to work by themselves. This can certainly be accomplished by allowing software package ideas to be "checked out" by a programmer indicating that it is currently being worked on. Profits, for shareware packages, would be distributed according to who worked on the project and to what extent. Users would be much more likely to pay for a software package that they helped bring to life by establishing what the package would do. A promise sheet could even be created which tracks the people willing to pay a certain shareware fee if a package is finally produced.

I can hear the nay-sayers now. "This idea will never work since it requires people to pay shareware fees." "Who would write these programs?" "I only wanted to read a game review and got lost in the wrong article! (Oops)" I will grant you that this is a radical idea and certainly requires more thought before being put into action. However, the investment is small for everyone concerned. All the users have to do is register their software needs. All the developers have to do is write programs that they want to write. If the idea works, then many people may be happy. If the idea does not work, then no one loses. The argument that the developer loses his valuable programming time can be countered with a quick check to see how many people have registered shareware programs by some of the prominent Apple II authors. Putting a program without a guaranteed audience on the market will produce mixed results. Writing a program with an established audience can go a long way toward maximizing profit.

Since there is so much to gain, and so little to lose, why don't we get started right away? I will volunteer to gather program ideas that users want to see written for the Apple II. If you have such an idea, please send a brief statement about what you want to my online address (see bottom of article). I will tabulate these ideas and find a good way to distribute them to the programming community. I am not sure that GENIE Lamp is the proper way to get these ideas in front of the Apple II community as a whole. Therefore, I will explore the possibility of getting something going on the A2/A2Pro Bulletin Boards.

I would like to hear from any person who has suggestions concerning the information in this article. If you have an inspiration on how to establish such an idea/program exchange, I would be glad to hear about it. If you want to tell me how ridiculous I sound, then blast away. If you want to volunteer to write some of these new programs, then step right up. If you have a catchy name that will get peoples attention and focus it on

what we are trying to do, then by all means send it to me. I do not live in a vacuum. I am connected to GENie and hopefully you are too.

I am out of breath for this month, so let us stop for now. I have probably launched more ideas than I have distributed information. Next month I will try to swing more to the other side. We will discuss the ins and outs of the Apple Human Interface Guidelines. Until then, let me know that you are out there and reading this by sending e-mail (its free). I will attempt to respond to every letter that I receive.

[\*][\*][\*]

Author: Darrel Raines [D.RAINES] welcomes any feedback or comments via electronic mail to the listed user name.

//////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "But I think it's great.. I love GENie, and the /  
/ diverse personalities that I meet here, for /  
/ better or for worse.. <Grin>.." /  
//////////////////////////////////// T.EVANS21 ////

[EOA]#66

[FUN]////////////////////////////////////

ONLINE FUN /

////////////////////////////////////

Search-ME!

\*\*\*\*\*

By John Peters

[GENIELAMP]

SEARCH-ME! Welcome to Search-ME, our new monthly puzzle program. Each month we will have a different theme. This month the Search-ME! puzzle contains 21 keywords that are associated with MIDI. This month's list of words was sent to us by Scott Garrigus. [S.GARRIGUS] Thanks, Scott!

>>> MIDI! <<<  
\*\*\*\*\*

U U W D G D H W E F D U Y Y U T L G S O G S W  
C V L Q X N H P P C S S O I R E F B U M O P F  
P R G V H C L E F C K E B Q K E P O A E P D U  
R D J O V S J K Q T W B C D K S C P D G M B P  
Q E W D O M C P E P J R W N W H W N Y A B J R  
H B C S C D G K C Y E O L O M E F Y E E Z M O  
T I N M E Q H R B H W Z B D X F R L C U L J T  
N X V L J W H I X M Q O B U A S Q X D S Q Q E  
Y U A E Q C R Q V S Q S R T P X P S V O B E U  
S Y R M Y V U K L E H L S D W R S C N Z U G S  
R M X R U X Q B Q Y W U I O O Y J A J T N B V  
T A D E Z T M I A H Z G M L H R I X N O Q C M  
J P M V R Y D M X S R J A O B P O V I P W O N  
X H C E W B A S S I E N A I W Z C T S X W V V  
C G B R W H N S C E D H H K X T A W A B U B Z  
P C G B A R E E K M Z P Q F Q T N Z K T V C R  
K T L G M J W L T M E J F E O U C P Y O O E T

Y H O R D E R H H O Z P R N S S T K B P X N Y  
T X K O M D O G S H N S J V F U L R X I P G D  
Z H S K X L O B F R Q D X E T S O F M E X O A

[\*][\*][\*]

|          |         |           |
|----------|---------|-----------|
| CLEF     | CUBASE  | DAT       |
| DELAY    | EQ      | FOSTEX    |
| KEYWORD  | KORG    | MIXER     |
| NOTATION | NOTATOR | NOTE      |
| OMEGA    | PIANO   | PROTEUS   |
| REVERB   | ROLAND  | SEQUENCER |
| STAFF    | SYNTH   | YAMAHA    |

GIVE UP? You will find the answers in the LOG OFF column at the end of  
"\*\*\*\*\*" the magazine.

If you have an idea of a theme for Search-ME!, send your list of keywords to GENIELAMP. Lists selected that are used in this column will get you one hour of GENIE credit. Cool!

This column was created with a program called SEARCH ME,  
an Atari ST program by David Becker.

[EOA]!!@  
[WHO]////////////////////////////////////  
                                          WHO'S WHO /  
////////////////////////////////////  
Who's Who In Apple II  
\*\*\*\*\*

>>> CHATTING WITH GARY UTTER <<<  
\*\*\*\*\*  
~ Apple II Guru ~

GENIElamp > Gary, how did you first get interested in the Apple II  
"\*\*\*\*\*" computer?

Gary Utter > Back in the early days, a friend of mine who was in the Navy  
"\*\*\*\*\*" left his black Bell and Howell II+ clone here while he was on  
sea duty and stationed in Japan. I played with it a bit, but after finding  
a bug in Wizardry that let me build up an incredible number of character  
points in an hour or so, I kind of lost interest. When my wife decided,  
back in '87 or '88 that she needed a computer for her small business, I  
looked at Apples first, because I was SLIGHTLY familiar with them.

I also looked at IBM (clones), Macs, and Amigas. I settled on the  
Apple because it seemed to have the best support, most ease of use, and  
because I had friends who had Apples. I did not, however, BUY an Apple, I  
bought a Laser 128EX. It seemed silly to spend the money for an Apple IIc  
when the Laser was just as good and half as expensive. (And I still feel  
that way. :)

GENIElamp > At what point did you realize that your casual hobby had  
"\*\*\*\*\*" evolved into something more than a "casual hobby"?

Gary Utter > When, in the course of 3 weeks, I had spent well over 150  
"\*\*\*\*\*" hours "getting the computer set up" for my wife, and when I  
had gone out and purchased an additional meg of memory (just before the big  
price jump), a mouse, a printer, additional disk drives, literally hundreds  
of blank floppies, etc.

At that point, I decided that my best course was to upgrade, and I  
took the Laser back to the dealer and swapped it (and a bunch of cash) for  
a GS. I was still trying to be cheap, so I didn't get a 3.5 drive. :)  
Over the course of the next five months, I upgraded from 1 meg of memory to  
3.75 megs on a RamKeeper, added an Apple 3.5 drive, replaced my Laser  
drives with Apple brand 5.25s, upgraded to a color printer, and finally, at  
the end of the five months, got a used ProFile 5 meg hard drive. After  
that, it was all over, my "enhancement curve" went vertical. :)

Somewhere in there (at about the 2 month point, as I recall) I got a  
modem and accounts on The Source, CIS and GENie. That REALLY pushed me  
over the edge. :) At that time, I was running a combined bill on those  
services in excess of \$300 a month, and I was spending ALL of it combing  
through the Apple II areas for information and downloads. (No time for  
Chat, no time for Games, just information and more information. :)

I am now up to a 5 meg GS, with Rev D RamFast, 240 meg Quantum, 44 meg  
Syquest, a pair of 3.5 drives, Magnavox color monitor (larger and brighter  
than the Apple), Zip GS (only 8 mhz though), 9600 baud USR modem, DeskJet  
printer, and tons of software. Expense wise, it has been ugly, but fun.

GENieLamp > In the past few years, Gary, you've assumed a leadership  
"\*\*\*\*\*" position in the national Apple II community. Please tell us  
a little about how this came about.

Gary Utter > Simple, I read everything I can get my hands on,  
"\*\*\*\*\*" (electronically speaking), and forget very little of it. I  
experiment with the information when it is appropriate (just because I want  
to KNOW) and I seem to be able to synthesize it well. I'm not afraid to  
ask questions, and, more importantly, in terms of the question YOU asked,  
I'm not afraid to answer questions.

GENieLamp > What do you consider your most proud accomplishment?

Gary Utter > Being one of the best police dispatchers in the US. :)  
"\*\*\*\*\*"

GENieLamp > Who do you look up to as your mentors?

Gary Utter > Loren Damewood, David Winograd, Marc Farnum Rendino, and a  
"\*\*\*\*\*" bunch of the regulars on MAUG. Due to the lack of a front  
end for GENie (i.e. a 16 bit front end, specifically CoPilot), I was a lot  
more active on CIS than on GENie during my "formative years" online. Now  
that I have CoPilot, I am a lot more active here than there. GENies  
pricing has something to do with that, as GENie is more active these days  
than CIS. I've been trying to persuade "the guys" from CIS to come on over  
here, but so far without much luck. I tend to go where the action is,  
which is to say (no offense to GENie) that if CIS was busier than GENie, I  
would probably spend more time there than I do here (that just applies to  
A2, of course). But, I wouldn't cut back on my time here, just spend more  
time online overall.

GENieLamp > Gary, you've been very active in the Apple II Roundtable on  
"\*\*\*\*\*" GENie, answering questions and leaving pithy messages on a  
regular basis. Where do you see the future of telecommunications moving in  
the next five to ten years?

Gary Utter > Hmmmm, I can't really answer that. I don't see any  
"\*\*\*\*\*" SIGNIFICANT change coming, just incremental improvements  
(widespread availability of 9600 access, better front ends, etc). It is  
likely that there will BE some significant change, but it is not something  
that I can predict.

GENieLamp > What sorts of things do you like to do for fun (i.e. non-  
"\*\*\*\*\*" computer hobbies)?

Gary Utter > For fun? I like to sleep.  
"\*\*\*\*\*"

GENieLamp > Are computers a part of your daytime job? Please tell us a  
"\*\*\*\*\*" little about what you do between 9 and 5.

Gary Utter > I dispatch police cars for the Office of Emergency  
"\*\*\*\*\*" Communications in beautiful downtown Rochester, New York.  
We use computers all over the place, but we don't really get to WORK with  
them, all the software is "canned", and runs off mainframes. They are just  
tools.

Our center presents probably THE most intense dispatching environment  
in the US, but explaining what that means is, I suspect, well beyond the  
scope of this profile . (It would take a LOT of background. :) Let's just  
say that it is intense, and stressful, and a whole lot of fun if you have  
the right attitude, and SERIOUS work. (If I screw up, people can DIE.)

GENieLamp > How long have you been a member of GENie? What new services do  
"\*\*\*\*\*" you think GENie should provide its subscribers?

Gary Utter > Jeez, memory does not serve in this case. It seems to me  
"\*\*\*\*\*" that it was July of '87 when I got my first modem, and  
August when I discovered GENie and CIS.

As for new services, I would like to see widespread availability of  
9600 baud nodes, along with v.32 capability. I would also like to see  
Prime Time eliminated, but I don't know that I would say that is something  
GENie SHOULD provide. I think it would be a Good Thing, but I am not at  
all sure that it would be practical. :)

GENieLamp > What one piece of advice would you pass along to a new Apple  
"\*\*\*\*\*" II telecommunications enthusiast?

Gary Utter >  
"\*\*\*\*\*"

1. Get the fastest modem you can possibly afford, and make sure that  
it has MNP 1-5 and V.32 and v.42bis. (Of course, to be reading  
this, they will already HAVE a modem....)
2. Get a GOOD communications program. I personally would recommend  
either TIC or ProTerm v3.0. I understand there are some new things  
coming down the pike, so I don't want to limit myself too much  
here, but I don't know anything specific that I can talk about.

3. Get a good front end program. I am not going to make any recommendation at all on that. Anyone who knows me knows that I am a heavy CoPilot user, but basically, all the front end programs currently available are good choices, so I think which one you get is up to personal preference.

Gee, that is THREE pieces of advice, isn't it? (And I didn't even mention the dedicated phone line. :)

GENieLamp > You've worked as chief assistant in the Jerry Pournelle Roundtable for a while. How did you come into getting this job? What aspects of the work do you find most interesting?

Well, originally I was a heavy poster in the Pournelle RT, and I was almost always on at 3, 4, 5 in the morning. This is a REAL good time to do maintenance tasks in a RoundTable, and Howard Rosenman, who was then the Assistant, needed someone to do maintenance, so he asked me. As the situation wound up, Howard got a new job shortly after that (with GENie) and I moved up into his slot.

What I find most interesting about it is the ability to increase usage by making the RT more interesting to the USERS. Just how that is done is something really hard to explain, but I seem to have a knack for it. Fascinating work, overall, but it cuts into my sleep severely. :)

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "Hmmmmm..... Curiouser and Curiouser..... /
/ SOMEONE around here must have slipped the Topic /
/ Cops a fiver to look the other way." /
////////////////////////////////////// SAM-RAPP //////////////////////////////////

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[EOA]

[FOC]//////////////////////////////////////

FOCUS ON... /

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Computers As Therapy

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO1]

>>> HOW APPLE II COMPUTERS ARE BEING USED FOR COGNITIVE THERAPY <<<

\*\*\*\*\*

From the time when computers were introduced into schools about a dozen years ago, teachers have had an opportunity to watch closely how students interact with these wondrous machines. It's no great surprise that computers have been seen to assist intellectual growth. But what is surprising is how computers can help boost student self-esteem and self-confidence.

As students interact with computers, they are given constant feedback as to their current progress. With well-designed educational software they can almost feel their minds growing. As students develop a mastery of several educational computer programs, their sense of self-esteem and self-confidence naturally rises. Thus, the very act of interacting with computers may change the students' sense of self.

If, then, computers can help strengthen the self-image of schoolchildren, shouldn't they also be able to strengthen the self-image of other people, as well? This very question was asked and answered by occupational therapists at St. Elizabeth's Hospital, a publicly-funded psychiatric hospital in Washington, D.C.

About eight years ago the hospital bought two Apple IIc computer systems for use by staff and residents. Along with the computers they also purchased a wide selection of educational computer software.

The aim of the computer project was to bring residents to the computer lab in small groups, giving them the opportunity to interact with both the computers and with one another. Suzanne Pickering, the occupational therapist supervising the computer project, explains that the residents take a strong interest in working with the computers. The software engages their minds, providing a welcome intellectual stimulus within their daily routine.

Pickering further explains that the nature of the software program being used seems less important to the residents than the fact that they're just using the computer itself. Residents of the hospital take pride in simply sitting at the computer and using whatever software is available. Yet choosing which software to use with the residents is no easy decision. The two categories of software most often used are drill-and-practice software and creative expression software. In the drill-and-practice category are the math, spelling, geography and problem-solving games most frequently used with elementary and middle level students. In the creative expression category are programs such as Print Shop and AppleWorks.

Pickering explains that her objective is to get the residents quickly involved in a computer activity that's not overly complicated. While the residents have great enthusiasm for using computers, their attention spans are not always long. For the maximum beneficial result, residents need to be given software that allows them to achieve actual, demonstrable success within the first few minutes after booting the program. The programs need to coax them along to greater and greater challenges, all the while giving them positive and encouraging feedback. The goal is to produce small intellectual fireworks in their brains as they develop greater and greater skill at a given cognitive activity. The object is to facilitate and encourage the growth of new neural links in their minds. An interesting analogy is offered by Pickering.

Just as doing sit-ups can help strengthen lower back muscles, so too can doing cognitive drills help strengthen a person's sense of self. And once a person's sense of self is strengthened, once they have a stronger and renewed sense of their own being, a positive spillover effect results. By strengthening one group of mental muscles, the spillover effect strengthens them all.

In terms of the creative expression software, the goal of the project is to reinforce their self-concept as artistic creators. A simple Print Shop sign serves as visible proof of their creative powers.

To help celebrate the residents' creativity, the walls of the computer lab are adorned with their handiwork. What started as a small computer lab has grown to become a small art museum as well. Extra printed copies of their creative work are given the residents to show others.

Sadly, the popular Print Shop software has been missing for over two years. (The residents were using the original Print Shop software, with its easy menus and interface.) Keeping software secure in an institutional setting is always a serious challenge.

The hospital staff has been talking about new software they'd like to add to their collection. High on their wish list is the Children's Writing and Publishing Center. With limited funding for the project, software purchases are made very carefully.

When asked how other Apple II users might be able to support this interesting computer project, Pickering commented that the hospital could really use another copy of the original Print Shop disk. (The New Print Shop might present too many confusing options, and disk swapping, for the residents.) Other items on her wish list include standard computer supplies: floppy disks, ImageWriter ribbons, and disk storage cases. Donations to the hospital are all tax deductible, Pickering hastened to add.

In discussing the great potential for success in this project, Pickering mentioned that she's interested in hearing from occupational therapists in other cities who might be doing similar work. It makes sense to share ideas and experiences in this fledgling new field of mental therapy.

The operations of the human mind remain one of the great mysteries of all time. Yet you need not be a neuroscientist to realize that computer-assisted cognitive therapy may have long-lasting positive effects for those suffering from mental illness. If the sole result of these computer interactions is to bring an interesting new focus of interest into these people's lives, that alone can make this project worthwhile.

Somehow, I suspect, this project will accomplish much more.

Contact  
\*\*\*\*\*

Suzanne Pickering, Occupational Therapy  
St.Elizabeth's Hospital, 2700 Martin Luther King Ave., SE,  
Washington, D.C. 20032  
Phone: (202) 373-6901 and (202) 373-6909.

Recommended Reading  
\*\*\*\*\*

Turkle, Sherry. The Second Self: Computers and the Human Spirit. New York: Simon & Schuster, 1984.

[\*][\*][\*]

Phil Shapiro Shapiro is the founder of Balloons Software, a  
\*\*\*\*\* new Apple II educational software company. He can  
be reached He can be reached via electronic mail on GENie at:  
P.Shapiro1; on America Online at: pshapiro

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "I drink to that, one narrow minded person to another." /  
////////////////////////////////////// T.MCCOMB ////

[EOA]  
[GAM]////////////////////////////////////  
                  GAMES PEOPLE PLAY /  
////////////////////////////////////

Bouncin' Ferno  
\*\*\*\*\*  
By Darrel Raines  
  [D.Raines]

GOOD NEWS / BAD NEWS This month's topic is the final (sigh) program to be  
\*\*\*\*\* released by that amazing and sometimes frustrating  
French organization: Free Tools Association (FTA). FTA has produced some  
of the most beautiful graphics and sound demonstration programs that have  
been seen on the Apple IIgs. They have produced a number of exciting game  
programs. Perhaps best of all, they have released most of their software  
in the public domain as freeware. However, FTA has developed all of their  
software "free from the restrictions of Apple's toolset". This has meant  
that you usually have to load the software from floppy disk and that the  
software did not always work after updates to the system software. The  
claim, I believe, was that use of the toolset slowed programs down to the  
point that they were not useful.

For better or worse this seems to be the last of the FTA programs  
that we will be seeing. If a person wants to be known by their best  
efforts, then this game may be the lasting image people have of FTA. This  
game is, just like its creators, both amazing and frustrating. Perhaps I  
have gotten ahead of myself. First I should describe the game and then I  
will tell you my impressions of the software.

The Introduction Yes, the introduction of this game deserves a separate  
\*\*\*\*\* section. Like all of the previous FTA offerings, this  
one has great sound and graphics. All of the music is on the first screen.  
The main title is displayed with an impressive graphics-as-letters image of  
a roaring fire. A scroll line appears in the middle of the screen with a  
long line of credits and other semi-useful information. A ball (or marble)  
appears at the top of the screen and then things really start to happen.

[\*][\*][\*]

As the stereo music starts to play the ball drops from the top of the  
screen. It hits the scroll line and BOTH the ball and the scroll line  
bounce to reflect the collision. While reacting to the collision, the  
information line continues to scroll as if nothing had happened. This is  
some of the smoothest graphics that I have seen in quite some time. When  
you finally get tired of watching the pretty pictures, you can hit the  
mouse button to move on to the game.

[\*][\*][\*]

The Game The first thing to greet your eyes after the introduction  
\*\*\*\*\* screens is the main control panel for Bouncin' Ferno. You can  
choose all of the game options from here. A joystick can be selected and  
calibrated from this screen. You can also choose to use the mouse  
(default) as an input device. You may choose to play a new game, select  
the maze (labeled Level) to be played, or start the editor. The editor is  
discussed below. FTA has provided you with three demonstration mazes. The

first maze is a good introduction to the game. The other two are monsters that are probably well beyond your skills for quite a while. You will want to stay with maze (Level) 0 until you are much more familiar with the game.

Bouncin' Ferno has been likened by many to the old Electronic Arts program Marble Madness. I cannot compare the two since I never owned a copy of MM. The object of the game is to move a small ball (or marble) around a three dimensional maze and collect the small containers of fluid that keep you alive. You must continue to collect fluid since you are continually draining your current supply. This fill and drain activity is monitored by a crystal ball on the right/lower portion of the screen. As you collect containers, the fluid level rises in the crystal ball. As you progress in time, the fluid is slowly drained until the crystal ball will eventually crack if it ever becomes dry. When this happens, the game is over.

[\*][\*][\*]

The maze itself is a very large chamber that is broken up into individual rooms. The rooms are arranged in a five by five matrix. Your position in the matrix and how many containers are left will be shown at the top of the screen in the upper/left area. You begin in the upper-most (on the map), left-most room in the matrix. You can only go into other rooms via a transporter. Transporters are marked as small triangles on the floor. If you start in the first room and land on a triangle on the right side wall, you end up in the upper-most room second from the left. The ball will only travel one room in the direction of the transport.

[\*][\*][\*]

Once you are in a room you may move freely about the room and try to pick up any of the fluid containers that you can reach. A mouse or joystick may be used to accelerate your ball on the playing field. The ball will accelerate in the direction that you move the mouse/joystick and will continue to accelerate until you stop moving. I have practiced with both input devices and find the mouse offers better response. The faster you move the mouse, the more acceleration you will get. A nice, slow movement is wanted for most of the obstacles. I believe that you can progress to the next maze if you manage to get every container on the current maze. I cannot check this guess since I have never quite finished a level. I will have more to say on this subject later. You need the containers anyway since you must replenish your fluid level in the course of play. Therefore, it is a good idea to get every container, if you can.

The floor of each room is a purple slab that is marked with a grid to help the player see proper angles. On top of the purple slab can be a number of different surfaces which have varying characteristics. A red square indicates fire and will drain your fluid very rapidly. Stay away from these at all costs. A green, orange, or brown square is part of a ramp or higher surface. These are not bad for you except that any incline will be more difficult to go up than flat ground and will accelerate you on the downhill slopes. Some squares (of any color) will contain a centered straight line which represents a spring mechanism. Landing on this square will send you sky-rocketing into the air. This may be useful for reaching upper levels of the current room.

A blue colored square indicates a glide region. Once you enter a

glide region, you cannot control the movement of the ball until you touch another type of square. Therefore, a combination of blue and red squares can be deadly since you cannot change direction on the blue once you have started toward a red square. There are also invisible squares which act just like one of the other purple, green, orange or brown squares. I understand that there exists (but have not encountered) an invisible square that acts just like a blue surface. These could be even more dangerous.

The one maneuver that I have not mentioned so far is what I call the "marble hop". The ball that you control is capable of a very short hop whenever you press the mouse button. I have not found this to be all that useful. There are certainly a couple of rooms that require this feature. However, the marble hop is so low that I have found the major usefulness of this feature to be during a jump from a high level. Pressing the mouse button will help break your fall and keep you from bouncing so high.

Each room can play like an individual puzzle. Think of it as a real-time test of your ability to solve mazes, but with a twist. The puzzle can involve figuring out how to get to the can of fluid. It can involve determining how to get to the next room. One devious little quirk that I have failed to mention until now is that a time limit exists for each room. No timer is visible. However, if you stay in a room long enough, it begins to fill with water. This is not immediately detrimental to your ball. The effects are that the ball does not have the friction it used to have with the various surfaces. Your crystal ball will drain about twice as fast while you are in a room filling with water. I am not sure how much the room will fill. One of the interesting things that I have discovered is that the water will sometimes stop filling the room and the room will retain the water that it had received until that point. I cannot decide why the water stops flowing into the room. I also fail to understand why it stops at different levels during different games.

When you put all of this together, you get a good picture of what goes on during a game of Bouncin' Ferno. You roll, hop and slide your way through a series of traps, ramps, hidden surfaces and other obstacles trying to reach the next can of fluid or the next room. Multiple room puzzles are possible and even exist on some of the more difficult rooms in the demonstration mazes. If you get tired of trying to complete the room you are in you can always go to the next room. There is nothing to prevent you from passing through all of the rooms and not getting any of the fluid containers (although that would not do you any good). The best reason for using this capability is to skip difficult rooms until after you have captured easy containers in later rooms.

There is of course the mandatory high score name board. These exist for each maze, so you should get to type your name in quite often. There does not seem to be a way to save a game in progress. There is supposed to be a way to quit play during a game, but it does not always work for me.

The Editor I don't plan on going into much detail here on the editor. I "\*\*\*\*\*" simply wanted to say that it exists and can create any maze that you are able to conceive. The instructions are written in French so you will need to download another file that has a translated version of the instructions. The interface is mostly via the keyboard. You will see the rooms as you build them, but the construction is done from keyboard commands. You can test any level as you build it. The editor looks to be very complete.

A Review    Bouncin' Ferno is one of the best Freeware games that I have  
 "\*\*\*\*\*"    seen anywhere. It is also one of the best games that I have  
 experienced for the Apple IIgs, period. It does have its faults, however.  
 The game can run a bit on the long side for one sitting. I have played one  
 maze for almost an hour. Therefore, a save game feature would be very  
 useful. Along those lines the quit command should work at all times during  
 the game. I would also like to see a pause feature added so that the kids  
 can get my attention without my fluid draining slowly away. ("Not now  
 honey, daddy's in the middle of something important.")

Other minor faults include the lack of music other than the main title  
 screen. FTA is known for its music demonstration programs, right. It  
 would also be nice to know how much time is left for you to finish a room.  
 Perhaps a clock could show up in the upper/right corner to count off you  
 last minute before the water starts filling a room.

The game play is smooth and realistic. The ball acts just like I  
 would expect a marble to act on the surfaces and inclines that you go over.  
 I have no complaints in this area other than to say that the marble hop  
 seems to be of limited use. I think that a cumulative effect would be  
 appropriate for the hop feature. What I have in mind is a second button  
 press bounces you higher than the first. The third press would send you  
 higher and so on. However, this is a minor gripe and merely a suggestion  
 for improvement.

Now we come to the area where I have the biggest complaint. The game  
 can be VERY difficult when the mazes are constructed without proper care  
 concerning how they can be traversed. I suppose that this may have been  
 the area that FTA was still working on when they disbanded. For whatever  
 reason, the level 0 maze is barely playable (toward the end) and the other  
 two mazes are ridiculously hard. I am a fairly good arcade game player. I  
 have been unable to finish the level 0 maze in over a dozen attempts. My  
 wife cannot even complete half of the maze. I have "solved" every one of  
 the rooms in the maze at least once, but never within the same game. Four  
 of the rooms are very difficult and I run out of time on at least one of  
 them every time I play.

This concern is the source of the statement I made at the beginning of  
 this review. Bouncin' Ferno is both amazing and frustrating. The graphics  
 and playability are fantastic. The frustration at being unable to win even  
 the simplest maze is enough to drive you crazy. There is hope on the  
 horizon, however. Both A+/Incider and GENie are conducting contests for  
 the creators of the best mazes for this nifty game. All a person has to do  
 is use the built-in editor to create a maze for the game and that creation  
 can be entered in both contests. If enough people put their talents to  
 this task, we should see enough good levels to make this game one of the  
 all-time classics for the Apple IIgs. Until more mazes exist, I can only  
 say that the game has the potential to be a classic.

The exciting thing about all of this is that the reader of this column  
 can directly take part in the action. All he/she has to do is download the  
 files listed at the end of this article. After playing a few rounds of the  
 introduction maze, select the editor from the main menu and let your  
 creative juices flow. There are many prizes to be won and recognition  
 awaits the creators of any worthy mazes. There is nothing to lose and a  
 good time to be had by any participant. Until next month: Roll carefully.

Bouncin' Ferno:

Review Rating: 8 out of a possible 10.

Entertainment Factors: (See August article/ALMP0892.ASC GENieLamp RT)
Skill Development: Minor mouse abilities are developed.
Playability: This game is very playable and somewhat addictive.
Stimulation: The maze editor is the only creative outlet in this game.
Random Events: None supported in this game.
Computer Player Modes: N/A.
Fun Factor: This game is a blast (and could be even better).

Files: (GENie A2 file numbers, of course)

18711 BF.DOCS.BXY by J.WILLETT size is 5888
Desc: ENGLISH DOCS FOR BOUNCIN' FERNO
18948 BOUNCNFERNO.BXY by LUNATIC size is 458496
Desc: Bouncin' Ferno game from the FTA!

[\*][\*][\*]

Author: Darrel Raines [D.RAINES] welcomes any feedback or
comments via electronic mail to the listed user name.

//////////////////////////////////// GENie\_QWIK\_QUOTE ////
/ "Hey, you're WAY off topic here, fella!! Jeff W. (SYSop), /
/ here's your chance to nail the 'sucker'... <Grin>.." /
//////////////////////////////////// T.EVANS21 ////

[EOA]
[COW]////////////////////////////////////
COWTOONS! /
////////////////////////////////////
Moooooo Fun!
\*\*\*\*\*
By Mike White
[M.WHITE]

HINT: Clip and Load King Kowngs into the DOS 5.0 editor (or any editor)
and quickly press page-down & page-up to see King Cowng change
dispositions. (An animated CowTOON!)

[\*][\*][\*]

/\ (\_\_)
 <> (oo)
 /-----<>-----\
 / | <> | |
 \* || /~~\--||
 /~~~~~\
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 | == == == |
 | === === |
 | ===== |
 | === === |
 | ===== |
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 | == ===== == |
 | ===== ===== |
 | == ===== == |

" King Cowng "
~~~~~

On the empire state building.

[M.WHITE25]





New accounts can be easily added at any time during the span of the year (unless cramped storage facilities require "extending" the data base [probably similar to the dreaded MYM scrunch?]: once the database is extended no new accounts can be added).

There are separate windows available for viewing transactions, all of the above subsidiary "files", plus other transaction fields, including

- o Account budget (for setting up new budgets)
- o Account monthly (shows actual vs budget [ but not the net of the two ] vs. history [generally last year] month by month for any account).

The windows are shown, normally, in list form. Fields are, in the case of text fields, truncated so that all the fields will always fit on the screen at one time: the user has no flexibility about changing field size or hiding fields. There is, for most of the windows, a single-record "Form" display easily available: it's nicely made, but there seems little use for it since in list mode you can, as in AWGS, read the entire contents of a truncated text field by putting the cursor on it.

Adding new transactions is very simple. One opens the transaction window, and puts the cursor on the last record of a particular transaction type (the last check, for example) and hits Apple-I, and gets a blank next line. Hitting Return for the base account, transaction type and/or date fields (instead of entering new data) dittos the previous record's entry for that field; hitting Return on the Ref Number field increments the previous check number (if any) by one. (It is not absolutely necessary to find the last record of a particular type: one can put the new record anywhere and it will be automatically sorted at the next access. However, choosing the logical place for it does give useful automatic dittos from the prior record. )

The Payee entry always checks the Recurring Payments file, so that there's no need to enter more than two or three letters of a frequently used payee: if you pay the Chintzy Mortgage Company \$745.86 per month, writing "Chi" (or however many characters you need to make it unique) will fill in the name, the amount, allocate the amount to Mortgage (with some to Insurance and Taxes if you account it that way), and add your account number to the Memo field, all instantaneously.

It is also possible to copy several frequently made transactions at once from the Recurring window to the Transaction window. I keep my regular monthly transactions with a dash before each payee's name, so they're sorted together: then I just select them all with the cursor, and copy them into the Transaction window. Note that both windows must be open for this, however: despite the existence of Apple-like menus, there is no clipboard.

Split transactions are easily handled, and the splits can be routinely shown or not shown in the Transaction file as desired. (One oddity in this, though. When marking transactions as "cleared" the marking takes effect only for the Total part of the record. If you select, as I do to minimize the "current" transaction file, only uncleared transactions to be shown in the window, cleared split transactions will also continue to show unless you list the splits and clear each split individually).

As noted above, there's also a Payee address file. If you're going to

use checks with window envelopes, the address will be searched for the payee and printed.

There is a relatively limited number of reporting possibilities at this point, and report formats cannot be modified by the user. However, reports can be written easily to disk, and are written with Returns between records and Tabs between fields - so importing them to AWGS is a breeze. (With one caveat, however: the reports are written to disk as formal reports, so that one must first use a text editor to delete the column headers and subtotal lines for the import to go through properly.) I use this feature a lot: for reasons noted later, I'm currently using AWGS to print my checks, and I also keep a hard copy of my checkbook register done that way. It is really very simple to use (even with the necessary editing).

The current checkwriting format (listed under Reports) is very limited, but undergoing revision at the moment. Currently one can print (1) a personal check, with no address and no voucher, but with the ability to move the fields around, or (2) a continuous commercial check in a fixed format (the same NEBS check format used for MYM) with address and voucher. The checks are printed (at least, on my DJ 500) with uncondensed Shaston - hardly elegant, and of limited value because of the difficulty of fitting the result into an envelope window. However, all of this will change within the next month or two: the author, Steve Peterson, is currently working on a new checkwriting module which will allow a great deal more flexibility. (I hope to be able to use, for example, 3-on-a-page Quicken-type checks with no vouchers and with choice of fonts.)

In the meantime the exporting to AWGS is so simple and trouble-free that (assuming you pay virtually all your checks at one time in the month, as I do) it works very efficiently as a part of the package to print the checks with AWGS.

Other improvements in the works include

\*\*\*\*\*

- o allowing the user to specify fonts used in a window,
- o permitting sending of control codes to the printer for printing in text mode,
- o permitting the Match Record dialogue to be shown automatically before accessing Transactions, and
- o some improvements in the monthly account report.

There are also graphs (in color) available showing account amounts (e.g., assets vs. liabilities, expenses vs. income - user's choice), cash flow, and net worth. These can only be printed via a "hard-copy-of-screen" facility, and they cannot be printed to disk.

The program seems to be very efficiently written: it's quite fast, particularly considering that it's always drawing and re-drawing graphic text screens. I have a RAMFast and a 8 mhz Zip: it took 8 seconds to load the program, and only another 11 to load a complete transaction window (with graphic lettering) with 500-plus transactions (cutting it to current transactions brought it down to 9 seconds) . Comparable figures with the Zip off were 11 and 21 seconds respectively. Quitting the program (unlike MYM) is virtually instantaneous. The only slowness is in the saving of the

datafile when backing up: it's a very sparse file (users of the Prosel 16 appointment calendar will know what I mean) which (for me) runs currently over 4 megabytes (but only 214 on disk). When backing up a hard disk with Prosel it takes several seconds of apparently no action to get past the datafile.

Despite its relative newness, I have found no bugs in the current version after virtually daily use for several months. Perhaps every few dozen accesses I may get a crash to monitor when leaving the program, and I have two records which mysteriously are accounted a month earlier than the month entered (and deleting and reentering doesn't solve the problem): other than that, no problems.

The manual is superb: orderly, readable, and very complete - with page by page illustrations of windows.

The Bottom Line is that this is a program which any IIGS user looking for "a small accounting/checkbook management program should seriously consider. It is, as indicated, very flexible, and once you get used to the data structure it is also fast and simple to use (a lot simpler to use than Managing Your Money) - and very intuitive. There are a few things I'd like it to have that are not currently planned: I'd like to be able to enter my data into a single record form without accessing the Transaction window, (preferably with the form knowing what day it is), I'd like a bit more flexibility in report formats, and I'd like some more graphs (being able to see Actual vs. Budget for total Expenses or total Income would be nice, for example). But but these are relatively trivial needs: the program is a wonderful addition to the IIGS arsenal, and I expect to use it, happily, for a long time to come.

[\*][\*][\*]

Note It should be recognized that the author of this review is not "totally objective. Although he did not participate in the formal beta testing of YMM, he was (by his own request) an early user of the first post-beta version, and has corresponded fairly energetically about the program with the author, Steve Peterson, over the past several months. He also saw the manual in draft and provided input on that.

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Anyway, I'm dead tired. Gotta go. Too bad, I'm in /
/ rare form tonight." /
////////////////////////////////////// R.MARTIN22 //////////////////////////////////

```

[EOA]
[AII]//////////////////////////////////////

APPLE II /
//////////////////////////////////////
Apple II History, Part 4
\*\*\*\*\*
By Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<
\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1991, Zonker Software

(PART 4 -- THE APPLE II, CONT.)  
[v1.1 :: 12 Dec 91]

INTRODUCTION As the Apple II History moves on, this month we continue the  
"\*\*\*\*\*" discussion about the design of the original Apple II,  
concentrating on the contributions made by people other than Steve Wozniak.  
We will also see its introduction at the First West Coast Computer Faire in  
April 1977, just over fifteen years ago, and see how it was for the first  
Apple buyers way back then.

[\*][\*][\*]

THE APPLE II: OTHER DESIGN FEATURES Since Steve Wozniak was the designer  
"\*\*\*\*\*" of the Apple I and II, exactly what  
contribution did Steve Jobs make to the effort? Unlike Wozniak, who would  
not think much of extra wires hanging out of a computer that worked  
properly, Jobs had an eye for the appearance of the final product. He  
wanted the Apple II to be a product that people outside the Homebrew  
Computer Club would want to own:

"Jobs thought the cigar boxes [housing the home-made computers] that  
sat on the ... desk tops during Homebrew meetings were as elegant as fly  
traps. The angular, blue and black sheet-metal case that housed Processor  
Technology's Sol struck him as clumsy and industrial ... A plastic case was  
generally considered a needless expense compared to the cheaper and more  
pliable sheet metal. Hobbyists, so the arguments went, didn't care as much  
for appearance as they did for substance. Jobs wanted to model the case  
for the Apple after those Hewlett-Packard used for its calculators. He  
admired their sleek, fresh lines, their hardy finish, and the way they  
looked at home on a table or desk."<1>

The final case design made the Apple II look quite different from most  
of their competition. The other computers looked like they had been  
assembled at home (and many of them were). The Apple had no visible screws  
or bolts (the ten screws attached at the bottom). It had the appearance of  
some variation of a typewriter, but still looked futuristic enough to be a  
computer. The friendliness of the design even extended to the lid, which  
popped off easily to allow access to the expansion slots, almost inviting  
the user to look inside (unlike most electronic devices that held the  
warning "CAUTION! NO USER SERVICEABLE PARTS INSIDE").<2>

Other aesthetics to which Jobs paid attention were the color of the  
keyboard, vents for heat dissipation (avoiding the need for a noisy fan),  
and a shape and color that would blend in with other items in a home or on  
a desk. He also hired an engineer who was good with analog circuitry (not  
Wozniak's area of interest) to design a reliable, lightweight power supply  
that would stay cool. The engineer, Rod Holt, was working at Atari at the  
time, but was convinced to help Jobs and Wozniak. He developed a new  
approach (for microcomputers) by taking household current and switching it  
on and off rapidly, producing a steady current that was safe for the  
expensive memory chips. The final design of this switching power supply

was smaller than a quart carton of milk and was quite reliable. Holt also helped design the television interface for the Apple II.<3>

The new company was racing to have the Apple II ready for the First West Coast Computer Fair in April of 1977. Some last minute bugs had to be eliminated; because of a static electricity problem affecting a sensitive chip, the keyboards went dead every twenty minutes. Chris Espinosa and Randy Wigginton, two high school students who were early employees of Apple, had written programs to demonstrate the computer's color and sound. They were hurriedly working to duplicate these programs on cassette. People at Apple were working to fix blemishes in the computer cases that had returned from the plastics molding company. The name for this new computer was also finalized as "Apple II", following the example of Digital Equipment Company, who had given each newer version of its PDP series a higher number (PDP-1, PDP-6, etc.). They stylized the "II" in the product name by using right and left brackets, and displaying it on the case as "][". The final product bore the mark of each person at Apple:

"The computer that appeared at the West Coast Computer Faire was not one person's machine. It was the product of collaboration and blended contributions in digital logic design, analog engineering, and aesthetic appeal. The color, the slots, the way in which the memory could be expanded from 4K to 48K bytes, the control of the keyboard and hookup to the cassette recorder, and the BASIC that was stored in the ROM chip--in effect the motherboard--was Wozniak's contribution. Holt had contributed the extremely significant power supply, and Jerry Mannock the case. The engineering advances were officially recognized when, some months later, Wozniak was awarded U.S. Patent #4,136,359 for a microcomputer for use with video display, and Holt was given Patent #4,130,862 for direct current power supply. But behind them all Jobs was poking, prodding, and pushing and it was he, with his seemingly inexhaustible supply of energy, who became the chief arbiter and rejecter... [Finally,] the combination of [Mike] Markkula [Apple's first president], Jobs, and the McKenna Agency turned Apple's public bow [at the West Coast Computer Faire] into a coup."<4>

THE APPLE II: PRODUCT INTRODUCTION As they prepared for the display at  
 "....." the First West Coast Faire, it was  
 decided to create a new corporate logo. The original one, used in sales of  
 the Apple I, was a picture of Isaac Newton sitting under an apple tree,  
 with a phrase from Wordsworth: "Newton... 'A Mind Forever Voyaging Through  
 Strange Seas of Thought... Alone.'" Jobs had been concerned that the logo  
 had part of the slow sales of the Apple I, and the Regis McKenna Agency was  
 hired to help in the design of a new one.

"Rob Janov, a young art director, was assigned to the Apple account and set about designing a corporate logo. Armed with the idea that the computers would be sold to consumers and that their machine was one of the few to offer color, Janov set about drawing still lifes from a bowl of apples ... He gouged a rounded chunk from one side of the Apple, seeing this as a playful comment on the world of bits and bytes but also as a novel design. To Janov the missing portion 'prevented the apple from looking like a cherry tomato.' He ran six colorful stripes across the Apple, starting with a jaunty sprig of green, and the mixture had a slightly psychedelic tint. The overall result was enticing and warm ..."

"[Steve] Jobs was meticulous about the style and appearance of the logo ... When Janov suggested that the six colors be separated by thin strips to make the reproduction easier, Jobs refused."<5>

For the Faire, Markkula had ordered a smoky, backlit, illuminated plexiglas sign with the new logo. Although Apple had a smaller booth than other companies displaying their products at the Faire, and some of the other microcomputer makers (Processor Technology, IMSAI, and Cromemco) had been in business longer, Apple's booth looked far more professional, thanks to Markkula's sign. Some of the other participants, companies larger than Apple, had done no more than use card tables with signs written in black markers.

Because they had been one of the first to commit themselves to displaying at the Faire, Apple's booth was near the entrance and was visible to everybody entering the convention center. They demonstrated a kaleidoscopic video graphics program (possibly an early version of "BRIAN'S THEME") on a huge Advent display monitor, catching everybody's attention. But, after the Faire its organizer Jim Warren (Homebrew club member and editor of DR. DOBB'S JOURNAL) didn't think that Apple was a strong exhibitor. Byte magazine, in their report of the show, failed to even mention Apple. Despite these early opinions by influential people, over the next few months Apple received about three hundred orders for the Apple II, over a hundred more than the total number of Apple I's sold.<6>

THE APPLE II: COST      Prebuilt systems were also sold by Commodore (the  
"\*\*\*\*\*"      6502-based PET, for \$595), and Radio Shack (the  
Z80-based TRS-80, for \$600). This was quite a bit less than the Apple II's  
premium price of \$1,298 for a 4K computer, a pair of game paddles, and an  
audio cassette with demo programs. This price did not include a cassette  
recorder or monitor (which both the PET and TRS-80 did include). The  
hardware limitations and lack of expandability of those machines, however,  
offset some of the price difference. Also, one other hardware introduction  
for the Apple II that happened in mid-1978 set it well ahead of its  
immediate competitors; we'll get to that shortly.

THE APPLE II: EXPERIENCES OF EARLY USERS      The original manual for the  
"\*\*\*\*\*"      Apple II was sparse. It  
consisted of thirty photocopied pages, including some handwritten notes  
from Woz. The over stated, "simplicity is the ultimate sophistication:  
introducing Apple ][, the personal computer." In early 1978 these original  
photocopied manuals were replaced with the new "Apple II Technical  
Reference Manual" (also known as the "Red Book"), and copies were mailed to  
previous customers. Steve Jobs realized that people often viewed the  
quality of a product by the quality of its documentation, and so he took  
pains to get manuals that were easy to read and had a professional  
appearance.<7>

Setting up an early Apple II was fairly simple. The lid popped off easily, and one of the first things you would attach was the Sup'r Mod (RF modulator). This was plugged onto two pins sticking up from the back rear of the motherboard, near the video output jack (assuming that you did not also buy a REAL computer monitor). The game paddles were two small black boxes, with a knob on the top attached to a potentiometer (similar to volume controls on a radio) and a tiny black button on the side. These

boxes were attached via a narrow cable to a plug that looked (and was) fragile; this plug also went into a small socket in the motherboard. Lastly, you attached your data storage device (the cassette recorder) to the input and output jacks in the back of the computer.

After turning on the Apple II, the first thing to greet you was a screen full of random alphabetic characters and symbols, and possibly some colored blocks (lo-res graphics mode might be turned on). Here you had to press the RESET key in the upper right hand side of the keyboard, which, after releasing the key, would cause a "beep!" and an asterisk to appear in the bottom left-hand corner of the screen. (If the lo-res graphics mode had been on, it would now be off). Next to the asterisk (which was a prompt to show that you were in the Monitor) was a flashing box, the cursor. To get into BASIC, you had to press the "Ctrl" key and the "B" key simultaneously. Now you would see a different prompt, one that looked like a ">".

At this point, you could either begin entering a BASIC program, or try to load one from cassette. To load from cassette was not always easy; it took time to get the right volume and tone settings on the tape player in order to avoid getting the "ERR" or "\*\*\*\* SYNTAX ERR" message. (And if you didn't have much memory, you might get a "\*\*\*\* MEM FULL ERR" message!) When you got it properly loaded, you could type RUN and see what happened. Beyond that, it was more or less up to you to actually find something to DO with your new toy.<8>

THE APPLE II: EARLY HARDWARE ADD-ONS     Aside from the M&R "Sup'r Mod" that  
 "\*\*\*\*\*"                                     allowed early Apple II users to run  
 their computer on their color TV's, some other enterprising hackers  
 designed their own versions of modulators. One used by an early member of  
 an Apple user group in Washington State (Apple Pugetsound Program Library  
 Exchange, or A.P.P.L.E.) was somewhat better shielded than the "Sup'r Mod".  
 It had its own power supply and plugged into the video output jack on the  
 back of the Apple. The "Sup'r Mod" was by far the biggest seller,  
 however.<9>

At first, there were no interface cards for any of Woz's eight slots. With the limited funds that computer purchasers had then (and now) there was not much they could afford after shelling out anywhere from \$1200 to \$1800 just to get their own Apple II. But they were innovative, and like many other hardware hackers of the day managed to make do with old or surplus parts. Some people, for instance, had gotten their hands on used teletype printers, such as the ASR-33 (called "battleships" because they were so rugged and heavy). Since there weren't any printer interface cards to plug into the slots to allow the computer to communicate with the teletype, they used a trick they learned from Woz himself. The Apple II had four single-bit output pins on the game controller socket that could be used for various purposes. A schematic floated through the various user groups that showed how to connect the teletype to an annunciator pin; along with it was a machine language program that re-directed output from the screen to that one-bit port, and on to the printer.<10>

[\*][\*][\*]

NEXT INSTALLMENT   The Disk II  
 \*\*\*\*\*

NOTES  
\*\*\*\*\*

- <1> Michael Moritz, THE LITTLE KINGDOM, p. 186.
- <2> Steven Levy, HACKERS: HEROES OF THE COMPUTER REVOLUTION, pp. 263-264.
- <3> Moritz, p. 189.
- <4> Moritz, pp. 190-191.
- <5> Moritz, p. 188.
- <6> Moritz, pp. 192-193.
- <7> Philip Chien, "The First Ten Years: A Look Back", THE APPLE II REVIEW, Fall/Winter 1986, p. 12.
- <8> -----, APPLE II BASIC PROGRAMMING MANUAL, 1978, 1979, 1980, 1981, pp. 1-19.
- <9> -----, "A.P.P.L.E. Co-op Celebrates A Decade of Service", CALL-A.P.P.L.E., Feb 1988, pp. 12-27.
- <10> Val J. Golding, "Applesoft From Bottom To Top", CALL-A.P.P.L.E. IN DEPTH #1, 1981, p. 8.

```

//////////////////// GENIE_QWIK_QUOTE ////
/ "Read my lips. No new political messages in the Falcon Topic!" /
/ - Candidate Jeff Williams. /
//////////////////// JEFF.W ////

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[EOA]
[LIB]////////////////////
 THE ONLINE LIBRARY /
////////////////////
Yours For The Downloading

By Mel Fowler
[MELSOFT]

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>>> FINANCIAL GENIUS <<<

```

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>>> Number: 18671 Name: FGS.SHK.BXY
>>> Address: R.ADAMS48 Date: 920525
>>> Approximate # of bytes: 139904

```

HOME FINANCE PACKAGE Commercial vendors have produced a vast array of  
 "\*\*\*\*\*" programs since the Apple II GS was introduced. These  
 programs covered just about every application thinkable, except for a good  
 quality home financial program. There have been many templates for  
 Appletalks and Appletalks GS that cover everything from checking and  
 savings accounts to home budgets and car loans, but nothing that would do  
 all these things and much more.

Financial Genius (FSG) is an excellent home finance program written specifically for the Apple IIGS using the standard GS/OS interface and is completely compatible with System software 6.0. With FSG you can keep track of all your financial records including; checking and savings accounts, credit card management, home budgets, investment management, car loans, assets, liabilities, cost projections, home mortgages and much more. FSG uses standard methods to enter information into your financial records such as menus, line edits, radio buttons, check boxes, and pop-up menus.

Financial Genius comes complete with an 8 page tutorial that completely covers all the features included in the program. Starting a new account mainly consists of opening a checking account followed by various categories (up to 120 per account) which lists assets, liabilities, income, and expenses. Each category can be used to break down assets such as your car, home, summer cabin, fishing boat, and jet plane (don't we wish). Liabilities like credit cards and Uncle Fred, expenses like groceries, household goods, Car loan monthly payments, mortgage monthly payments and interest. Income can be included also as various categories such as Paycheck, Savings interest, and stock dividends.

The checking account acts as a base for the other categories as most transactions are done through your checking account. However, each category can also be accessed for individual transactions, for example your savings account. Automatic Transactions is a neat feature where you can create a list of transactions that take place each month, like your car loan payment, mortgage payment or any month payment where the amount does not change. Then when it comes time to enter that car loan payment all you do is call it up from the list of Automatic Transaction. You can also setup automatic transactions for your savings account for Social Security, Retirement pay that goes into your savings on a monthly basis.

Another great feature is the ability to Split Transactions. This is useful when you write a check for the local market and not all that you purchased will fit into one category. Perhaps you also purchased detergent, bleach, paper towels and toilet tissue. These items would go under household expenses and not groceries. With Split Transactions you can split up a single check into two or more categories.

One drawback to the program, and it is a minor one, is that you must use the TAB key to move from input edit box to the next input edit box. Of course you can also use the mouse. The TAB key after entering information in order to go to the next entry box takes some getting used to. The RETURN key would be more traditional and easier as that is the way most programs are written. After a bit of use though you seem to get over hitting the RETURN key to go to the next input box.

Another feature I would like to see added is an Automatic monthly entry into the savings or checking accounts to handle automatic deposits from retirement or Social Security payments. I have my Navy Retirement and VA benefit check deposited automatically and my mortgage and maintenance fee withdrawn automatically from my savings account. Yes I can use Automatic Transactions to list these four transactions and enter them one at a time into my savings account, but it would be nice to have the programs do this automatically without any actions on my part.

Let's get to the bottom line. This is not only an excellent home financial program for the Apple IIGS, it also fills a rather large hole in

this somewhat forgotten applications area. We should all give a hardy congratulations to Rick Adams for taking the time and effort to write such an outstanding financial program. The \$35 Shareware fee is so very small considering what this program offers. This is not just a Shareware program, it is indeed commercial quality and we should be thankful that Rick decided to go the Shareware route because an equivalent commercial Finance GenuS would cost in the neighborhood of \$90 to \$100 dollars. I highly recommend this program for those among you that want to keep track of your home finances.

```

// GENie_QWIK_QUOTE //
/ "That is what I love so much about GENie...I put a question /
/ in.....and out pops an answer. I wish we'd had this when I /
/ was in school. Thanks folks." /
////////////////////////////////////// H.RASMUSSEN //

```

[EOA]

```

[TEL]//////////////////////////////////////
 TELETALK ONLINE /
//////////////////////////////////////
Doing It Online!

```

>>> THE SUPRA-FAX MODEM <<<
\*\*\*\*\*

SupraFAX Modem V.32bis A month and a half ago, my modem was hit by lightning. I'm fortunate that it was the only piece of hardware affected. After wrestling with the insurance company for a few weeks, I collected, and bought a new SupraFAX Modem V.32bis.

At first glance, it's a neat little modem. It's very small, about half that of most modems. It measures 6-3/8 by 4-5/8 by 1- 1/4 inches. The case is silver, and it has a black faceplate. The faceplate has four LED indicators, Off Hook (OH), Send Data (SD), Receive Data (RD), and Terminal Ready (TR). To the right of that are a pair of 5x7 dot matrix LED displays that show the rest of modem's modes and functions. Next to that is the power switch, a rarity on today's computer equipment. Finally somebody has put the power switch in an easy to reach location!

The modem comes from the factory with two presets to get you up and running immediately. One is for IBM PC/Amiga/Atari owners (AT&F2), and the other is for Macintosh owners (AT&F1). Other settings allow you to set how the modem tells you its connect rate, and which protocols it uses. Some terminal software chokes on these extras, so it takes some time to determine just how your program will react. One very interesting command is AT%Q. When you are logged onto a BBS, return to command mode with +++, then type AT%Q. The number it gives you is the quality of the connection, from 0 being good, to 10 being awful. Then you can return to the BBS with ATO.

The documentation is excellent. Included are a thick reference manual that explains every feature of the modem, all of its Hayes-compatible commands, a glossary of terms, and even an index; a Getting Started manual that explains how to install your terminal software (PC and Mac users only), what the different display codes are on the modem's fancy display, and a very basic guide to sending a FAX (if you have FAX software); and very handy reference card with all of the commands, the display codes, and

even an RS-232 pinout.

UP & RUNNING Okay, so how does it work? My first impressions are  
"\*\*\*\*\*" excellent. The character display is very interesting, and  
is certainly a change from the typical row of LED's found on most modems,  
although I would have preferred a larger display, since to a novice, a  
flashing sequence of 144, LP, DC, and CD don't mean much. What it does  
mean is a connect rate of 14,400 bps, LAP-M error correction (V.42), Data  
Compression (V.42bis), and Carrier Detect, respectively. After a while, I  
discovered a very annoying problem with this modem in particular. When  
first powered up, I have no problem connecting to any BBS. But after the  
first call, the modem will only connect using MNP error correction. Since  
performing a soft reset with the ATZ command didn't cure the problem, I  
found that powering the modem off and back on did the trick.

CUSTOMER SUPPORT Now we get to Customer Support. It takes a while to  
"\*\*\*\*\*" get through to them, but once you do, they're very  
helpful. I tried all afternoon, and the line was busy. Finally, it rang,  
and I got the recording, "All operators are busy. Please stay on the line,  
and someone will be with you shortly." After about three minutes, someone  
came on. He was completely baffled with my problem, as it wasn't one  
they'd heard of. He was very knowledgeable and, and decided the easiest  
thing to do was to replace the modem. He said there were two ways to do  
it: I could send it back, and wait a few weeks for a new one; or I could  
give them a credit card number (as a deposit), and they would express-mail  
me a replacement, with a prepaid return envelope. The only catch is that  
there is a \$20 charge for this. I opted for the faster way. Two days  
later, the UPS Red Label package arrived at 10:00 am. I sent the old modem  
back via Federal Express, in the included envelope.

THE BOTTOM LINE The new modem works great! It has no problems that I  
"\*\*\*\*\*" have detected so far. I regularly achieve speeds in the  
high 1600 cps range, with V.42bis and Ymodem-G, on files compressed with  
Quester's LHARC. This modem really flies! I'm very pleased with it, and I  
recommend it to anyone looking for a good, low-cost high speed modem.

The SupraFAX V.32bis retails for \$399, but I have seen it as low as  
\$309 from some mail order houses. This makes it one of the best deal in  
high speed modems.

Supra Corporation  
7101 Supra Drive SW  
Albany, Oregon 97321

Orders: 503-967-2410  
Tech Support: 503-967-2440  
BBS: 503-967-2444

[EOA]  
[LOG]////////////////////////////////////  
LOG OFF /  
////////////////////////////////////  
GENieLamp Information  
\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp
- o GENieLamp STAFF: Who Are We?

- o GET\_THE\_LAMP Scripts & Macros
  - o SEARCH-ME! Answers

GENieLamp GENieLamp is monthly online magazine published in the "\*\*\*\*\*" GENieLamp RoundTable on page 515. You can also find GENieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II (645), A2Pro (530), Unix (160), Mac Pro (480), A2 Pro (530) Geoworks (1050), BBS (610) and CE Software (1005) RoundTables. GENieLamp can also be found on CrossNet, (soon) Internet America Online and many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail.To leave messages, suggestions or just to say hi, you can contact us at the following addresses:

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- o Kent Fillmore [DRACO] Publisher/GENie Product Manager

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\*\*\*\*\*

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"GET\_THE\_LAMP" SCRIPTS NOW ONLINE GENieLamp scripts are now available for  
 \*\*\*\*\* our IBM, Atari ST and Microphone  
 II/White Knight Macintosh readers. These script files will allow you to  
 download all the issues, or just the issues you want. As an added plus,  
 you can also have Aladdin grab the latest copy of GENieLamp while you  
 sleep. Where can you Get\_The\_Lamp script? You'll find the Aladdin scripts  
 in the GENieLamp RT, [m515], Aladdin ST RT, [m1000] and the PCAladdin  
 RT, [m110]. The Macintosh macros for White Knight and Microphone II are  
 available in the GENieLamp RT [m515], the Mac RT [m605] and the Freesoft RT  
 [m585]. Search for LAMP to find the latest version.

--> Get\_The\_Lamp. Scripts and macros make it easy! <--

SEARCH-ME! ANSWERS  
\*\*\*\*\*

```

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+ + + + + + + + + + + + + + + R + + + + M + + +
+ + + + + C L E F + + + + + E + + + E + + +
+ + + + + + + K + + + + + + + + C + + G + + P
+ + + + + + + + E + + + + + + + + N + A + + R
H + + + + D + + + Y + + + + + + F + E + + + O
T + + + E + + + + + W + + + + F + + + U + + T
N + + L + + + + + + O + + A + + + + + Q + E
Y + A E Q C + + + + + R T + + + + + O + E U
S Y + + + + U + + + + + S D + R + + N + + + S
+ + + R + + + B + Y + + + + O + + A + + N + +
T A D E + + + + A + + + + L + R I + + O + + +
+ + + V + + + M + S + + A + + P O + I + + + +
+ + + E + + A + + + E N + + + + + T + + + + +
+ + + R + H + + + + D + + + + + A + A + + + +
+ + + B A + + E + + + + + + T + + + T + + R
+ + + G + + + + T + + + + + O + + + + + O E +
+ + + R + + + + + O + + + N + + + + + X N +
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```
\\//
(c) Copyright 1992 T/TalkNET OnLine Publishing, GENie, and the
GENie Computing RoundTables. To sign up for GENie service, call
(with modem) 1-800-638-8369. Upon connection type HHH. Wait for the
U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system will
then prompt you for your information.
\\//
[EOF]
```



Genie ONLINE ..... [GEN]                    HACK'N ONLINE ..... [HAC]  
 En garde!                                        HST Modem Upgrade.

ELSEWHERE ..... [ELS]                        LOG OFF ..... [LOG]  
 Connecting The World.                         GENieLamp Information.

[IDX].....

READING GENieLamp    GENieLamp has incorporated a unique indexing  
 "....."                system to help make reading the magazine easier.  
 To utilize this system, load GENieLamp into any ASCII word processor  
 or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
 [\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
 you want to scan all of the articles, search for [EOA]. [EOF] will take  
 you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO    To make it easy for you to respond to messages re-printed  
 "....."                here in GENieLamp, you will find all the information you  
 need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
 \_\_\_\_\_|    \_\_\_\_\_|    \_\_\_\_\_|    \_\_\_\_\_|    \_\_\_\_\_|  
 |Name of sender    CATEGORY    TOPIC            Msg.#    Page number|

In this example, to respond to Smith's message, log on to page  
 475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
 message is a "target" message and is referring to a "chain" of two  
 or more messages that are following the same topic. For example: {58}.

ABOUT GENie    GENie costs only \$4.95 a month for unlimited evening and  
 "....."                weekend access to more than 100 services including  
 electronic mail, online encyclopedia, shopping, news, entertainment,  
 single-player games, multi-player chess and bulletin boards on leisure  
 and professional subjects. With many other services, including the  
 largest collection of files to download and the best online games, for  
 only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie  
 service, call (with modem) 1-800-638-8369. Upon connection type HHH.  
 Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system  
 will then prompt you for your information.

.....  
 //////////////////////////////////////////////////// GENie\_QWIK\_QUOTE /////  
 / "If your only tool is a hammer....perhaps every problem /  
 / becomes a nail....." /  
 //////////////////////////////////////////////////// H.WESSEL3 /////  
 .....

[EOA]  
 [FRM].....

FROM MY DESKTOP /

////////////////////////////////////

Notes From The Editor  
\*\*\*\*\*

By John Peters  
[GENIELAMP]

TOP OF THE PAGE GENieLamp writers and contributors are paid for their  
\*\*\*\*\* efforts with online time here on GENie. In order for me  
to credit their accounts, I ask them to send me their GENie ID number.  
Recently, a new contributor sent me his password. GASP! I blinked a few  
times, took a deep breath and wrote a reply to his message explaining to  
him how to go about changing his password.

Afterwards, I got to thinking that maybe it was because of my position  
here on GENie that he assumed it would be okay to give me his password. Or  
maybe it was just an oversight. Regardless of the reason, it brings up the  
point that it can happen. Don't let it happen to you. Never, I repeat,  
\_NEVER\_ let your password out into the hands of someone else! There is  
absolutely \_no\_ reason what-so-ever for anyone but yourself to know your  
password. Period.

Sooooo.... how long has it been since you've last changed your  
password? Last week? A month ago? Never? If it has been awhile, perhaps  
today would be a good day to change it. Odds are your account will never  
be the victim of some unscrupulous member, but why take chances? Changing  
your password takes only a few seconds to do, plus, it is part of your  
GENie\*Basic package.

To change your password, type SET or M900;2 at any GENie main prompt.  
You can use any character from A through Z, all digits from 1 through 9,  
asterisks, periods and dollar signs. GENie will ask you to enter your old  
password, then to enter the new password. It will then ask you to re-enter  
your new password for verification. Pick a password is easy for you to  
remember, but next to impossible for someone else to figure out. Commit it  
to memory or write it down and put it in a \_secure\_ place.

If you are using Aladdin while on GENie, changing your password is  
even easier. Just choose "Change Password," follow the prompts and let  
Aladdin do the dirty work.

Take the time and effort to do this. Your pocketbook may thank you  
someday!

>>> GENieLamp Odds & Ends <<<  
\*\*\*\*\*

Standing Ovation Tom Schmitz, the chief editor of the Apple II/A2PRO  
\*\*\*\*\* GENieLamp, has informed us that he's accepted a large  
promotion at his daytime job and will consequently have to relinquish his  
role as chief editor of the Apple II/A2PRO GENieLamp. Since April, 1992,  
Tom coordinated the production of the first seven Apple II/A2PRO  
GENieLamp's, setting high standards in every facet of his work. We will  
deeply miss Tom's pioneering leadership.

Taking over as chief Apple II editor is frequent GENieLamp contributor  
Darrel Raines [D.RAINES]. Darrel has broad interests in the Apple II, and  
hopes to give the Apple II GENieLamp his own signature leadership in the

months ahead. Persons interested in contributing articles to the Apple II/A2PRO GENieLamp are requested to contact co-editor Phil Shapiro [P.SHAPIRO1] until Darrel familiarizes himself with the GENieLamp ropes."  
-Phil Shapiro

THOUGHT YOU SHOULD KNOW... I downloaded the new (ALADDIN) 1.62 version  
"\*\*\*\*\*" from a local BBS. After that I had all kinds of problems, like it would download a long time and when I went to read the messages, there was only one available to read. Another time it downloaded a few messages and gave the 'end' beep and said I've been idle too long. Another time I didn't get me mail at all even though I had 4 letters waiting.

So, last night I downloaded 1.62 again, this time from the Aladdin library and everything seems to be working the way it is suppose to now. So I want to warn people, sometimes you may get a bad download especially if it is from a local BBS, it may have had a bad upload if you know what I mean... -Leska [V.WRIGHT]

[\*][\*][\*]

Have you ever wondered what it's like to be a SysOp?

To the tune of "White Rabbit" By Jefferson Airplane...

Some folks like the BB's,  
And some folks like the Mall.  
And the ones who start up flamewars,  
Don't like anything at all.  
Go ask Sysop, when he climbs the wall.

And if you go, chasing lurkers,  
And you know you're going to fall.  
Tell 'em hookah... smoking modem,  
Has given you the call.  
Poor Sysop, he deals with it all.

When the posts in the deadmail,  
Get up and tell you where you go.  
And you've just had some kind of linenoise,  
And your node is moving on...

Go ask Sysop, I think he'll know.  
When the pointers, and topic markings,  
Are lying sloppy dead.  
And the cursor is typing backwards,  
And you can't read what you've just said.  
Remember, what the Doormouse said,  
Park your head... park your head.

(Reposted with the author's permission)  
(UHH.CLEM, CAT30, TOP27, MSG:36/M470)

[\*][\*][\*]

Until next month...







"""""""""" "Student Directory" which contains a form. When you fill out this form, you will receive Email announcements from A2U. These will announce new courses, new Professors, important information etc. Please note that you must fill out this form to be placed on the mailing list, but you only have to register for a course to participate.

What Happens When The Course Is Over? After each 12 week term in A2U, """""""""" the messages concerning each of the courses will be archived and uploaded to the A2PRO library. Then a topic will be started for the discussion of the Old Course. These topics should be used for any discussion of A2U courses that are not currently going on, and will contain all information on what is required to take the course.

Who Teaches The Courses? A2 University Professors are volunteers that """""""""" teach the classes. The classes that they teach are of their own creation. Their only compensation is a Free Flag in both A2 and A2PRO for the duration of their course. If you are interested in teaching a course, please send a letter to that effect to me (A2PRO.STEVE) and carbon copy it to A2PRO\$. Then we will let you know what is involved and get you started on your course!

Is There Anything Else? Well, in addition to the time here on GENie, """""""""" some courses may require a textbook, or a special piece of software. But most of the courses will use the "standard" tools for Development. If you have a compiler for the language you will be using, the Toolbox Manuals, and the GS/OS manuals, then you are probably set to tackle most of the courses offered in A2U. But there have been courses that required only AppleWorks and TimeOut UltraMacros. Each course is unique, and its requirements are equally unique.

Closing Thank you for reading this, and your interest in A2 University. """""""" We hope to see your face in a classroom next course session.

How To Take an A2U Course Taking an A2U course here on GENie is actually """""""""" very simple. All you need to do is say that you want to take it. Then you can participate in several areas. All of which are \_OPTIONAL\_. I suggest that you download all of the lessons for the course you are interested in. It usually helps to have them around. Plus, the Bulletin Board (Right Here!) is another great place to ask questions. Then finally, each class will have an RTC (Conference) that you can attend to ask questions in real time! And that is about it! Take time to post a message about yourself in Topic 4, and there is nothin else that you need to do! You are a full fledged A2U Student. -Steve

Fall Term Courses I am happy to announce that we will have two new """""""""" courses for the Fall Term here in A2U. They will be on Ultra 4.0 (Will Neklen) and Data Compression (Andy McFadden). Here are the topics that have been created for these courses, post anything pertinent to the course there.

- 22 ULTRA 4.0 - To The MAX! (Ultra 4.0 Course)
- 23 A pinch of Data Compression (Data Compression Course)

-Steve A2 University Dude  
(A2PRO.STEVE, CAT22, TOP2, MSG:1/MA2PRO)

A2PRO COMPANY SUPPORT GROWS WITH GS+ MAGAZINE AND JEM SOFTWARE  
.....

The list of companies providing direct support for programmers in A2Pro grows to five with two sterling new Apple II developer-supporting companies opening their own categories and libraries in A2Pro.

GS+ Magazine, published by EGO Systems of Tennessee, is famous for the with, technical information and no-holds-barred style of the publishers and authors, mostly Steve Disbrow and Joe Wankerl. Steve and Joe have opened a new category in A2Pro's bulletin board and a new library (both #33) to help programmers who want to use GS+ utilities, or maybe who want to write and become famous by publishing in GS+ Magazine! Check out category and library 33 to learn more about GS+ Magazine. Steve and Joe have also opened a category in the A2 bulletin board (on page 645) for non-programmer concerns, such as subscriptions and back issues.

JEM Software, Randy Brandt's AppleWorks super-charging company, has just released the most powerful AppleWorks 3.0 enhancement ever, Ultra 4.0. Not only does A2U offer a course on how to use this fantastic product -- JEM Software and Randy Brandt are now in Category #34 of A2Pro to support Ultra programmers as well as programmers who use all kinds of JEM products. Drop by and have a look -- if you want to know how to make AppleWorks do more for you than before, this is for you. A2Pro supports all kinds of programmers, from assembly language to HyperTalk to Ultra 4.0!

Please join A2Pro in welcoming these fine companies to our online family. Drop by their bulletin board categories and say hi!  
(M.DEATHERAGE, CAT1, TOP17, MSG:30/M530)

MORE APPLE HISTORY If you caught (or will catch, depending on how you  
..... are reading these messages today) my post in Cat 3,  
Top 4 (New Uploads), I've uploaded five more pieces of the Apple II History  
(finally!) These:

- #19320 Apple II History, Part 18 -- Software
- #19339 Appendix A, Part 1 -- Software 1977-80
- #19340 Appendix A, Part 2 -- Software 1981-82
- #19341 Appendix A, Part 3 -- Software 1983-86
- #19342 Appendix A, Part 4 -- Software 1987-92

Now, even though I've uploaded an appendix, that does not mean that I am finished with this puppy yet. Actually, I have several more segments to polish up and add to, but the appendix that dealt with software seemed appropriate to upload at this time. Also, I had another reason for uploading it right now.

The appendix, in its four parts, gives an annotated listing of popular Apple II software that was released over the years. For the years 1977-1983, this is taken directly from the Softtalk Top Thirty lists published each April (and voted on by their readers). Many of the descriptions that go along with each program are also taken directly from Softtalk's "Fastalk" column. In some cases I added comments of my own, or created comments where Softtalk never got around to it.

The place where I find I need help is in the years after 1984. I have had to rely on posted ads for the various software packages during the

years late 1984-1992, since no magazine has taken on the task of compiling a list of top software on a yearly basis since then. Consequently, the list is rather scarce during some years.

What I would like from you, the users of A2, is this: If you have an interest in reviewing the lists in the Appendix parts and see if there are either errors (author's name misspellings, program name, publisher, or description) or omissions, I would be most pleased to know so I can make the list better. If you know the name of an author that I have not included, please let me know. I feel that I am particularly weak on the GS side of software, not having gotten into the 16-bit world until about 2 months ago.

I don't feel that I can include EVERY piece of software that has ever been released for the Apple II, but if there is anything that was clearly a popular program, or an innovative program, that I have missed, here is your chance to make me aware of it.

What I probably cannot do is make the appendix files, in toto, shorter. Trying to find a way to present information about the gargantuan pile of programs that have come out over the years is part of what made this part of the History take SO-O-O-O long to get out. I've had information for Parts 19-22 actually completed for months, but I had this stumbling block of how to organize this stuff that slowed me down so badly.

If the info presented in Appendix A (parts 1-4) is already acceptable, I would appreciate hearing about it also. Oh, yes; the stuff for 1991 and 1992 I did more annotation on, since it is current and still available. If there are some other programs recently released that I should include, please tell me about that also. Steve Weyhrich <IX0YE>--<(S.WEYHRICH [Historian], Cat. 2, Top. 16, Msg. 114, M645;1)

SOFTDISK PUBLISHING ONLINE IN A2PRO Softdisk Publishing, creators of  
\*\*\*\*\* Softdisk and Softdisk G-S magazines  
on disk, now have their own online support category \_just for programmers\_  
in A2Pro!

Softdisk has long been a valued contributor to A2 and A2Pro, and they continue to provide customer service and support for the subscribers in A2, as they have for a long time. But now, here in A Pro, Softdisk has support for you, the \_programmers!\_

Want to know how to submit to Softdisk? You should, because Softdisk pays good money for your work -- sometimes more than you can get from shareware fees. Do you subscribe and admire the produce on values? You can find submission guidelines that describe all these things in Softdisk's new A2Pro category and library, both #31.

We're pleased to welcome Softdisk to a formal level of support for programmers and potential submitters here in A2Pro. Look for even more companies supporting programmers here in A2Pro -- the development information you want all in one convenient place! Drop by category 31 and check it out!

(M.DEATHERAGE [A2Pro Leader], Cat. 3, Top. 7, Msg. 9, M645;1)

WARP SIX NOW PD Warp Six BBS is now in the public domain, with the  
\*\*\*\*\* release of public domain version 1.0, right here on A2 as

file number 19178, filename W6BBS.BXY.

I'm not going to completely stop working with the system, but I plan on spending a lot less time with it. For this reason, I felt it would be best to place it in the public domain.

For those interested in the source code to the modem drivers, I'll be uploading those to A2Pro very soon. You will need Merlin to edit and re-assemble the SSC.Driver, and Merlin 16 or Merlin 16+ to edit and re-assemble the GS.Hski and GS.GPi drivers. The Xmodem module and Xloader can be assembled with Merlin 8. (If you have Merlin 16 or 16+ you can assemble the lot.)

Best wishes in the future and with this message I'm departing from this topic. -Jim Ferr, creator of Warp Six BBS.

(Category 41, Topic 10, Message 51, M645;1)

ASTRONOMER GS V2.3.2 IS HERE! I just complete the upload of the latest  
"\*\*\*\*\*" version. With luck (and the Sysops help) it should be available on-line very soon. Along with that, I uploaded two other separate files that will 'tell you about the program. First, for those who don't have the program the file "About Astronomer" in the Education library contains a text file and some screen snapshots showing what the program screens look like. The text file explains what the program's capabilities are. The second file, Astro..Changes in the same library will describe the changes since version 2.3.1. Since the new version corrects several bugs everyone should update as soon as possible.  
(L.BELL13 , Cat. 13, Top. 14, Msg. 11, M645;1)

MDG PROGRAMMERS EXCHANGE The Morgan Davis Group is proud to unveil the  
"\*\*\*\*\*" MDG Programmers Exchange. Many of our products are geared toward software development for both 8- and 16-bit Apple II platforms. This is the place to go when you have questions about working with our tools. Use the TOPIC command to get a complete listing of c 1 is for MDG news and announcements. Here, you'll find notices about new products, upgrades, new uploads in our software library, and so on.

Topic 2 contains summary information about our entire product line, including pricing, order information, etc.

The first message in each product topic is a press release describing current features and availability.

The last topic is the MDG Hackers' Lounge. Post messages here that are not appropriate in any of the other topics.

In the MDG Software Library, you'll find files related to using Morgan Davis Group development products. Uploads consist of either binary programs and data files, or lengthy text documents describing some aspect of programming with our software.

Occasionally, we will upload "freebie" software -- utilities to help around the hard disk. We also have a few demos of some of our titles, like MD-BASIC. With ten minutes of informative and humorous running time, the MD-BASIC demo is really fun to watch.

Thank you for joining the MDG Programmers Exchange here on GENIE.

Enjoy!

/ \ / \
/ / \_ \ Morgan Davis (M.DAVIS42, CAT32, TOP1, MSG:1/2/M530)

FOUNDATION IS BACK Well Folks, I'm finally back here on GENie and you're
going to start seeing my face (so to speak) around here to answer any Foundation related questions and keep you up to date on Lunar Productions.

To start things off, here is the current state of Foundation:

We released it! Yes, version 1.0 was released at KansasFest, but... (you knew there was a but :) ...at the last minute we decided to pull ScriptEdit from the release. We couldn't convince Uncle DOS or Event Specialists to postpone KansasFest for a month, and Jim "no sleep" Murphy gave it his best shot anyways. The bottom line is that Foundation 1.0.1 will begin shipping in a couple weeks with a VERY nice ScriptEdit module (including the dynamic ScriptBuilder!) Anyone who has already purchased Foundation will get 1.0.1 as a Free update (please keep those registration forms coming :)

Foundation 1.0.1 is \$79.95 and can be ordered directly from us at:

Lunar Productions 1808 Michael Drive Waukesha, WI 53186 414/549-9261 (evenings please - central standard time)

Marc Wolfgram Lunar Productions -

>>> THROUGH THE GRAPEVINE <<<
\*\*\*\*\*

GSP CARD |om, like the GSP Card for the Apple II that was rumoured to
be in development by Apple, the Apple /// on a card (codenamed "Rub a dub dub") is actually in development by a ///rd party. A prototype is expected to be shown off running one of the cash registers and acting as a coin-op videogame simultaneously at PizzaFest. (: -= Lunatic (: (LUNATIC, Cat. 44, Top. 11, Msg. 33, M645;1)

ANNOUNCING: THE MACRO PROJECT (?) Several months ago I floated the idea
that we macro writers consider forming some sort of association or alliance for the purpose of promoting macro-based programs, exchanging information and ideas, etc. Although some expressed a general interest in the idea, I did not find much enthusiasm for a formal association, largely because of the bad taste left in all of our mouths by the untimely demise of the AppleWorks Programmers Association.

While I agree that there may not be a need or a desire for a formal, dues-paying organization like APA, I still believe that those of us who write macros for commercial consumption could take some eps to increase the visibility of the AppleWorks/UltraMacros combination in general and to promote our own products in particular.

As independent programmers writing for a necessarily limited (and perhaps dwindling) universe (those who use AppleWorks and UltraMacros), I believe we need to make special efforts to reach our entail customers. An

ad in, say, inCider (aside from its cost) may not be the most effective marketing tool because many of the Apple // users who would see it would not be UltraMacros owners. Advertising in NAUG's AppleWorks Forum might be more effective in reaching the targeted audience, but only a small percentage of AppleWorks users are NAUG members, and again, many of them either do not own UltraMacros or do not have enough memory or disk storage space to use some macro programs effectively.

Most marketing experts will tell you that the best potential customers for most products are people who have previously bought a similar item or an item carrying the same brand name. That is, the people most likely to buy our macros are those who have already bought our macros -- or someone else's macros.

With that idea in mind, I would like to propose what I call The Macro Project.

The Macro Project would produce, at least as its initial offering, a comprehensive catalog of UltraMacros-based programs, task files, macro sets, useful macro tips, hints and/or instructions. The catalog would provide sufficient space for each macro programmer to list and briefly describe all the macro sets/programs/taskfiles that the programmer is selling. The catalog would have a consistent format and would include a table of contents listing offerings by programmer name and/or company name (for example, Dan's Macro City would have a section, Marin MacroWorks another, etc.). It would also contain an index of the individual macros or macro sets.

The Macro Project catalog would, at the very minimum, be mailed to everyone on the combined mailing lists of all participating macro writers. This could be handled in several ways. Either sufficient copies would be provided to each individual so that he could mail his own list (which would result in a fair amount of duplication) or our lists could be combined (and the duplicates winnowed out). The details of how the mailing would work would have to be handled through discussion and negotiation.

I would hope that eventually we could obtain other useful mailing lists from sources that have a high percentage of customers who would be likely to own both AppleWorks and UltraMacros. The names companies that might have those lists are fairly obvious. I have not contacted any of them yet, so the availability and/or cost of these lists is unknown. Of course, all Apple // publications would be notified of the catalog's availability and asked to publish an address that anyone could write to for a free catalog. I'm sure there are other distribution strategies that we could explore.

The immediate goals of this project would be:

- 1) To provide an appropriate and effective advertising medium for macro-based software.
- 2) To promote and increase the visibility of the AppleWorks/UltraMacros software combination.
- 3) To demonstrate the range of macro-based productivity software available.
- 4) To establish an ongoing publication that can be updated at regular

intervals.

I know that there are a lot of issues to be worked out between stating the concept and mailing out the finished catalog; I don't intend to go into all of them here. I will state that I am willing devote my time and energy to overseeing this project if there is sufficient interest among macro writers.

If the interest is there, I would like to see the project finished before Christmas, so I need feedback on this soon. I would appreciate it if the discussion of this could be kept public and in t forum so everyone can read the responses. But if there is something you would rather express to me privately, please feel free to email me. -=\* Dan \*=-  
(D.CRUTCHER [Dan], Cat. 17, Top. 12, Msg. 84, M645;1)

APPLE CLINIC UPDATE I was kind of sad to see that Cecil Fretwell will no longer be writing Apple Clinic in inCider, myself. Fretwell was an Apple II pioneer, from the very earliest days. His column was always well written and accurate. It's a shame he isn't doing it anymore.

On the other hand, I expect good things from Cynthia Field, so we'll see I guess!

In other news, I got word last week that Dan Muse had left inCider to work at Byte. At the moment the editing duties are being taken care of by one Eileen Terrill, though it's not clear if that's to be permanent or not.

What with a change of hands at Apple Clinic, and my new column, and Matt Deatherage's new column, and with more columns for Joe Kohn, and a new editor, inCider is starting to look like a whole new magazine! Should be interesting to see how much it changes with all these new faces and new directions. -Dean Esmay  
(A2.DEAN [Chief Sysop], Cat. 28, Top. 3, Msg. 38, M645;1)

>>> APPLE HEADS WANT TO KNOW <<<  
\*\*\*\*\*

PIZZAFEST SUCCESS! \\/\ell, the first Silicon Valley PizzaFest has now come off, and I can say that it was quite a success. In attendance were:

- Matt Deatherage
- Dave Lyons
- Andy Nicholas
- Matt Ackeret
- Andy McFadden
- Lunatic E'Sex
- Joe Kohn
- Jim Merritt
- Kent Keltner
- John Ferreira
- Moses Ferreira
- Shirley Hill

(Vaguely in order of appearance)

|\|uch food was consumed, and much fun was had by all!

|)  
Plans are already under way for another Apple II social get together and hang out in the SF Bay Area, sometime next month. It was agreed that the next one will be held at a Chevy's restaurant (Mexican food), and that the location will be farther up the peninsula towards San Francisco. All attending were highly enthusiastic about making it to the next one.

(  
\_)o, if you're in the Bay Area, or you're going to BE in the Bay Area, near the end of September, and would like to go out to dinner with this cool group of people, keep watching this space for further details!

-= Lunatic (:  
(LUNATIC, Cat. 44, Top. 11, Msg. 42, M645;1)

From our Foreign Desk                    PROTOCOL  
\*\*\*\*\*                                   (summary by Henrik Gudat)  
Pizza sponsored by: Apple dealer U. Brunner Organizer: H.Gudat

The first meeting in Reinach, Switzerland was a real success. 9 programmers (8 assembly language, 1 Pascal), the local Apple dealer and two other interested people attended the "show". Besides exchanging information and eating tons of peanuts, the most recent releases of some programs were shown.

The meeting ended in a pizzeria. Mr. Brunner, the Apple dealer, expressed his support and belief in the Apple II by generously sponsoring the complete evening. Thank you very much!

The equipment - provided by H. Gudat - consisted of two Apple IIGS, a 52MB and a 20 MB HD, two 3.5" drives, one 5.25" drive, a Revox amplifier, Bose 301 III speakers, and other stuff.

Present    Urs Brunner, Joerg and Valerie Kienzle, Yann Le Tensorer,  
\*\*\*\*\*    Laurence, Urs Hochstrasser, Marc Schweizer, Andre Horstmann,  
Michael Born, Andreas Furrer, Dominik, Henrik Gudat.

U. Brunner    confirmed his faith in the Apple IIGS, donated a 6.0 CD and  
\*\*\*\*\*    suggested interesting marketing strategies.

Joerg Kienzle    he demonstrated SpaceFox because one person didn't know the  
\*\*\*\*\*    program! (Okay, he played in the cheat mode)

Andre Horstmann    showed off the brand-new ShadowDial II 2.1. It's a  
\*\*\*\*\*    Videotex/Btx decoder with great capabilities.  
Unfortunately, there wasn't a modem connected to the GS so he could scratch the surface only. What a shame! Andre added tons of new macro commands and features supporting the new system tools. In addition you're now able to copy graphic directly out of the Vtx/Btx screen into the system clipboard.

Michael Born and Andre    explained their new project. They are building a  
\*\*\*\*\*    hardware/software package that will allow you to control any external device via phone (!) and much, much more. As far as I understood the whole thing, it will turn the GS into a intelligent telephone answering machine.

Andreas Furrer and Dominik    they started a demo with sensational

..... 70-line-scrolling (!!!) and NoiseTracker music. The quality was outstanding! Both had also some great ideas regarding new programs. They are now working on a new action adventure game with smooth animation.

Urs Hochstrasser ...launched ChemiGS, a desktop application for molecular ..... design. It's similar to an object oriented drawing program but features some functions for "simulating" 3D structures. A protocol between GSymbolix (see below) and ChemiGS is planned. (ChemiGS will be released in 1993.)

Henrik Gudat ...double-clicked on GSymbolix 1.7. This nearly-running ..... prototype has been modified so that it supports 6.0 features ( especially the Sound CDev and menu icons). A short 3D animation of a cosine could be seen as well as the built-in debugger (...which was definitely better than GSBug...) The most important change is GSymbolix's new capability of working with complex formulae. The program recognized even complicated expressions (such as  $4*i/3*i^3$ ). A button bar might also be part of v1.7. GSymbolix 1.7 will ship in a couple of months.

Marc Schweizer demonstrated LinReg, a desktop program written in ..... ORCA/Pascal for linear regression. It worked flawlessly but it is not yet finished.

New action game Bright Software will soon start with a new, funny ..... action/strategy game for IBM (by Yann Le Tensorer), Mac (Joerg Kienzle), Atari (?) and IIGS (Andre Horstmann and Henrik Gudat). We promise you: the IIGS version will be the best!

There are also plans for an application-independent, object oriented, graphic based programming language. Let's face it when the new game hits the shelves...

To make a long story short, this afternoon was plain fun. Obviously we all spoke the same language (except for one - Urs is using APW - uuuuhhhh). Though the evening ended with a lot of confusion regarding negative fixed values, I'm about to call this meeting the Swiss KansasFest.

And next year I'll take a big pizza. -Henrik

PS for more info, please contact Bright Software, P.O. Box 18, 4153  
 "" Reinach 2, Switzerland.  
 (A.HORSTMANN, Cat. 13, Top. 13, Msg. 13, M645;1)

Ultra Macro Printing A while back I saw a message requesting a macro ..... that would print all of the odd pages in a document, then pause to allow the paper to be turned over, then print the even pages. I also needed to print on both sides of the paper and, unable to find a ready made macro, I was "forced" to write my own. Actually there are two macros; one for the odd pages and one for the even.

```

<ba-O>:<awp {macro to print odd pages}
 oa-1: {move to beginning of file}
 oa-k rtn: {calculate # of pages in doc}
 oa-9: {goto last page}
 up: {move to status line}
 P = peek $00b4: {get last page #}
 C = 1: {start page counter @ 1}

```

```

begin: {start loop}
 oa-1: {move to top of file}
 oa-P>P<rtn : {go to printer options, select page}
 print C: rtn :print C: rtn: rtn: {print the page in C}
 C = C + 2: {increment counter by 2}
 if C > P then exit {check for last page}
else rpt:!! {end loop}

<ba-E>:<awp {macro to print even pages}
 oa-1: {move to beginning of file}
 oa-k rtn: {calculate # of pages in doc}
 oa-9: {goto last page}
 up: {move to status line}
 P = peek $00b4: {get last page #}
 C = 2: {start page counter @ 2}
 begin: {start loop}
 oa-1: {move to top of file}
 oa-P>P<rtn : {go to printer options, select page}
 print C: rtn :print C: rtn: rtn: {print the page in C}
 C = C + 2: {increment counter by 2}
 if C > P then exit {check for last page}
else rpt:!! {end loop}

```

I hope that someone will find these useful. Although these macros are not very long (or elegant) they took several hours of head scratching and reading the excellent Ultra Macros series by Willen. Enjoy! Karl R.  
(K.RONEY [Karl],Cat. 15, Top. 35 Msg. 85, M645;1)

Quiet Your MDIdeas Card re long cables on the MDIdeas card, I had the  
"\*\*\*\*\*" same problem basically the thing wants to oscillate, so on the MDIdeas end I put a 3 ft cable before the 20 ft cable, and inbetween a little RC net work. I think I put about a 100 pf cap across the line on the MDIdeas side, and about a 100 ohm resistor in series with the line. Used a little piece of perfboard.

Worked fine then. This is my standard procedure for lines that go from a computer into the real world. Actually a .01 cap will just round the edges of a 10khz square wave, and it kills noise dead. Violates all kinds of people's sensibilities, but works. :)  
(J.IMIG [Bit Picker] , Cat. 6, Top. 7 Msg. 155, M645;1)

DRIVE TALK Yes the Vulcan is IDE and you can replace it with any Quantum  
"\*\*\*\*\*" or Connor mechanism and I would expect the Maxtor drives to work as well. Current state of the art IDE drives use a block translation and are not designed to require an initialization routine to know the parameters of the drive. For example the Quantum drives will allow the interface card to setup an arbitrary number of heads/cylinders/sectors per track. The drive simply stores these parameters at initialization time and when the interface card issues a read command the drive will convert the head/cylinder/sector number using the initialization parameters over into a logical block number. From the logical block number the drive will convert over into a head/cylinder/sector number that fits with it's drive parameters. It has to be done this way because current state of the art drives have variable number of sectors per track.

>>>> Flopticals..... We are looking into it and we make no promises  
"\*\*\*\*\*" at this time. Further badgering on the subject will not be taken in a positive light.

AS FAST AS IT GETS      The RamFAST does DMA at 1meg/sec. This is as fast as  
 "\*\*\*\*\*"                      the IO bus can handle. The RF could actually DMA at  
 about 1.7 meg/sec but the IO bus can't handle it so the RF runs as fast as  
 the IO bus can handle. We read the drive at 1:1 interleave which is as  
 fast as the drive can manage. The RamFAST is as fast as it gets. It is  
 theoretically possible to make a DMA interface that plugs into the Zip or  
 the processor socket and is capable of DMA at 2.6 meg/sec (2.59xxx  
 actually) but it would not be compatible with the TWGS so we haven't  
 pursued it. -Drew

(CV.TECH [Tri.Stated], Cat. 11, Top. 10, Msg. 77, M645;1)

TAPES      The mechanism in question is a 3M mechanism and it uses the DC-2000  
 "\*\*\*\*\*"      tapes. I've got one here and we use it for testing. The tapes  
 will run you about \$14 ish a piece in small quantity and the performance of  
 the drive is about 1.1 meg/sec. A couple of drawbacks to the drive  
 include:

- o The tapes only hold 40 meg (actually about 38000k)
- o The tapes have to be formatted before use and that takes over half  
 an hour per tape.
- o The drive is slightly finicky about power consumption so make sure  
 it comes with a box and power supply. If you put it together  
 yourself you will need at least a 60 watt power supply.
- o The drive takes awhile to recognize a tape. When you insert a  
 tape the drive "goes away" for a couple of MINUTES.

Advantages of the 3M mechanism:

- o It is the only tape drive I know that can do random access. This  
 means that the RF card can tell the drive to go out into the tape  
 and find block number xxx and read it. The tape drive copes.  
 This is a great improvement when it comes to file based restores  
 using the RF. -Drew

(CV.TECH [Tri.Stated] , Cat. 11, Top. 12, Msg. 82, M645;1)

SCRIPT-CENTRAL SUBSCRIBERS      A quick note to Script-Central subscribers....  
 "\*\*\*\*\*"                      I am sorry to say that I left two bugs in the  
 Doctor Who stack. Until the Companions and Villains Stacks are provided, do  
 \_NOT\_ select Slide Show from either the Companions or Villains popUp  
 menus. If you wish to fix the 'bugs' you must add three lines to the  
 slideShow handler of both the All Companions button and the Some Villains  
 button. The three lines are as follows:

```

on slideShow
 checkIt -- <---- add this Line 1
 global F -- <---- add this Line 2
 if F is "NO" the exit slideShow -- <---- add this Line 3
global STK

```

If you do not wish to make these changes, the 'problem' will  
 disappear when the auxiliary stacks are provided. -Joseph  
 (J.WEEKS4 [IANAN,IAAFM!], Cat. 23, Top. 8, Msg. 101, M645;1)

AE HIGH-DENSITY 3.5 DRIVE INCOMPTIBILITIES      We are indeed aware that  
 "\*\*\*\*\*"                      there are incompatibilities  
 with the AE high-density 3.5" drive. We currently are working on an upgrade  
 to Salvation-Deliverance, Salvation-Renaissance, and Salvation-Bakkup.

However, our department has not yet been informed about the specifications of these application. I do know that the new versions will be supporting Apple's 1.44 MB high-density drive. I can't yet say that we are, or are not, supporting the AE high-density 3.5" floppy disk drive.

As soon as we know what the specifications are, we'll let everyone know. Thanks, Lowell Erbe Vitesse, Inc.

(VITESSEINC., Cat. 40, Top. 13, Msg. 39, M645;1)

LOOKING FOR...  
\*\*\*\*\*

> Can anyone suggest or recommend software that will generate invoices and  
> statements?

Sure. First, there's an add-on of some sort for AppleWorks; I'll bet someone's already posted that information.

Myself, I like DB Master Pro for its flexibility. And, with Barney's going- out-of-business sale, it's fairly inexpensive. (BusinessWorks is fairly expensive, if I recall.) I uploaded to the Library a demo of a relational inventory/invoicing system for DB Master awhile back; all you have to do is add the program itself :).

If your group went that route, Bill, I could probably modify my system to its needs, gratis, if it's not too involved. You didn't tell us anything about what the requirements are: Is this for inventory, fund-raising and contributions, or something else? Does the system have to add interest on an automatic basis (like credit cards)? What sort of a system does the group have -- hard drive, ram , platform? <<<Lloyd>>>  
(L.DEVRIES [Lloyd], Cat. 2, Top. 5, Msg. 60, M645;1)

MODEM DRIVERS TO: Everyone who uses a USR HST or one of the new  
\*\*\*\*\* SupraFAXModems with GBBS Pro or another ACOS-based system. Paul Parkhurst has recently completed work on a set of drivers which will run any variety of US Robotics HST modem and the SupraFAXModem v.32bis from either the GS serial port or the Super Serial Card. The cost for the complete set of drivers is \$15.00. If you want just the Supra driver, the cost is \$10.00. He is waiting for 40 orders before he will ship. He can be reached by voice at 510-837-9098, or on his BBS, the Infinity's Edge BBS, at 510-820-9401. This is the only way I know of to use the SupraFAXModem v.32bis with GBBS, but I'm open to other suggestions. BTW, what's the story on the guy who was working on FAX software for the GS? --> Dan <via GEM v4.20>  
(D.BROWN109 [Dan], Cat. 10, Top. 2, Msg. 166, M645;1)

WAIT, THERE'S MORE... Matt's right about 6.0 and CPS Follow, but there's  
\*\*\*\*\* more. I wrote the patches that Zip is distributing (actually they had a contract programmer adapt the code I gave them), and you only need the AppleTalk patch for pre-6.0 AppleTalk. Since slowing down to 81% worked, I have to ask if you are in fact running system 5, because 81% and CPS Follow disabled should not (under 6.0) make the printer reappear -- 30% or so would.

I have my own version of the init that not only fixes AppleTalk for 5.0 but also fixes the "disappearing cursor" flicker and patches the GS/OS SET\_SYS\_SPEED vector for Future Driver Compatibility (ooh ahh). I sent the

entire init to Zip, and it looks like their contractor didn't change anything (although they did convert the source from Orca/M to Merlin). The system 5 version of the init is called ZIPTALK, and when system 6 came out I removed the AppleTalk code and called the resulting init ZIPFIX. Both inits have been available on internet.

What Zip's documentation probably still doesn't tell you: AppleTalk delay was a last minute compatibility hack. It is really an IRQ delay that turns off the acceleration for 5 milliseconds every time an interrupt occurs. Zip did all their prototyping and beta testing with boards that ran just slow enough for AppleTalk to keep working, and when they finally got the 8 mhz parts from WDC with weeks to go before the release date, they scrambled to find a way to keep from breaking AppleTalk. Since AppleTalk Delay kicks in on any type of interrupt, enabling it really slows down the Zip -- heartbeat interrupts happen 60 times a second (16 ms), and the Zip slows down for 5 ms each time... so roughly a third of the time (or more) is spent unaccelerated. For this reason the AppleTalk delay should ALWAYS be disabled and an init (or system 6) should be used. Besides, as you've probably discovered, AppleTalk delay doesn't fix AppleTalk under system 5 unless you slow the Zip down a bit yourself. Blearg. This is because long AppleTalk packets take 14 ms to send, and the AppleTalk delay only makes things work for 5 ms -- so if you are sending data to the printer and running the Zip at full speed under system 5 the first third of the packet makes it OK and then the Zip comes back on and you're toast. You may be noticing something like this now; you can see the printer, but actually printing doesn't always work. That's because you don't need to use long packets to see the printer, but you do need them to print to it.

Likewise, CPS Follow should ALWAYS be on. Turning it off may make the Zip run a bit faster, but you won't be able to use Disk ]['s (big loss) and system 6's AppleTalk driver requires it, as Matt said. Other things won't work, like border color animation demos, and the Normal Speed setting in the control panel won't do anything. There are probably other compatibility risks but I haven't run into them because I play it safe and leave CPS follow enabled.

I suppose I should upload these inits to the software libraries. Which category would be the best one, or it is obvious? -Todd Whitesel toddpw  
(TODDPW, Category 26, Topic 12, Message 99, M645;1)

RULE #1  
\*\*\*\*\*

> the only thing anybody is going to use the MSDOS FST for is writing out  
> files that are intended for an MSDOS system (or a unix system that can  
> access MSDOS, like the one I use at work). NOBODY IN HIS RIGHT MIND IS  
> GOING TO REGULARLY USE MSDOS FOR REAL IIGS FORKED FILE WORK. Get real!!

Rule #1 of designing software: NEVER assume what people are going to do with it.

90% of all the problems I've ever seen users have with developer's work come about on things where the developer says "People won't want to do that. Get real."

If the FST is writable, people will try to save files to it in Standard File, and if the file has a resource fork the file will then be immediately unusable to the application that just saved it.

This was an early problem with the HFS FST -- it treated files of type \$B0 (SRC) as files of type TEXT, so they got HFS creator 'pdos' and file type 'TEXT'. The problem was that when you read them, they had GS/OS file type \$04 (Text). It had the advantage of making sense, and letting Macintosh applications read the files with no tweaking. It had the disadvantage that if you copied an ORCA/C source file to an HFS partition, ORCA/C would no longer compile it (wrong language type).

Either it acts like a disk or it doesn't act like a disk. If it doesn't act like a disk, it shouldn't be an FST. Anything less is imposing even more "rules" for IIgs users to remember, and this is absolutely positively not the goal. --Matt (I speak for myself, not for Apple)  
(M.DEATHERAGE [A2Pro Leader], Category 9, Topic 7, Message 59)

WE'VE MOVED!!  
\*\*\*\*\*

Our NEW physical address is:  
Econ Technologies, Inc.  
99 N Central Ave Ste B  
Oviedo, FL 32765

Our business ours are: 9:30 AM - 6:00 PM EST

Our mailing address is:  
P.O. Box 195356  
Winter Springs, FL 32719  
(ECON [D. Proni], Category 35, Topic 2, Message 2, M645;1)

WHAT'S A COMPUTER? ][t's a person who uses a slide rule, pencils, and  
\*\*\*\*\* lots of paper to make complicated calculations. At  
least, that's how they're referred to in the Lensman series of book by  
E.E. "Doc" Smith. ( :

INTERESTING TRIVIA The first manned spacecraft to include an electronic  
\*\*\*\*\* computer was the Apollo. All previous manned  
spacecraft (Mercury, Gemini, and the Soviet craft) were controlled merely  
by various combinations of simpler electronics and mechanical devices.  
Kinda scary, when you look around these days and practically EVERYTHING has  
a computer in it just to make it work the way you want it to. -= Lunatic  
(: (LUNATIC , Category 2, Topic 5, Message 89, M645;1)

>>>> Don't forget the pigeon bomb control system. Pigeons were  
\*\*\*\*\* conditioned to watch a small screen and peck one of four buttons  
when a certain shape came on the screen (circle, square, triangle, and  
diamond). If the rocket started to get off course, the navigation system  
would flash a symbol on the screen and the pigeon would peck the correct  
button to respond. I don't recall if this navigation system was ever used,  
but I saw a number of times the pigeon training program to "program the  
navigation computer". Skinner would probably have loved it.

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 2, Topic 8  
Message 8 Sat Sep 12, 1992  
R.COINGTON2 ["Baron"] at 21:01 EDT

APPLE II WARS    The following commentary was aired on Sound Bytes, a  
"\*\*\*\*\*"        public radio show originating in Rochester, NY. It is  
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it in any form, as long as the wording is not changed, and this copyright  
notice accompanies it.

DOS and Mac people have been at each other's throats since the  
introduction of the Mac in 1984. Which machine is better; which machine  
is more fun. As religious wars go, it's somewhere in the middle: worse  
than the Crusades, but not as bad as the Inquisition. No one on either  
side has been willing to take prisoners, and Silicon Valley is littered  
with its victims. Like the Crusades, no one was ever really persuaded to  
change sides, and like the Inquisition, people who did change sides did so  
only under extreme duress.

Up until now, of course, most of the ammunition has been on the Mac  
side. Lots of studies have come out about how easy it is to learn to use a  
Mac, and how Mac people know and use more different types of programs than  
DOS people. No less prestigious a company than Microsoft (all rise) has  
released the information that their support lines prove that the Mac is  
easier to learn and use. They provide less support per package sold on the  
Mac side, proving that a Graphical User Interface is better. Of course,  
they didn't release this information until they had their own Graphical  
User Interface on the market, but I'm sure it takes a long time to compile  
the results of this sort of study.

The DOS people had to content themselves with intangibles (it's  
slower), and appeals to the compu-macho in us all (real users don't use  
mice).

Now, however, from the hallowed halls of the University of Delaware,  
comes Dr. Marcia Peoples Halio (trumpet sound). Dr. Halio (no relation to  
the graphics package, I'm sure) has released the results of a five-year  
study that suggests that Mac people are shallower, more illiterate, and  
less likely to have sex than DOS users.

She did this by looking at the grades of a basic composition course.  
You see, as each student entered the University of Delaware, he or she was  
required to take a writing course in basic composition. Each student was  
also allowed to decide if he or she would rather use a Mac or DOS. And  
over five years, Dr. Halio discovered that Mac people got lower grades,  
picked shallower topics, and (gasp!!!) had more spelling errors than DOS  
people. The obvious conclusion? DOS people are fine, upstanding, moral,  
right-thinking people you would be proud to call your neighbor. And Mac  
people... well, you wouldn't want your daughter to marry one.

Of course, this begs a few questions. Do the Mac people start out  
stupid, or is it something to do with the user interface? Is there  
something about a DOS command line that builds strong minds twelve ways?

And what about a control group? If you took a few of these DOS  
Ubermenchen and put them in front of Macs, would they turn into drooling  
idiots? And if you could prop some of these Mac people up in front of DOS  
machines, would they suddenly start speaking in complete sentences and be  
able to get dates?

We clearly need more study here. We need to delve deeper into this

obviously fascinating mystery - I sense a Time-Life Books series coming on. Do DOS people eventually burn out and buy Windows? Do Mac people find themselves reduced to pointing at pictures in the menus at Denny's?

And what about their future? Do DOS people end up becoming dry academicians, arguing about Edwin Newman's latest column and living on stipends while praying for tenure? Do Mac people spend their evenings standing around fern bars in double-breasted Armani suits, talking about convertible debentures and vacationing in the Azores?

I am prepared to devote my life to this study. All I need is about five million dollars from Apple Computer, and about twenty million from Bill Gates (that's a fair assessment, based on their respective net worths). John, Bill, are you guys listening? I can be bought. Uhh... rented. Hired. You know.

This is Nick Francesco for Sound Bytes, a production of WXXI in Rochester, NY - Hub of Civilization in the Western World.

[\*][\*][\*]

While on GENIE, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your APPLE II, the GENIE Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "Nathan, I imagine Lee caught onto the meaning of "enthisiasm" /
/ right away. He's very enthisiastic himself!" /
////////////////////////////////////// D.A.BRUMLEVE ////

```

```

[EOA]
[HUM]////////////////////////////////////
 HUMOR ONLINE /
////////////////////////////////////
Operator From Hell

by Simon Travaglia

```

```

>>> B*ST*RD OPERATOR FROM HELL <<<

~ PART 1 ~

```

It's backup day today so I'm P.O.'d. Being the BOFH, however, does have it's advantages. I assign the tape device to null - it's so much more economical on my time as I don't have to keep getting up to change tapes every 5 minutes. And it speeds up backups too, so it can't be all bad.

A user rings  
  
"Do you know why the system is slow?" they ask  
  
"It's probably something to do with..." I look up today's excuse "..

clock speed"

"Oh" (Not knowing what I'm talking about, they're satisfied) "Do you know when it will be fixed?"

"Fixed? There's 275 users on your machine, and one of them is you. Don't be so selfish - logout now and give someone else a chance!"

"But my research results are due in tomorrow and all I need is one page of Laser Print.."

"SURE YOU DO. Well; You just keep telling yourself that buddy!" I hang up.

Sheesh, you'd really think people would learn not to call!

The phone rings. It'll be him again, I know. That annoys me. I put on a gruff voice

"HELLO, SALARIES!"

"Oh, I'm sorry, I've got the wrong number"

"YEAH? Well what's your name buddy? Do you know WASTED phone calls cost money? DO YOU? I've got a good mind to subtract your wasted time, my wasted time, and the cost of this call from your weekly wages! IN FACT I WILL! By the time I've finished with you, YOU'LL OWE US money! WHAT'S YOUR NAME - AND DON'T LIE, WE'VE GOT CALLER ID!"

I hear the phone drop and the sound of running feet - he's obviously going to try and get an alibi by being at the Dean's office. I look up his username and find his department. I ring the Dean's secretary.

"Hello?" she answers

"Hi, SIMON, B.O.F.H HERE, LISTEN, WHEN THAT GUY COMES RUNNING INTO YOUR OFFICE IN ABOUT 10 SECONDS, CAN YOU GIVE HIM A MESSAGE?"

"I think so..." she says

"TELL HIM `HE CAN RUN, BUT HE CAN'T HIDE'"

"Um. Ok"

"AND DON'T FORGET NOW, I WOULDN'T WANT TO HAVE TO TELL ANYONE ABOUT THAT FILE IN YOUR ACCOUNT WITH YOUR ANSWERS TO THE PUURITY TEST IN IT..."

I hear her scrabbling at the terminal...

"DON'T BOTHER - I HAVE A COPY. BE A GOOD GIRL AND PASS THE MESSAGE ON"

She sobs her assent and I hang up. And the worst thing is, I was just guessing about the purity test thing. I grab a quick copy anyway, it might make for some good late-night reading.

Meantime backups have finished in record time, 2.03 seconds. Modern technology is wonderful, isn't it?

Another user rings.

"I need more space" he says

"Well, why don't you move to Texas?" I ask

"No, on my account, stupid."

Stupid?!?.... Uh-Oh..

"I'm terribly sorry" I say, in a polite manner equal to that of Jimmy Stewart in a Family Matinee "I didn't quite catch that. What was it that you said?"

I smell the fear coming down the line at me, but it's too late, he's a goner and he knows it.

"Um, I said what I wanted was more space on my account, \*please\*"

"Sure, hang on"

I hear him gasp his relief even though he covered the mouthpiece.

"There, you've got plenty of space now"

"How much have I got"

Now this REALLY \*PISES\* \*ME\* \*OFF\*! Not only do they want me to give them extra disk, they want to check it, to correct me if I don't give them enough. They should be happy with what I give them \*and that's it\*!!!

Back into Jimmy Stewart mode.

"Well, let's see, you have 4 Meg available"

"Wow! Eight Meg in total, thanks!" he says pleased with his bargaining power

"No" I interrupt, savouring this like a fine red, at room temperature "4 Meg in total..."

"Huh?... I'd used 4 Meg already, How could I have 4 Meg Available?"

I say nothing. It'll come to him.

"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaagggggghhhhhH!"

I kill me; I really do!

```

+-----+ Terminal Sticker: "My other terminal is a chunk of sh*t too"
| +----+ | +-----+
| | | | | Simon Travaglia, Computer Services, University of Waikato |
| +---+VT100 | | Priv. Bag, Hamilton, New Zealand. spt@grace.waikato.ac.nz |
+-----+ +-----+

```

The telephone pole was approaching fast, I was attempting to swerve out of it's path when it struck my front end.

[\*][\*][\*]

CS-ID: #1253.humor/tasteless@pro-friends, 4587 chars
Date: 10 Jun 92 09:14:40 +1200
From: spt@waikato.ac.nz (Simon Travaglia)
Subject: b\*st\*rd OPERATOR FROM HELL #1
Newsgroups: alt.tasteless
Message-ID: <1992Jun10.091440.8536@waikato.ac.nz>
Organization: University of Waikato Computer Centre
Lines: 126

//////////////////////////////////// GENIE\_QWIK\_QUOTE ////
/ "If anyone wants any stamps send me a SASE and I will send /
/ you a stamp." /
//////////////////////////////////// M.FARMER2 //////////////////////////////////

[EOA]

[APP]////////////////////////////////////

APPLE\_TALK /

////////////////////////////////////

Apple Vs. IBM
\*\*\*\*\*

by Stephen Kroese

As I was walking down the street the other day, I noticed a man working on his house. He seemed to be having a lot of trouble. As I came closer, I saw that he was trying to pound a nail into a board by a window --- with his forehead. He seemed to be in a great deal of pain. This made me feel very bad, watching him suffer so much just to fix his window pane. I thought, ``Here is an opportunity to make someone very happy simply by showing him a better way to do things.'' Seeing him happy would make me happy too. So I said, ``Excuse me sir, there is a better way to do that.''

He stopped pounding his head on the nail and with blood streaming down his face said, ``What?''

I said, ``There is a better way to pound that nail. You can use a hammer.''

He said, ``What?''

I said ``A hammer. It's a heavy piece of metal on a stick. You can use it to pound the nail. It's faster and it doesn't hurt when you use it.''

``A hammer, huh?''

``That's right. If you get one I can show you how to use it and you'll be amazed how much easier it will make your job.''

Somewhat bewildered he said, ''I think I have seen hammers, but I thought they were just toys for kids.''

``Well, I suppose kids could play with hammers, but I think what you

saw were brightly colored plastic hammers. They look a bit like real hammers, but they are much cheaper and don't really do anything," I explained.

"Oh," he said. Then went on, "But hammers are more expensive than using my forehead. I don't want to spend the money for a hammer."

Now somewhat frustrated I said, "But in the long run the hammer would pay for itself because you would spend more time pounding nails and less time treating head wounds."

"Oh," he said. "But I can't do as much with a hammer as I can with my forehead," he said with conviction.

Exasperated, I went on. "Well, I'm not quite sure what else you've been using your forehead for, but hammers are marvelously useful tools. You can pound nails, pull nails, pry apart boards. In fact every day people like you seem to be finding new ways to use hammers. And I'm sure a hammer would do all these things much better than your forehead."

"But why should I start using a hammer? All my friends pound nails with their foreheads too. If there were a better way to do it I'm sure one of them would have told me," he countered.

Now he had caught me off guard. "Perhaps they are all thinking the same thing," I suggested. "You could be the first one to discover this new way to do things," I said with enthusiasm.

With a skeptical look in his bloodstained eye he said, "Look, some of my friends are professional carpenters. You can't tell me they don't know the best way to pound nails."

"Well, even professionals become set in their ways and resist change." Then in a frustrated yell I continued, "I mean, come on! You can't just sit there and try to convince me that using your forehead to pound nails is better than using a hammer!"

Now quite angry he yelled back, "Hey listen buddy, I've been pounding nails with my forehead for many years now. Sure, it was painful at first but now it's second nature to me. Besides, all my friends do it this way and the only people I've ever seen using {Fit0 hammers} were little kids. So take your stupid little children's toys and get the hell off my property."

Stunned, I started to step back. I nearly tripped over a large box of head bandages. I noticed a very expensive price tag on the box and a blue company logo on the price tag. I had seen all I needed to see. This man had somehow been brainwashed, probably by the expensive bandage company, and was beyond help. Hell, let him bleed, I thought. People like that deserve to bleed to death. I walked along, happy that I owned not one but three hammers at home. I used them every day at school and I use them now every day at work and I love them. A sharp pain hit my stomach as I recalled the days before I used hammers, but I reconciled myself with the thought that tonight at the hammer users club meeting I could talk to all my friends about their hammers. We will make jokes about all the idiots we know that don't have hammers and discuss whether we should spend all of our money buying the fancy new hammers that just came out. Then when I get home, like every night, I will sit up and use one of my hammers until very late

when I finally fall asleep. In the morning I will wake up ready to go out into the world proclaiming to all non-hammer users how they too could become an expert hammer user like me.

-Bear (A2-BEAR, CAT2, TOP8, MSG:2/M645)

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////////////////////////////////////////
/ "There's an Office Depot just up the street from me. I'll give /
/ your recommendation a try (even though you told me not to trust /
/ anyone's recommendations ;^)." /
////////////////////////////////////// OUTFRIDER ////////////////////////////////////////

[EOA]#61

[FUN]//////////////////////////////////////

ONLINE FUN /

//////////////////////////////////////

Search-ME!

\*\*\*\*\*

Scott Garrigus

[S.GARRIGUS]

SEARCH-ME! Welcome to Search-ME, our monthly puzzle article. Each
\*\*\*\*\* month we will have a different theme. This month the
Search-ME! puzzle contains 21 keywords that are associated with
programming.

>>> PROGRAMMING! <<<

\*\*\*\*\*

Q A O R R A G H S S F S P G S A K D F I B Q C
S T Q R M X J I D D M K U E A R E L M X G T G
W Z R M J X N P O V B O O W F K E X P S Q N D
Y Z I Z O W W G T F H C H K G S Y X N U S W J
D C R Y E W O T N I R P G B X T Q A H D G A B
Z T A P A T K D G M F H X L G P X V T Y L C U
X R B S O A D I U P Y A U I Z M F G X X H Q H
J S H P Z F A G G D Z T Y F U B C T E P D C G
G N F S K T C J Z S F P N R N W E P N N F O E
O T H Y Q G K B L O U J N A S Y C E S L W M Y
A S S E M B L Y R I F C M N T I Q G R O G P S
W D E V U O C W Z B N E W L S S K Z E O W I Z
R L Q Y F F P O E D M D H A G H N Y A P B L E
I G K V B O E A J O X O B O F L H O D U W E V
T P N V I Z U H R G Z W S Q J Q Y B C C J L O
E B J M O T C Y K U E U Q G Y Y A F A J A C M
S E U L Z R K H M M B S O D E U R E Z C A H Y
T E G C Q V B L N O V V A L G M R B S P S N E
V A R I A B L E P A B L E V P I A A B U D H F
I L M W K E V E J Z A Q P O M L P V Z Z X V W

- ARRAY ASSEMBLY BASIC
BIOS COMPILE CONSTANT
DOS FOR GEM
GFA GOSUB GOTO
LOOP MEMORY MOVE
NEXT PASCAL PRINT
READ VARIABLE WRITE

[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of  
"\*\*\*\*\*" the magazine.

This column was created with a program called SEARCH ME,  
an Atari ST program by David Becker.

```
////////////////////////////////////// GENIE_QWIK_QUOTE //
/ "You will get the mag on Thursday because you sent them a /
/ message asking if it was sent on Wednesday. I know because /
/ I sent a message on Tuesday and just got my mag today. I /
/ wish I'd sent the message a week or two earlier so I would /
/ have had the magazine. :-)" /
////////////////////////////////////// WAYNED //
```

[EOA]!!@

[WHO]//////////////////////////////////////

WHO'S WHO /

//////////////////////////////////////

Who's Who In Apple II

\*\*\*\*\*

by Phil Shapiro

[P.SHAPIRO1]

>>> WHO'S WHO? DEAN ESMAY <<<

\*\*\*\*\*

~ Head Apple II Roundtable Sysop ~

GENIElamp> Dean, how did you first get interested in the Apple II  
"\*\*\*\*\*" computer? Do you have any anecdotes you can share with us  
about your first experiences with the Apple II?

DEAN ESMAY> The first computer I messed with was a TRS-80 Model I. A  
"\*\*\*\*\*" neighbor upstairs had one when I was a kid. It fascinated me  
and I quickly learned how to load game programs from its  
cassette tape - it was neat!

Though I drifted away from that, years later in high school I  
started working extensively with TRS-80 Color Computers. I  
also went through a brief love affair with the IBM-PC, but I  
spent most of my time with the CoCo, and later with a TRS-80  
Model XII, a pretty rare CP/M based business computer that  
never did too well for Radio Shack.

In school I had almost unlimited time in front of the machines.  
The school was very small (it was a Special Education school  
with a student body of somewhere between 70 and 90) and I  
quickly gained a reputation for being great at word processing,  
so the people who ran the school let me spend a lot of time in  
front of the machine. They had me doing office correspondence  
for them, typing in software from computer magazines, and just  
basically the computer whiz kid for the school.

Anyway, to get to the point, one day the school got an Apple  
IIe to run some specialized vocational evaluation software.  
Well, it was right there in the office so I got to play with

it, too. I remember starting with Apple Writer and not really being sure what to think, but the demo disk that came with the machine was very intriguing. It only had a green monochrome screen, but the graphics were still much nicer in many ways than what the Radio Shack TRS-80 Color Computer could do.

Well I didn't get too much further into it right then. But not long afterwards I started going back to hang out with some friends in my old neighborhood who I hadn't seen for a few years, and pretty quickly I found that a couple of them used Apple IIes in school. One of them in particular, a close friend named Thom Ryng, actually had one at home. And wow, they had these neat disks with software to give me; mostly Applesoft and Integer BASIC stuff under DOS 3.3, just silly demo stuff that was used back then to teach programming. But it was wonderful!

I had been messing with BASIC programs on the TRS-80 systems, but the Apple was just so neat! It had disk drives that were actually useful! Oh sure, the TRS-80 systems had disk drives, but they were a real pain to work with, especially under BASIC. I fell in love with the Apple because you could put in a disk, boot the machine, and then just type CATALOG to see what was there! And just type RUN and a file name to run a program! Amazing!

And you could just type LOAD and a file name to load a program up, and then you could LIST it, make changes to it, almost anything!

And you could make a turnkey disk by just writing a program, putting in a blank disk, and typing INIT HELLO. Your own custom Hello programs! You could even write one BASIC program that would run another program! Jeez, it was just so freaking AWESOME.

It all sounds quaint and kind of silly now, but at the time it just blew me away. I was just absolutely in love.

Soon we got a copy of AppleWorks (I'm pretty sure it was 1.0 at that point) and I started doing all sorts of things with it. I think that's when I finally stopped using the other systems completely. The IIe was just way too much more powerful, more friendly, and more FUN than any system I'd used before.

GENIElamp> You've been working for Resource Central for several years  
"\*\*\*\*\*" now, doing work in several different capacities. How did you  
first link up with Tom Weishaar and his merry crew?

DEAN ESMAY> I think I picked up my first copy of Open-Apple (which is  
"\*\*\*\*\*" what A2-Central used to be called, even before the company was  
named Resource Central) only a year or so after I started using  
the Apple IIe as my primary computer at the school. I got a  
copy of that first "Issue #0," the one that talked in glowing  
terms about what a wonderful system the Apple II was, despite  
the way Apple ignored it. That's pretty funny considering that  
this was, what, seven or eight years ago? We Apple II'ers have  
been complaining about Apple and worrying about the Apple II's  
future for at least that long, but we're still here!

Well anyway, Open-Apple hooked me immediately and I scraped up what meager funds I had to subscribe. Come to think of it, I may have actually gotten a teacher to subscribe to it for me. I can't remember anymore. (Chuckle.)

That little newsletter changed my life. I remember telling Tom Weishaar that once and he seemed to think that was a kind of weird thing to say, but when I started reading it I was still in my mid-teens, and it more than anything else was responsible for plunging me into a long-term love affair with computers. Let me tell you, the direction my life would have gone in if I hadn't developed a serious interest in computers is kind of scary for me to think about even today. I'd probably be working at McDonald's or eking out a living on food stamps or something. <grin>

That newsletter made me an expert, gave me something I could both understand and enjoy, and something I actually enjoyed WORKING with. It made me a serious computer fanatic - and not just computers in general, but the Apple II in specific. I still like working with other computers, and we now have others around the house, but my Apple II is where I do all my real work.

Well anyway, I kept reading Open-Apple for years, and wrote in a few letters now and then that Tom actually published, which was a big thrill for me. Then one issue of Open-Apple came along where Tom talked about how he'd been talked into taking over the Apple II areas on GENie.

Well I was already a diehard modem user; I'd been calling local systems for years and eventually started running a bulletin board myself (the Apple Tree BBS, under the auspices of the Apple Tree Computer Club, south-suburban Chicago user group I've been involved with for many years). I had never used a large service like GENie, but I sure knew my way around modems, and had some amount of expertise in computers and in the Apple II. So when I saw Tom mention he was taking over GENie's Apple II areas, I thought, "What the hell." I worked up a resume and mailed it to him, saying I'd be very happy to work as a volunteer to help manage the area.

I never got a response, so a few months later I sent him another copy, slightly updated. I had learned by then that if you wanted to make sure those Open-Apple guys saw something and actually remembered it, you had to send at least two copies. <grin>

Well I still didn't hear anything for a few months. And then one day I got this hand-scrawled note from Tom saying, and I'm quoting almost exactly, "Got your resume. Can you send me some references? Why aren't you in college? Tom Weishaar." (Which is pretty classic Tom Weishaar - much of his correspondence reads that way. Short and to the point!)

So I wrote him another letter, including another resume and the requested list of references. I didn't hear anything for

another few months, so I basically forgot about it.

Then one day sitting at my desk (I was working as a secretary at the time) a friend of mine called me up and said, "Hey, Tom Weishaar just called me and asked me about you." Then two other people called me and said the same thing within the space of maybe ten minutes. And these were all people that I'd put down as references! Well I didn't have any chance to really absorb that news, because right after I hung up with one of them, the phone rings again and this time it's Tom Weishaar himself! I was almost speechless; he was something of a hero to me and here he was calling me to talk about working for him.

It was more than that; he actually wanted to fly me out to meet the rest of the crew and we even talked about salary over the phone. Within a week he'd flown me to Kansas City for the interview.

For a guy in his early 20's with nothing but a High School diploma, working a dead-end job but who loved his Apple, well... it was just the biggest thrill I'd ever experienced. And though the salary he could afford to offer wasn't really much, it was much more than I was making at the time.

The worst part was that I had to turn down the job. I wanted it badly, but at the time I was trapped in a marriage; a very unhappy one that I had been thinking about terminating for a while, but I was still young and insecure and not sure what to do. Anyway, she couldn't/wouldn't move to Kansas City. I told Tom I might get a divorce, or maybe try to work something else out, but I just couldn't come work for him now. I hoped he'd hold the job open for me but I didn't know if or when I could take it. So I left back for Chicago very depressed and unhappy.

Well a few days later Tom calls me again and tells me that for the projects he wants me for, he doesn't see any reason I can't just stay in Chicago. He wouldn't pay me quite as much, but I could set my own hours and work from where I was!

I eventually did get out of that marriage (no one should ever marry at 19!) but somehow it's always worked out that I'd just stay here in Chicago anyway. I seem to have started a minor trend at Resource Central though; seems like more and more of the people who do stuff for Tom (such as Bo Monroe, and HangTime) live nowhere near Kansas.

I see I've left a lot of little things out, but I do have a tendency to drone on and on once I get going, so I'd better stop.

GENieLamp> While just a few years old, the A2-Central Summer Developer's  
"\*\*\*\*\*" Conference (nicknamed "KansasFest") has become a veritable  
Apple II institution. As a person who has attended every  
KansasFest conference, can you share some thoughts about  
KansasFest? What would you like to see added for next year's  
conference?

DEAN ESMAY> Well one correction - the first KansasFest was called the  
"\*\*\*\*\*" A2-Central Developer's Conference. I remember how we all sort  
of nicknamed it KansasFest the first year. But anyway, all  
subsequent conferences have been called simply the A2-Central  
Summer Conference - note that the word "Developer" was removed.

It's not a developer conference; there's lots of stuff for  
programmers and developers, but plenty to interest  
non-programmers.

But anyway, what can I tell you about KansasFest?

Basically, I think anyone who is an Apple II aficionado (not  
just a user, but someone who really ENJOYS working with it)  
really should go. Not so much for what you'll learn (though  
you'll probably learn some things) but for who you'll meet and  
how much fun you'll have.

I always have a wonderful time there. Meeting other Apple II  
users from around the world is such a treat. It's a double  
treat if you're on GENie, because you usually find at least a  
few people who you've met in RTC's or on the bulletin board,  
but never actually seen face to face.

One of the strongest observations I want to make about  
KansasFest, though, and one which I think far too few people  
realize, is that the real fun is not the conference - it's  
hanging out in the rooms during the evening with other Apple II  
users!

What's weird is some folks who come never catch on to that.  
They actually try to find hotels, or they hole up in their  
rooms, or just stick with one or two friends and don't  
socialize much. Oh, what a mistake!

The fact is that there's just nothing more fun than getting to  
know the other Apple IIers in the world. I remember that first  
KansasFest four years ago; I just swallowed my many insecurities  
and started walking around introducing myself. Nobody knew who  
I was, but soon I had a bunch of friends; computer enthusiasts  
all share certain personality traits, and Apple II users are an  
unusually friendly bunch anyway.

What would I like to see added to KansasFest? I can't think of  
a thing; it's always one of the highlights of my year now. This  
year was by far the worst KansasFest I ever attended - but only  
because I was quite ill with some kind of respiratory problem,  
and then some kind of stomach problem on top of it, for half the  
event. And a bunch of things we'd planned to promote the  
goings-on here on GENie fell through because I was under the  
weather, and also some other things we planned didn't come  
through.

But I STILL had fun! The only thing that was not-fun was seeing  
all the other people having even more fun than me. <wink>

You will make friends at KansasFest, you will learn things about  
your Apple II, and you will have fun. That's what it's all

about.

So, the only thing I can think of that should be added to KansasFest is more Apple II users. Those of you who don't come just don't know what you're missing.

That's all KansasFest needs - more of you guys out there who say, "Ah, I don't know if it's for me." Yes it is!

GENieLamp> Before ascending to the head sysop of the Apple II Roundtable  
"\*\*\*\*\*" on GENie, you worked for a while as the head Apple II Roundtable librarian. What did you find most rewarding about the librarian job? Least rewarding?

DEAN ESMAY> I didn't just work for "a while" as librarian. It was the only  
"\*\*\*\*\*" thing I ever did on GENie! <wink> Well actually I did that and answered almost all A2.HELP mail at the same time. I did both for something like four years before becoming chief sysop, which was only just a few months ago.

I always tell people the same thing about being software librarian on GENie.

The greatest thing about it is getting to download and play with so many files! It really is neat to see so much stuff and get to mess with all of it. You have to make sure it all works and all that, right? So when the latest new shareware game comes along, of course I have to spend some time playing it to make sure it works... right?

But the worst thing about being file librarian is... having to download and mess with so many files! Seriously, it's both the greatest plus and greatest drawback. When you see EVERY file that goes up, and when you HAVE TO look at all of it, it starts to lose some of its attraction. Some days you just can't stand the thought of having to deal with any more new files... but of course you have to, because it's your job.

I kind of thought I'd miss the job after I turned it over to Tim Tobin a few months ago, but you know what? I really haven't. A2 gets anywhere from a few dozen K to a megabyte or even several megabytes (and I mean megabytes AFTER being compressed with ShrinkIt) every single day. Having to wade through all that can be fun, but I find that after a having had a few years of it I don't miss it near as much as I thought I might!

GENieLamp> What do you consider your most proud accomplishment? (In terms  
"\*\*\*\*\*" of your work with the Apple II.)

DEAN ESMAY> My work on Studio City. Studio City is a bi-monthly  
"\*\*\*\*\*" magazine-on-disk that I edit. It uses HyperStudio as its main environment.

It used to be called Stack-Central, but we thought Studio City was more catchy and would help people more clearly distinguish it as a HyperSTUDIO product. (We also have Script-Central, for HyperCARD, but I'm only involved peripherally with that.)

I pour a lot of my soul into Studio City, and it's a lot of work. I've been doing it for about 14 months now and, while I'm starting to feel a real strain to keep up with it, it's still the work I'm proudest of. I look at those back issues since I took over, and I think that much of what is in them represent some of the best work I've ever done in my life.

I'm also proud to say that we've attracted some people who aren't HyperStudio owners but who really like and can use the stuff we put on each issue! I really like that; you can use HyperStudio stacks without owning HyperStudio, due to the free "runtime" module we include with each issue, but most people don't seem to have caught on yet. We publish loads of good software that people can use every issue, much of it stuff you just DON'T need HyperStudio to use or enjoy.

HyperStudio is such an exciting environment. There's all sorts of opportunity it represents from the enterprising person; you don't have to be a "real" programmer to do some very exciting stuff with it. Although if you are a "real" programmer there's stuff for you in it, too. Again, since people DON'T have to own HyperStudio to use what you create with it, there's just lots of opportunities there if you want to develop products people might buy (or at least enjoy downloading from our library! <wink>).

Unfortunately, at the present time HyperStudio is in a new release stage (version 3.1) which has some significant bugs. This doesn't affect "average" users much, but those of us who push the environment to its limits keep coming across frustrating bugs that cause real problems.

Fortunately it's been getting more stable, and I hope that Roger Wagner Publishing gets them all ironed out soon.

GENieLamp> Who do you look up to as your mentors?  
\*\*\*\*\*

DEAN ESMAY> I don't really have any mentors; I never really have had them.  
\*\*\*\*\* I suppose you could say I am a self-made man. I didn't go to college, and in fact I barely squeaked through a Special Ed High School (they made me Valedictorian but considering that it was a graduating class of about a dozen, with an average GPA of maybe 2.0 that's not saying much!). I was always a loner who kept to himself and read.

I suppose you could say my mentors were books. I feasted on them; especially SF books, but other books of many types, not to mention magazines. Certainly the Open-Apple newsletter and those who wrote in it (not just Tom Weishaar but Dennis Doms and the many people who wrote letters that were published in it over the years) had a big effect.

But many others would include those authors who taught me ways of looking at life, taught me facts about the world, and even sometimes taught me how to think (especially how to think for myself). As a kid I read three to five books a week, and even

now I read at least one a month on the average (which isn't near as much as I'd like, but I'm too slow and too busy to handle much more).

There are some names that come to mind though - Mark Twain, Robert Heinlein, Isaac Asimov... and Albert Einstein (not that he wrote much that I read, but I spent so much time and energy trying to teach myself Special and General relativity, he had an effect anyway, if you see what I mean).

I guess this is a kind of weird answer but it's the only one I have. I grew up reading, and books were my mentors; not just my mentors, but my friends, allies, and partners in crime. Guess that means I was a weird kid, but so what? <grin>

GENieLamp> Dean, speaking as someone with quite a lot of  
\*\*\*\*\* telecommunications experience, where do you see the future of telecommunications moving in the next five to ten years? Do you think the new Internet capability of GENie will be opening up a lot of doors? (In terms of allowing GENie subscribers to communicate with people on other information services.)

DEAN ESMAY> I think it's really hard to say where the future lies.  
\*\*\*\*\* Certainly telecommunications will get faster and more efficient and more powerful. We'll also see things that are much more advanced in terms of graphics, and even sound, being generated across modem lines. How much so is very hard to say.

Not to get all political (though I love to talk politics), much of it depends on how soon the government gets around to regulating the industry. I'm confident they'll do it sooner or later. No matter how much we fight it, they'll have their way with us eventually. And once the on-line services are hostage to government control and restriction, then the technological advances we see, and what companies are allowed to offer consumers, will be slowed down significantly.

So it really depends on how long we have until the government finally comes in and screws up a good thing. <grin> It's inevitable; I merely hope it's later rather than sooner. If we have a decade or so more without much interference, I think what we'll see will be mind-blowing. If we only have another year or two, don't expect too much more exciting than what we have now (which I'll admit is still pretty neat! :-).

The Internet links thousands of different computer systems around the world. So yes, that makes it likely that there will be a lot of new opportunities for communicating with people on-line. You won't have to require that other people you know have GENie accounts before they can send messages to you; they'll be able to send mail to you from all kinds of other systems. That should be very nice.

I'm not really an expert on the Internet, so I can't say much else about it than the fact that it will give us access to quite a lot of information and quite a lot more people!

GENieLamp> What sorts of things do you like to do for fun (i.e.

\*\*\*\*\* non-computer hobbies)?

DEAN ESMAY> I'm a rabid music listener. I have a fairly nice stereo and  
\*\*\*\*\* several hundred CDs. I listen to many different kinds of  
music, mostly rock and blues but a smattering of everything -  
jazz, pop, country, classical, industrial, rap, folk, and  
avant-garde stuff.

I also still read quite a lot. A majority of the fiction I  
read is Science Fiction, but I read lots of other things. I  
seem to have a perverse interest in economics, as well as  
certain odd kinds of historical and sociological areas.

I also used to love to go to places like the Jerry Pournelle  
RoundTable to talk about everything from politics to physics,  
but since taking over A2 I haven't had enough time for that.

GENieLamp> Along with everything else you do, Dean, you also edit  
\*\*\*\*\* A2-Central On-Disk. Since some Apple II enthusiasts may not  
know what A2-Central On-Disk has to offer, can you give us a  
brief synopsis of its contents? Does editing A2-Central On-Disk  
take up a lot of time each month?

DEAN ESMAY> A2-Central On Disk (A2 On Disk for short) is a monthly  
\*\*\*\*\* companion to the A2-Central newsletter. Now, A2-Central  
(formerly Open-Apple) has won many awards and much acclaim as  
an Apple II periodical. What doesn't get mentioned as often is  
the monthly disk that you can get with it as an option.

Each issue of A2 On Disk is a single 800K 3.5 disk that  
contains, first, a copy of the A2-Central newsletter itself in  
a text file. Each month I convert the newsletter into a usable  
text file.

That may not sound all that exciting until you realize that we  
provide software to let you search through that text for items  
of interest. One thing you can do is take all the text files  
from your back issues and use software such as Sneeze (which is  
free), or Fastdata Pro (which costs a little but is awfully  
nice) to search through back issues very quickly. It becomes a  
highly useful technical reference, much more convenient and  
flexible than standard indexes.

There's TONS of useful information in back issues of  
A2-Central, so it's neat to have it all quickly at your  
fingertips.

Now, the newsletter text only takes up a small fraction of the  
disk. So each month it is also crammed - and I do mean crammed  
- full of the best public domain, freeware, and shareware  
software I can find. Not only do I get stuff from on-line, but  
people send me stuff all the time. Many shareware authors send  
me their programs, and quite often subscribers from around the  
world will send me disks with neat stuff on them. It's really  
cool when you get a disk from a place like Australia full of  
new software you've never seen before.

While most of the software on A2 On Disk is IIgs-specific,

every month I try to include as much quality 8-bit stuff as I can find. And it usually winds up being at least enough to fill up a 5.25 disk or two.

You see, we compress all the files on each issue with ShrinkIt, which means your 800K disk actually has well over a megabyte worth of programs on it. So there's lots of things I can do with it now.

As for how long it takes - you know, it takes up a lot more time than you might think. Usually I get the raw, unformatted text from Ellen Rosenberg (the current editor) about four days before it has to be done. And it usually takes me about two working days to finish the issue at that point. I spend a lot of time fitting stuff on there, trying to develop a theme, and trying to make sure everything on it is really interesting and that there's a variety of all kinds of things. I put a lot of effort into that, and making sure there's stuff for all machines on there.

I also work really hard to fit things together well; each issue usually has well under 10K of free space left on it by the time I'm done, and that's not as easy to do as it sounds. Let's say you have ten files to choose from; but if you use these two files, you can't use this other file because you'll be out of room, and so you dump those two for later and then you realize you've got a bunch of space left over and have to go find something to fill that gap, and so on. It really does take some effort, and a sort of intuition that you develop for it over time.

And there's work the rest of the month, mostly in collecting materials, weeding through what I've gotten lately for things that are appropriate, and contacting the authors of the programs we feature.

Though the material is mostly shareware and freeware, it's important to us that we actually contact the author whenever possible to obtain permission to use it. So there's a lot of chasing people down in e-mail (which not everybody answers unfortunately), trying to find their phone numbers and getting them on the phone, keeping track of who I've gotten permission from and who I haven't, who I still have to call, and so on.

I've been doing it for years now and I've got most of it down to a system. But it's not as easy as it might appear!

GENieLamp> As a person who works out of a home office, can you share any  
"\*\*\*\*\*" special insights as to the benefits and drawbacks of working  
at home?

DEAN ESMAY> Working at home has obvious advantages. No "boss" looking  
"\*\*\*\*\*" over your shoulder or riding you to work on certain things at  
certain times. No need to "look busy" when you have nothing  
to do. And not near as much office politics to deal with as in  
a standard work environment.

No need to dress up; I wear comfortable clothes at all times

and NEVER wear a tie (heck, I don't even own one anymore). I can listen to my stereo as loud as I want. I can sleep late pretty much whenever I want.

And I like to say that I have a thirty-second commute in the morning - that being about how long it takes me to stumble out of bed and stump over to my computer to check my morning mail! :-)

It saves money, too. You don't spend near as much on clothes, gasoline, or upkeep on your car. Then again your phone bills shoot way up, so it kind of evens out.

There are drawbacks; you don't get a lot of office socializing, chatting around the water cooler type stuff. You spend a lot of time on your own, or without adult company anyway. Sometimes there are interminable delays when you can't reach someone on the phone and have to wait 24 hours or more for e-mail to be returned on what should be a simple matter that would only normally take 30 seconds to get answered.

You also tend to get fat I'm afraid. Not only do you not even get the exercise it takes you to walk out to your car in the morning, but it's insidiously easy to run downstairs to the refrigerator to snack on stuff. No one's going to notice or care if you eat at your desk, right? Well that's nice but it's easy to do too much of it.

Another drawback is that sometimes other people have a hard time believing that you actually do work much, or work very hard. I've had people more or less tell me that they don't believe I really have a job, that I just sort of horse around a bit. When you don't have a firm schedule, and don't have to GO somewhere to work, well, to some people it doesn't seem like WORK.

This is a double problem for me because I generally keep a night schedule; many people who work at home don't do that, but I personally find that I work much better that way. Unfortunately, this leads some people to consciously or unconsciously think of you as "lazy" because you're usually asleep at 9 or 10 in the morning. They don't realize that you were still working while they were snug in their beds. (I usually don't go to sleep until around 5:00 a.m., sometimes later.)

So, sometimes I have to put up with a little snootiness and sniffing because of the hours I keep.

But overall it's great. I much prefer it to working in a regular office; I did that for several years and sure don't miss it much.

```

////////////////////////////////////// GENIE_QWIK_QUOTE //
/ "Wow, three new messages waiting for me when I posted my /
/ last message!" /
////////////////////////////////////// OUTFRIDER //

```

```
[EOA]
[QUI]////////////////////////////////////
 THE MIGHTY QUINN /
////////////////////////////////////
Milliseconds With Mark

by Mark Quinn, DOA
 [M.QUINN3]
```

```
>>> A WHOLE BUNCHA MILLISECONDS WITH MARK <<<

```

They are out there. Those logjams in the bit stream; those dropped characters (there are a few characters I'd like to drop, but they seem to be more prevalent than ever); those I/Os (I/O, I/O, so CompuServe I owe), and those lows. But what really bugs a modem geek (or, as someone I know chooses to refer to them, a "modemhead")? (I rustle the card, and try to screw my expression up, to the delight of the audience.)

```
TOP TEN THINGS THAT GIVE A MODEMHEAD A HEADACHE

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10. Soap.
9. Hardware incompatibilities between modems.
8. The Danger Man from Domino's.
7. Those nasty things hooked to modems called "computers".
6. Actually paying to download a MIDI or GIF file after seeing its description, which begins, "This is my first attempt at this sort of thing . . .".
5. Rugrats belching into the family phone in the middle of a download.
4. When the 9600 bps modem gives out in the middle of the night, and the spare 2400 bps internal model is found at the bottom of a stack of dirty dishes.
3. Thinking that you bought a Hewlett Packard product, and discovering the next morning that it was manufactured by that other company.
2. After you've moved, your spouse insists on unpacking inconsequential items like children's toys before the computer equipment.

and (give us a digital drum roll, will you, Hal?) . . .

1. Getting "pulled into chat" by the sysop of a local BBS, and discovering that he/she is normal.

```
//////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "cmp.l LET_A,d0 That would compare the contents of address /
/ 65 with d0. It would also generate an address error since /
/ 65 is odd and you're looking for a long. Also, bus error /
/ since you may not be in supervisor mode.
/
/ Keep at it, it'll come to you in a blaze of light one night /
/ when you are just about to fall asleep....."
//////////////////////////////////// C.WALTERS1 ////
```

[EOA]  
 [FOC]////////////////////////////////////  
 FOCUS ON... /  
 //////////////////////////////////////  
 Thinking Out Loud  
 \*\*\*\*\*  
 by Phil Shapiro  
 [P.SHAPIRO1]

>>> THINKING ABOUT PEOPLE'S AFFECTION FOR THEIR HOME COMPUTER <<<  
 .....

The other day I got to thinking about people's affection for their home computers. These thoughts were raised when I took my computer in for a motherboard upgrade. As the dealer took my computer out of my clutches, I hesitantly asked: "So how many days is this going to take?"

If the upgrade were going to take five days, that would be an eternity. Three days would be barely manageable. Two days would be difficult, but I'd get over it.

It turns out that putting in the new motherboard would take three days. Barely manageable.

But as I walked out of the store it struck me how very similar my feelings for my computer were to the feelings for my classical guitar when I took it to the store to have an electronic pickup installed. When I handed over my cherished guitar, I hesitantly asked: "So how many days is this going to take?"

If the upgrade were going to take five days, that would be an eternity. Three days would be barely manageable. Two days would be difficult, but I'd get over it. The answer: "Three days." Arrgggh. Barely manageable.

The reason people's affection towards their home computers is so similar to their affection towards their cherished musical instrument is because both computer and instrument are extensions of the human personality. Both computer and instrument provide unlimited opportunities for creative expression. Both, too, provide unlimited opportunities for creative exploration.

Computers are sandboxes for the mind. Musical instruments are sandboxes for the soul.

But the comparison doesn't stop there. The parallels grow stronger on closer investigation.

About six years ago my older brother Ian showed me a new tuning for guitars, the lovely-sounding "dropped-D" tuning. The moment I heard that tuning I knew it would open up vast new areas of musical exploration. In a sense the new tuning was a new "operating system" for the guitar. It allowed me to produce the same music I produced before, but in a whole new and interesting way.

The parallels between computers and instruments continues when you consider that both computers and musical instruments provide opportunities for a lifetime's worth of study and mastery. After mastering the basics

you can go on to study endless intricacies. You can stand in awe at what virtuosos have accomplished in the past. You can develop a fine appreciation of the art and the craft. You may even develop enough skill to extend the boundaries of the craft yourself.

Perhaps these parallels are all centered around the "appeal to the creative temperament." Could anybody doubt that if Wolfgang Amadeus Mozart were alive today he'd be spending much of his free time sitting at a computer keyboard --- playing, learning, composing, exploring? Knowing Mozart, he'd find a way to get Salierni's computer to print musical notes backwards, from right to left, on Salierni's computer screen.

Likewise, could anyone doubt that Da Vinci, were he alive today, would be online three or four times a day with other artists/inventors in other Renaissance villages? Chances are Da Vinci would be at his computer so much he'd never have a chance to take a good look at his screen saver. (You know --- the one with sketches of parachutes, gliders, and other mechanical contrivances.)

Moving ahead five hundred years, it's intriguing to consider that Alan Kay, an awesomely creative research fellow at Apple Computer, is himself a world class pianist. And it's hardly surprising to hear that his special talent is extemporaneous composition.

Other microcomputer visionaries have had similar musical passions. Paul Allen, co-founder of Microsoft, likes to do nothing more than to jam with his rock-and-roll band. Microcomputer legend Steve Wozniak organized and sponsored two large rock concerts in the early 1980's.

People who don't use a computer regularly can sometimes have a difficult time understanding how other people could get emotionally attached to such an "inanimate object." If you need a quick explanation of your emotional attachment to your computer, drawing the comparison to musical instruments can serve as a useful analogy. If such non-computer using persons had every experienced the joy and wonder of playing a musical instrument, they'll nod their heads in understanding. Some things in life you just can't put into words.

[\*][\*][\*]

NOTICE! Last month GENieLamp printed an article about how Apple II "\*\*\*\*\*" computers are being used for "cognitive therapy" in a psychiatric hospital. GENieLamp would like to spotlight other inspiring stories where Apple II computers are assisting and uplifting people with special needs.

If you happen to know of Apple II's in your area being used in a children's hospital, adult literacy center, special needs school, or other community organization, please contact GENieLamp co-editor Phil Shapiro (p.shapiro1) here on GENie.

We are also interested in putting together a story on how Apple II's are the favored computer for public access use in our nation's libraries. Anyone with anecdotes or interesting stories on this subject are invited to contact us about that article.

-Phil Shapiro

[\*][\*][\*]

Phil Shapiro Shapiro is the founder of Balloons Software, a  
"\*\*\*\*\*" new Apple II educational software company. He can  
be reached He can be reached via electronic mail on GENie at:  
P.Shapiro1; on America Online at: pshapiro

```

// GENie_QWIK_QUOTE //
/ "I'm still sold on LiveMouse. It's a one-size-fits-all kinda /
/ deal. If it's too small when you buy it, you just feed it /
/ until it's the right size. Then you pull the Freeze Tab /
/ and voila...instant mouse." /
////////////////////////////////////// J.EIDSVOOG1 //

```

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[EOA]
[GAM]////////////////////////////////////
 GAMES PEOPLE PLAY /
////////////////////////////////////
Apple II Games

By Darrel Raines
 [D.Raines]

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>>> HIDDEN TREASURE <<<  
\*\*\*\*\*

~ The Public Domain Eamon Adventure Game Series ~

Introduction "Fade in to a dimly lit tunnel that has moss hanging on the  
"\*\*\*\*\*" walls. The source of light is a few torches hung every 10  
feet along the sides of the tunnel. On the floor of the tunnel you can see  
a pile of diamonds that would buy you a kingdom and ensure a happy future  
for the king into the foresee- able future. Now, there is only one little  
problem with your plans for a glorious retirement.

You swing your trusty sword, Trollfire, at the giant orc and hit.  
The giant orc is at death's door, knocking loudly!

The giant orc swings his heavy axe and hits. Your armor absorbs the  
blow. The lesser orc shoots an arrow at you and misses.

The orc guard stabs at you with his sword and hits. You are badly  
injured!

The question of the moment is whether you should flee now and return  
to fight another day. You have the giant orc on the floor, if you can just  
finish him off before you are finished yourself. Unfortunately, for the  
giant orc, that pile of diamonds sure does look like your destiny.

You thrust Trollfire back at the giant orc and ...

... as you look around the tunnel that is now littered with the  
bodies of fallen orcs, you find that you have no more enemies at hand.  
With a sigh of relief, you put Trollfire back into your belt until the  
next battle. Your body feels like you just tried out a new carriage by  
letting the horses drag it over you. With a coarse whisper you utter the  
words of healing. Immediately you can feel the wash of energy through your  
body. You are now in good shape.

With a confident stride you walk over to the pile of diamonds. This

was a rough dungeon to conquer, but it looks like the reward will make it worth the effort. As you bend down to scoop the diamonds, you meet an unexpected resistance. Something is wrong here. The diamonds don't seem to be laying loose in a pile like you first thought. Instead, they seem to be embedded in a tough hide! As you draw your head back to look for the edge of the seemingly endless stretch of hide, you see a large pair of gleaming eyes inspecting you from the dark shadows of a tunnel recess. You have managed to irritate a very large dragon.

As you draw out Trollfire, you think to yourself that you should have stayed back in that warm, cozy tavern with the sweet tasting ale. Fade out to the sounds of metal biting into bone and the roar of fire blazing out in a hot blast."

**History** The section of history related in the previous section could "\*\*\*\*\*" have easily come from one of the many adventures awaiting the daring game player within the varied worlds of Eamon. Eamon is a public domain, adventure gaming system for the Apple II computer that has been around for many years. As best I can tell, it was created about 1980-1981.

The original idea was brought to life by Donald Brown. I was first introduced to Eamon in 1983-1984. Even at that time, no mention was ever made of Donald Brown still being around to support his creation. But the wonderful thing about Eamon is that the software was written to be an expandable, changeable, unrestricted environment for people to create their own adventure games. Eamon provides a shell that can be adapted by the programmer to make an adventure of any variety. Indeed, many different styles of adventures already exist within the Eamon gaming system: Tolkien-type adventures, science fiction, fantasy, Dungeon and Dragons, and many more.

Eamon adventures are written in Applesoft Basic and run under the standard 40 or 80 column screen mode. Don't let this fact fool you. There are many Infocom text adventures that outshine the graphic adventures produced since then. Eamon adventures are as good or bad as the creators of the individual games themselves. Some are outstanding. Others are at best only fair. When you get tired of playing a game, you can sit down and create a game. The possibilities are endless.

Even if you do not want to write your own adventures, you can still enjoy the more than two hundred games that have already been written. All of them can be run under ProDOS and many of them make use of 80 column text screen to provide magnificent descriptions of the adventure creatures and surroundings.

It wouldn't be fair to describe the history of Eamon and not say anything about the best thing to happen to Eamon since its creation: Tom Zuchowski. Tom has been keeping Eamon alive and well now for some time. He has written a number of games himself. But more importantly, he has spear-headed many of the efforts to keep Eamon working on modern Apples with modern operating systems. Eamon was first written on 5 1/4' disks under DOS 3.3 . After you play a few Eamon adventures, see if you don't think that Tom's efforts have been worthwhile.

**Next Time** Eamon is too big and too exciting to do justice with a single "\*\*\*\*\*" article. Therefore, I must ask you to look back in on this column in the November issue of GENIE Lamp. We will then do some critical analysis of the gaming system.

Next month I will describe how to play a typical game of Eamon. I will go through the process of setting up the game on your hard drive or 3.5 inch floppies. I will give you a rating for the Eamon system itself and a few of the better adventures. Finally I will have a few parting words about this wonderful freeware system. Some of you will be itching to try out Eamon before next month. Therefore, I have listed below some good starter files that are available on GENie right now for your gaming pleasure. Until next time, happy exploring!

| No.   | File Name                                 | Type | Address     | YYMMDD | Bytes  | Access | Lib |
|-------|-------------------------------------------|------|-------------|--------|--------|--------|-----|
| 16728 | BEST.EAMONS.BXY                           | X    | T.ZUCHOWSKI | 910929 | 348544 | 100    | 36  |
|       | Desc: An incredible role-play experience! |      |             |        |        |        |     |
| 16750 | STARTER.KIT.BXY                           | X    | A2.DEAN     | 911002 | 331008 | 160    | 36  |
|       | Desc: Very Best role playing system!      |      |             |        |        |        |     |

Author Darrel Raines (D.Raines) welcomes any feedback or comments via  
 "\*\*\*\*\*" electronic mail to the listed user name.

```

 //////////////////////////////////// GENie_QWIK_QUOTE ////////////////////////////////////
 / "In my experience GENie management has always been very /
 / attentive to my problems, and very helpful, and even /
 / nice :) They give me the benefit of any doubts every time."/
 //////////////////////////////////// S.JACQUES ////////////////////////////////////

```

[EOA]

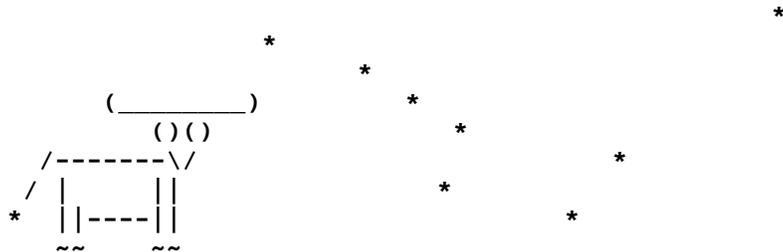
[COW]////////////////////////////////////

CowTOONS! /

////////////////////////////////////

Moooooo Fun!

\*\*\*\*\*



" Extraterrestrial Longhorn "

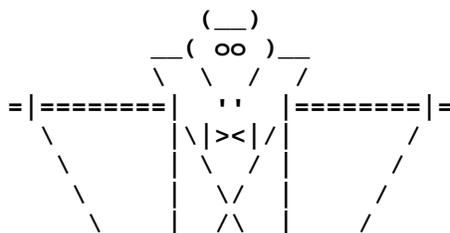
~~~~~

in the

Space/Time Cowtinuum

by Mike White

[M.WHITE25]



CowTOONS? Mike and Robert took us up on our offer and sent us this month's CowTOONS selection. Thanks, guys!

If you have an idea for a CowTOON, we would like to see it. If we publish it in GENieLamp we will credit your account

\\_\_| |\_\_| |\_\_|/ with 2 hours of GENie non-prime time!  
 (@) (@)  
 COWnt Dracula  
 by Robert E. Santosuosso  
 [R.SANTOSUOSS]

//////////////////////////////////////////////////// GENie\_QWIK\_QUOTE /////  
 / "Trouble is, someone will BELIEVE that stuff. You wouldn't /  
 / believe how gullible some people are. I will be reading on /  
 / the nets that someone on GENie said a full disk weighs more /  
 / than an empty one... Sigh." /  
 //////////////////////////////////////////////////// NTACTONE /////  
 /

[EOA]  
[CON]////////////////////////////////////  
 CONNECTIONS /  
 //////////////////////////////////////  
 Joe Kohn On A2  
 \*\*\*\*\*  
 by Joe Kohn  
 [J.KOHN]

>>> CONNECTIONS <<<  
 \*\*\*\*\*  
 ~ Copyright (c) 1992 by Joe Kohn ~

Permission is hereby granted to non-profit Apple II User Groups to republish this article, in whole or in part, in their newsletters. Electronic re-distribution is encouraged via online network and/or BBS. This article may not be re-published by any for-profit organization without the written consent of Joe Kohn.)

Greetings Everyone I am firmly convinced that the single most valuable  
 \*\*\*\*\* peripheral device that can be connected to a computer  
 is a modem. Once a modem is connected, it's possible for anyone to join  
 that huge group of Apple II users who frequent America Online, CompuServe,  
 GENie, and the Internet. I'm so convinced of the importance of "going  
 online" that I will be writing a new column for inCider/A+ on the subject.  
 By now, many of you will have seen the first installment of "Grapevine",  
 and I hope that it's piqued your interest in owning a modem. Each month,  
 I'll be sharing interesting Apple II related tidbits found on the various  
 online services, and I'll also be sharing money saving hints and tips for  
 those of you who already have modems. Grapevine; coming monthly to  
 inCider/A+.

\* I'd like to mention a brand new \$10 Shareware program that's one of  
 the best brain teasing, yet enjoyable, games I've ever played on the IIGS.  
 Kenrick Mock, the author of that fine game Columns GS, has just released  
 BoggleGS, and it's something that all fans of word games should have. When  
 first run, a colorful grid filled with letters appears. You have 3 minutes  
 to find words that can be made from adjacent letters in the grid. It's a  
 very colorful program and even has music. If you enjoy working crossword  
 puzzles, you should really enjoy it, and if you're a teacher, you'll love  
 BoggleGS.

\* Speaking of shareware, I'd like to let you know about a fantastic  
 new Apple IIGS shareware utility program that may change your life. Coming

all the way from New South Wales in Australia, John MacLean's \$10 DOS 3.3 Launcher should be of great interest to long-time Apple II owners who have a large library of older DOS 3.3 software. In short, DOS 3.3 Launcher provides an easy-to-use way to store, and run, DOS 3.3 software on any hard drive connected to an Apple II GS. Even if your hard drive wasn't DOS 3.3 compatible before, it is now.

DOS 3.3 Launcher is a GS/OS desktop based program that can be launched from the Finder. It has a standard GS/OS interface complete with pull down menus. Once run, it will allow you to copy DOS 3.3 Binary files, or entire DOS 3.3 disks, to your hard drive, and it will let you launch those files or disks from the Finder, and will return you to The Finder when you're finished using the DOS 3.3 software. DOS 3.3 Launcher works with single or double sided disks. It even slows down old games so that they run at 1 Mhz, and returns you to the GS'es faster speed upon exiting those programs. It does not work, of course, with copy protected software.

John MacLean, who also wrote Roger Wagner's Graphic Exchange, has written a very useful utility program that will soon have you dusting off your old DOS 3.3 software.

\* Speaking of new software, I finally got around to installing the new AppleWorks Classic enhancement TimeOut Grammar. This is a grammar checker that works right from within AppleWorks, and I like it a lot. This TimeOut version is based upon the old Sensible Grammar, and works in a similar manner. It checks Appleworks word processing documents for grammar usage and punctuation. Combining that with TimeOut Thesaurus, AppleWorks V3.0 is a writer's best friend. TimeOut Grammar is available from Quality Computers.

\* Quality Computers will soon be releasing Finder Helper, an incredible collection of System 6.0 Finder Extensions and Desk Accessories written by noted IIGS programmer Bill Tudor. I really like Finder Helper a lot, but before I provide any details, allow me the liberty to stray, and please be patient with me as I editorialize a little.

Many of the utilities found in Finder Helper started out life as shareware products. Bill Tudor must have been quite proud when he saw that his programs had been downloaded hundreds of times from the various online networks, and were in use on thousands of System 6 equipped GS'es; hardly a day went by when I didn't hear someone rave about how great Bill Tudor's shareware programs were. But, something was amiss. Many of the people that used Bill Tudor's shareware never bothered to send in their shareware fees, so he sought a more traditional outlet for his software. Now that it's a commercial product, he'll at least be getting some monetary reward, but, in some ways, I can't help but feel that the Apple IIGS community has lost something.

It's important to submit shareware fees for programs you use. By sending in shareware fees, you'll be helping to prolong the life of the Apple II, because you'll be encouraging those who program these computers. Think about it, and then take the pledge to submit at least one shareware payment to an author whose work you like.

Getting back to Finder Helper, it's a collection of Finder Extensions and New Desk Accessories that provide useful new tools that can be used when using GS/OS. It includes a very well behaved Alarm Clock that appears in the IIGS Menu Bar. It includes Cdev Alias that allows you to control

your Control Panel Devices from a New Desk Accessory. SuperDataPath allows you to easily instruct the Finder where it can find your data files. HotKeys allows you to launch your favorite programs directly from the IIGS'es numerical keyboard. Catalog will save a disk catalog's contents to a file on disk. File Peeker shows you the contents of Text, Teach, Pictures, Sounds, Icons and Filetype documents. Workset allows you to double click on one small icon and have AppleWorksGS, for example, launch and load multiple documents. Crypt allows you to encrypt all your sensitive personal files, and MoreInfo provides, among other things, the ability to lock and unlock files right from the Finder's Extra Menu.

Due to the fact that Apple has trademarked the word "Finder", when this set of utilities is actually released, it may have a different name. No matter what it's named, it's a great package of System 6 enhancements.

\* I spent a pleasant afternoon recently with Olivier Goguel, the founder of the FTA, when he was visiting San Francisco. If you're not already familiar with the FTA, make sure you pick up some of their freeware disks from your local user group or download some from your favorite online service. The France based FTA has created a stunning collection of GS software, and it is not to be missed.

The FTA disbanded late last year, and are no longer actively programming for the IIGS, but Olivier Goguel still managed to bring me some GS news from France. And, it's from France that we might eventually see a MultiFinder. In any case, Olivier did give me a disk of his latest software. Alas, it requires an IBM or compatible. I brought it over to a friend's to see, and we were both mightily impressed.

I was able to arrange what I think of as the "Summit Meeting of the Century" between Olivier Goguel and that GS programming master, Bill Heineman. The two spent a day together, impressing each other with their programming abilities. It's just possible that we'll see a joint project coming from that meeting.

\* In the rumor department, I've been hearing a lot recently about One World Software Wizards, a new group of Apple IIGS programmers whose plans include a freeware CAD program and a new version of NoiseTracker. It's even rumored that the founder of the FTA is going to be involved. Stay tuned, in future months, to see if anything comes from these great plans.

\*\* Joe Kohn is a Contributing Editor for inCider/A+ Magazine, and writes the monthly "Shareware Solutions" and "Grapevine" columns. He also writes a monthly column for Softdisk G-S, and is the Founder and President of Shareware Solutions: The User Group. Connections is his monthly column that is distributed as Copyrighted Freeware. Write to Joe Kohn at 166 Alpine Street, San Rafael, CA 94901. Send a self addressed stamped envelope if you'd like a personal reply. Or, contact Joe online. He shouldn't be too hard to locate on America Online, CompuServe or GENie.

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "You'll laugh, you'll cry, you'll kiss 3 bucks goodbye!" /  
////////////////////////////////////// D.MCNAMEE ////

[EOA]  
[AII]//////////////////////////////////////  
APPLE II /  
//////////////////////////////////////

Apple II History, Part 5  
\*\*\*\*\*

By Steven Weyhrich  
[S.WEYHRICH]

>>> APPLE II HISTORY <<<  
\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1991, Zonker Software

(PART 5 -- THE DISK II)  
[v1.1 :: 12 Dec 91]

INTRODUCTION The second most important device that Steve Wozniak  
\*\*\*\*\* invented, after the Apple II itself, was the Disk II drive.  
It was the availability of the floppy disk that catapulted this computer  
into prominence beyond its competitors of the day, and ensured that it  
would survive for the long haul. Certainly, something was necessary to  
overcome the less-than-intuitive cassette interface built-in to the Apple  
II. That was one place where the TRS-80 had it over the Apple II: A real  
cassette operating system. Of course, which computer survived the long  
run...hmmm?

THE DISK II Let's put some more trash into Mr. Fusion to fuel the next  
\*\*\*\*\* leg of our trip. How about one of those KIM-1 computers  
over there in the corner of the Computer Faire auditorium? We might have  
to break it up a bit to make it fit ... Okay, now we'll just make a small  
jump, to December of 1977. By this time the Apple II had been generally  
available for about six months. Most customers used their television as an  
inexpensive color monitor, and used a cassette recorder to store and  
retrieve their programs and data. Apple's major competitors were the  
TRS-80 and the Commodore PET. The products made by these two companies,  
together with Apple, could be considered as the second generation of  
microcomputers; they all came fully assembled and ready to use out of the  
box, with a keyboard and cassette interface. The TRS-80 and the PET even  
came with a monitors and cassette recorders. The strength of the Apple was  
expandability and graphics, while the strength of the others was cost (both  
the TRS-80 and the PET sold for around \$600, half the price of the Apple  
II).

By late 1977, Apple had introduced some enhancements to the II,  
including their first version of a floating point BASIC (called  
"Applesoft") on cassette, and a printer interface card to plug into one of  
the slots on the motherboard. But the Apple II still needed something to  
make it more attractive to buyers, to stand out above the TRS-80 and the  
PET. One area that needed improvement was its program and data storage and  
retrieval system on cassette; it was a continued source of frustration for  
many users. The cassette system used on the TRS-80 was more sophisticated  
than that of the Apple II, allowing named files and easier storage of files  
and data on the same tape. On the Apple II it took VERY careful adjustment  
of the volume and tone controls on the cassette recorder to get programs or  
data to successfully load. The Apple cassette system also needed careful  
attention to the location on the tape where a program was stored, and was  
no more accurate than the number on the recorder's mechanical tape counter  
(if it had one).

Apple president Mike Markkula was one Apple II user that was dissatisfied with cassette tape storage. He had a favorite checkbook program, but it took two minutes to read in the program from the tape, and another two minutes to read in the check files.<1> Consequently, at the executive board meeting held in December 1977 he made a list of company goals. At the top of the list was "floppy disk". Although Wozniak didn't know much about how floppy disks worked, he had once looked through a manual from Shugart (a Silicon Valley disk drive manufacturer):

"As an experiment Woz had [earlier] conceived a circuit that would do much of what the Shugart manual said was needed to control a disk drive. Woz didn't know how computers actually controlled drives, but his method had seemed to him particularly simple and clever. When Markkula challenged him to put a disk drive on the Apple, he recalled that circuit and began considering its feasibility. He looked at the way other computer companies--including IBM--controlled drives. He also began to examine disk drives--particularly North Star's. After reading the North Star manual, Woz knew that his circuit would do what theirs did and more. He knew he really had a clever design."<2>

Other issues that Wozniak had to deal with involved a way to properly time the reading and writing of information to the disk. IBM used a complex hardware-based circuit to achieve this synchronization. Wozniak, after studying how IBM's drive worked, realized that if the data was written to the disk in a different fashion, all that circuitry was unneeded. Many floppy disks sold at that time were "hard sectored", meaning that they had a hole punched in the disk near the center ring. This hole was used by the disk drive hardware to identify what section of the disk was passing under the read/write head at any particular time. Wozniak's technique would allow the drive to do self-synchronization ("soft sectoring"), not have to deal with that little timing hole, and save on hardware.

Wozniak asked Randy Wigginton for help in writing some software to control the disk drive. During their week of Christmas vacation in 1977 they worked day and night creating a rudimentary disk operating system, working hard to get the drive ready to demonstrate at the Consumer Electronics Show in the first week of 1978. Their system was to allow entry of single letter commands to read files from fixed locations on the disk. However, even this simple system was not working when Wozniak and Wigginton left for the show.

When they got to Las Vegas they helped to set up the booth, and then returned to working on the disk drive. They stayed up all night, and by six in the morning they had a functioning demonstration disk. Randy suggested making a copy of the disk, so they would have a backup if something went wrong. They copied the disk, track by track. When they were done, they found that they had copied the blank disk on top of their working demo! By 7:30 am they had recovered the lost information and went on to display the new disk drive at the show.<3>,<4>

Following the Consumer Electronics Show, Wozniak set out to complete the design of the Disk II. For two weeks, he worked late each night to make a satisfactory design. When he was finished, he found that if he moved a connector he could cut down on feedthroughs, making the board more reliable. To make that move, however, he had to start over in his design. This time it only took twenty hours. He then saw another feedthrough that

could be eliminated, and again started over on his design. "The final design was generally recognized by computer engineers as brilliant and was by engineering aesthetics beautiful. Woz later said, 'It's something you can ONLY do if you're the engineer and the PC board layout person yourself. That was an artistic layout. The board has virtually no feedthroughs.'"<5>

THE DISK II: COST     The Disk II was finally available in July 1978 with  
"\*\*\*\*\*"     the first full version of DOS, 3.1. It had an introductory price of \$495 (including the controller card) if you ordered them before Apple had them in stock; otherwise, the price would be \$595. Even at that price, however, it was the least expensive floppy disk drive ever sold by a computer company. Early production at Apple was handled by only two people, and they produced about thirty drives a day.<6>,<7>

Apple bought the drives to sell with Woz's disk controller from Shugart, right there in Silicon Valley. To cut costs, however, they decided to go to Alps Electric Company of Japan and ask them to design a less expensive clone. According to Frank Rose, in his book "West Of Eden":

"The resulting product, the Disk II, was almost obscenely profitable: For about \$140 in parts (\$80 after the shift to Alps) [not counting labor costs], Apple could package a disk drive and a disk controller in a single box that sold at retail for upwards of \$495. Better yet was the impact the Disk II had on computer sales, for it suddenly transformed the Apple II from a gadget only hard-core hobbyists would want to something all sorts of people could use. Few outsiders realized it, but in strategic terms, Woz's invention of the disk controller was as important to the company as his invention of the computer itself."<8>

[\*][\*][\*]

NEXT INSTALLMENT   The Apple II Plus  
\*\*\*\*\*

NOTES  
\*\*\*\*\*

- <1> Gregg Williams and Rob Moore, "The Apple Story, Part 2: More History And The Apple III", BYTE, Jan 1985, pp. 167-168.
- <2> Paul Freiberger and Michael Swaine, "Fire In The Valley, Part Two (Book Excerpt)", A+ MAGAZINE, Jan 1985, p. 45.
- <3> Williams and Moore, "Part II", p. 168.
- <4> Freiberger and Swaine, (Part Two), p. 45.
- <5> Freiberger and Swaine, (Part Two), p. 46.
- <6> -----, "A.P.P.L.E. Co-op Celebrates A Decade of Service", CALL-A.P.P.L.E., Feb 1988, pp. 12-27.
- <7> -----, "Apple and Apple II History", THE APPLE II GUIDE, Fall 1990, pp. 9-16.
- <8> Frank Rose, WEST OF EDEN: THE END OF INNOCENCE AT APPLE COMPUTER, 1989, pp. 62.

```

// GENie_QWIK_QUOTE //
/ "I'm *sold* out & _all_ shipped out... Whew, 26 outa 32.. /
/ GENie is a wonder!!!" /
//////////////////////////////////// T.EVANS21 //

```

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[EOA]
[LIB]////////////////////////////////////
 THE ONLINE LIBRARY /
////////////////////////////////////
Yours For The Downloading

By Mel Fowler
[MELSOFT]

```

>>> TOP 10 LIST FROM THE AUGUST UPLOADS <<<
\*\*\*\*\*

These are among the best UPLOADS to the A2 Software Library in the past month. Please check them out. You will not be disappointed.

[\*][\*][\*]

19253 Name: CASTLE.ARMS.BXY V1.1 Castle Arms is a two player game for the Apple IIgs. The object is to volley a cannon shot across a random terrain and strike the opponent's castle.

19246 Name: DYAINSTS1.BXY This is a packed disk full of instruments created by the DYA. They can be used with SoundSmith and NoiseTracker.

19244 Name: TIMELORDDEM.BXY This is a demo version of TimeLord IIGS a new adventure, role playing game from DreamWorld Software. Great game.

19224 Name: COMP.KB.BXY V4.01 This is an upgraded and fixed of the V3.0 and allows for multiple users on a 3.5" disk or hard drive only. This version is also SHAREWARE.

19215 Name: DE.DEMO.BXY Freeware demonstration of the Desktop Enhancer V2.0 from Simplicity Software. This is an excellent enhancer for the System 6.0 Finder. Check it out.

19205 Name: BOGGLED.GS.BXY Boggled GS is a GS implementation of the popular word game, Boggle (TM Parker Brothers). In Boggled, a 4 by 4 grid of randomly generated letters is displayed, and you must find words linked by connecting letters. An excellent word game.

19188 Name: UMDEMO.BXY This is a crippled version of Universe Master v1.0 from Econ Technologies, Inc. UM is a fully integrated, desktop based disk management utility written specifically for System 6.0. It includes backup/restore, volume repair, and a wide variety of other essential functions.

19183 Name: STARTREK.FC.BXY This is Star Trek: First Contact, a game based on Star Trek: The Next Generation. No two games are ever exactly the same. Planet locations and intruder intentions are

randomized before each game begins! Written using Zbasic this version of Star Trek will work on any Apple II with 128k of memory.

19177 Name: BJTUTOR.3.0.BXY Use Blackjack Tutor to play the game of blackjack, learn playing strategies, and test those strategies over hundreds of hands. Changes for version 3.0: keep detailed statistics for each decision, and write to spreadsheet-compatible file; optionally display # cards & tens left in deck; allow user to set betting strategy.

19164 Name: APLWRTR.2.1.BXY As of 24 July 1992, Paul Lutus has allowed Applewriter 2.1 to be classified as Freeware. Applewriter 2.1 (NOT any other version!) may be freely copied and distributed. This is a 5.25 DISK archives. This is the predecessor to AppleWorks. It will work on any Apple II with 64K of memory.

```

// GENie_QWIK_QUOTE //
/ "Actually if you mail an envelope with nothing but a disk in it, /
/ it can pass for 29 cents. But as soon as you put a note (so we /
/ know what you want) and a check in it, it exceeds one ounce and /
/ costs 52 cents." /
////////////////////////////////////// J.EIDSVOOG1 //

```

```

[EOA]
[SOFT]////////////////////////////////////
 SOFTDISK PUBLISHING /
////////////////////////////////////
Softdisk Publishing On GENie

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Welcome to Softdisk Publishing Online...

Softdisk and Softdisk G-S are disk-based magazines for the Apple II family of computers. Each month we deliver useful applications, unique AppleWorks(tm) templates, fun and challenging games, dazzling Print Shop(tm) graphics, and informative commentaries on one 3.5-inch disk or two 5.25-inch disks (Softdisk only).

If you are a programmer, Softdisk may have a special treat for you. We offer the serious programmer an alternative to shareware offering prices that range from 100.00 to...the skies the limit. We may not make you rich beyond your wildest dreams, but we have helped pay the bills of some of the most deserving programmers, artists, and gurus in the software world.

Please use this area provided by A2Pro for your support or programming questions, as well as a two way commentary with the gang who puts the disk together. We are looking forward to making your Apple II soar!

Lee Golden  
Managing Editor,  
Softdisk and Softdisk G-S

You can contact me at:

Softdisk, Inc.  
Attn: Lee Golden  
606 Common St.

Shreveport, LA 71130-0008  
GENie: SOFTDISK.INC

ARE YOU A CLOSET A2 PROGRAMMER? Are you a closet Apple II programmer, a  
"\*\*\*\*\*" pixel Picasso, or an Appleworks(tm)  
template machine? Do you wish there were a way to gain world wide  
recognition for the work you do when you know it's high quality material?  
Do you like money?

If you answered yes to any of the above questions, please read on.  
If you answered no, read it all the same. If you answered no to the last  
question we may need to have a serious talk.

Seriously, Softdisk is in the business of providing a monthly  
magazine on disk to over 10,000 subscribers and we need to get our material  
somewhere.

That somewhere could be you. Everyday we receive disks full of  
programs, graphics, and Appleworks templates for publication consideration.  
Although the majority of programs don't make it onto the disk on the first  
cut, most are honed to softdisk standards with the specs that we provide  
after a complete review.

Program prices range from 100.00 to more money than any human should  
make on a 1 or 2 week fun programming project. Most fall into the 350.00  
to 550.00 range with those few exceptional programmers planning a vacation  
to Las Vegas with gambling money! Hey shareware is great, but we GUARANTEE  
FULL PAYMENT on publication, so you know what you're going to make. A wish  
list will be provided here on GENie and we have loads of routines that you  
can use. All we ask is that you sign our non-disclosure for our  
routines...if this stuff fell into the wrong hands it could be the end of  
civilization as we know it! :)

Lee Golden  
Softdisk Publishing  
(SOFTDISK, CAT31, TOP2, MSG:1/M530)

INTERESTED? If you are interested in submitting to Softdisk or Softdisk  
"\*\*\*\*\*" G-S, we've uploaded some documents you may be interested in:

- 2826 Softdisk Submitter Guidelines (Teach)
- 2825 Softdisk G-S Programming Guidelines (Teach)
- 2824 Softdisk (8-bit) Programming Guidelines (Teach)
- 2823 Softdisk Submitter Guidelines (ASCII Text)
- 2822 Softdisk G-S Programming Guidelines (ASCII Text)
- 2821 Softdisk (8-bit) Programming Guidelines (ASCII Text)

The Teach documents use the Bookman and Courier font families and  
look very sharp when printed on a LaserWriter...

Also, if you'd like, we'd be happy to mail you a copy of these  
documents (in case you have trouble downloading, or just want the nice  
Laser printed versions :) -Zak  
(SOFTDISK, CAT31, TOP6, MSG:1/M530)

CHECK IT OUT... I'm not sure when you saw your sample disk, but Softdisk  
"\*\*\*\*\*" G-S has undergone radical changes in the last 18  
months. First, our rule of thumb is 10 programs per three issues (it used  
to be 5 :). So, here's a short listing of the last few issues (and of the  
next couple to come):

Issue #32 -----

Word Search..... Just what the title indicates :)  
Home Refinancer..... I learned a lot doing this one :)  
World Tour: Australia.. Part of a series

Issue #33 -----

Crazy 8's..... the card game, with variations too  
Lift-A-Gon..... 30 levels of Fox-and-Geese puzzle thingy (cool:)  
Text Wizard..... convert text formats including Softdisk issue text  
The Optimizer..... er, ignore this one (see below)

Issue #34 -----

BlockWords..... spell words on a 4x4 grid, very well-done  
Easy Eyes..... change the gs colors to be more pleasing  
The Analyst 1.1..... just what is in your system anyway? Issue #35 -----  
---  
Nucleon..... arcade game that can be addicting as anything  
SeeHear..... NDA/Finder Extension to view graphics and hear sounds  
World Tour: Pacific another in the series  
The Optimizer v1.0.1 scrunch resource forks in programs and stacks

Issue #36 -----

Sound Wizard..... convert sounds between various formats  
Canasta..... a card game  
Quizzical G-S..... an educational tool/game/program thing  
ZMaker..... Mass format/verify/copy/compare 3.5-inch disks

Issue #37 -----

Son of Star Axe.... the legend continues!  
Mintrel w/new songs MIDI Synth song player NDA  
QuickForms..... An app for dealing with form letters

Ok, these are just the programs on our issues (and don't blame me  
for the weak descriptions, I'm just a programmer :). Don't forget that we  
are a "magazine-on -disk" with all that implies: editorials, columns,  
reviews, reader's write, professor know-it-al, and what-not. We also  
publish clip-art, clip-sounds (new!) , awgs templates, print shop stuff and  
more! (really, there is more :)

Not bad for \$10 a month eh? (less if you get it by the year :)

-Zak

(btw: All of the programs on Softdisk G-S have a very professional look  
and feel. The Human Interface is something that is very important to me,  
and I really nitpick on interface issues--just ask some of the submitters  
that have dealt with me. In the end, the subscriber is the winner though.)  
(SOFTDISK CAT31, TOP3, MSG:7/M530)

```
////////////////////////////////////// GENIE_QWIK_QUOTE //
/ "In 1 Second the eye sends 1 billion messages to the brain (it /
/ has a 1 BIP, I/O port).:-) Your eye can sense about ten million /
/ gradations of light and seven million shades of color. Whats /
```

/ that mean as far as 24bit color? I can only see 12 bits at a /  
/ time if I turn my brightness button up and down.:~)" /  
//////////////////// REALM ////

[EOA]  
[GEN]////////////////////  
GEnie ONLINE /  
////////////////////

En garde!  
\*\*\*\*\*  
by Pat Hart  
[P.HART4]

>>> ONLINE CHESS <<<  
\*\*\*\*\*

Doing It Online Some of you have probably heard that you can now play  
\*\*\*\*\* USCF-rated postal chess on Compuserve. This makes some  
sense since it is the largest system, but it is also (probably) the most  
expensive pay BBS around. But there is an alternative here on GENie and it  
is part of Basic\*Service to boot. Imagine playing against players  
throughout the country for twelve hours a day at no extra charge! (NOTE:  
See end of article for information on new pricing structure for the RSCARDS  
Multi-player games effective October 1, 1992. -ed.) To get started, simply  
go to page 875 to familiarize yourself with the RSCards games and how to  
get your graphic front-end program for your particular computer model. Then  
go to page 882.

So how is the competition you ask? There are over four hundred thirty  
GENie-rated players as I write this and the list is growing. I have found  
eight USCF Masters (including International Master Doug Root), eleven  
Experts, sixteen A-players, eleven B-players, six C-players, a sprinkling  
of lower-rateds and some who may not have ever played tournament chess, but  
are none-the-less strong players. There are online tournaments played over  
two weeks to minimize connect time since they cost \$6/hour, with 100% of  
the entries returned in prizes -- 80% in cash and 20% in free connect time.

When you first enter the chess Room, the current Tables are displayed  
along with the player's handles. (I use Golden Knight.) You can either  
challenge another player in the Room or move to a Table to sit in the  
Gallery and watch and kibitz. Once you sit down to play, you choose the  
time limit first (5-minutes up to no clocks). When both agree, the game  
begins automatically. If you get disconnected or have to leave, the game  
can be saved and finished at another time. Colors are assigned randomly  
when both are due the same color, otherwise you alternate.

The chess program, written by John Weaver, Jr., is surprisingly  
capable with many built-in automatic features: (a) makes your move if it is  
forced; (b) moves a piece when selected if there is only one legal move;  
(c) declares a game drawn when there is insufficient material to mate when  
the clock expires, after 50 moves, or threefold repetition (but only if in  
succession); (d) prevents resignation before the tenth move; and, (e) the  
option to squelch messages from kibitzers or other games in progress.

It has been an interesting experience playing unseen human opponents  
on a computer. It is exactly like playing a computer chess program if you  
use the graphic front-end program available. But, do not forget, it is not  
a chess program! It is live. It is fun. Trust me. So, come on by and play

me a game. I am gentle. Ask anyone! <grin>

[\*][\*][\*]

ATTENTION! GENieLamp has just received the following notice in regards  
"\*\*\*\*\*" to the RSCARDS RoundTable. RSCARDS will be changing their  
pricing structure effective October 1, 1992. GENie subscribers will be  
able to access RSCARDS games (Blackjack, Backgammon, Checkers, Poker,  
Reversi, and Chess) via two options:

- 1) The standard \$6.00 per connect hour non-prime time rate,  
or
- 2) As a member of the RSCARDS Club. RSCARDS Club membership  
will cost \$30.00 per month, and entitles the member to a  
discounted rate of \$3.00 per hour for unlimited non-prime  
time play of any RSCARDS games at speeds up to 2400 baud.

The institution of the RSCARDS Club also marks the end of our seventh  
RSCARDS game, Basic\*Chess, which will be discontinued on 10/1/92. Full  
details of the RSCARDS Club, and signup information will be available on  
10/1/92. Type RSCARDS at any menu page prompt or move to GENie page 875.

As a bonus, anyone who played any of the RSCARDS games (including  
Basic\*Chess) between June 15, 1992 and September 14, 1992 will be entitled  
to join the RSCARDS Club and have their first month's membership fee WAIVED  
if they sign up for the RSCARDS Club between 10/1/92 and 10/15/92. Hourly  
charges will still apply, and subsequent months' membership fees will be  
charged at the standard \$30.00 per month.

The RSCARDS system allows you to play real-time multi-player games  
with GENie users from all over the world, in text or with an optional  
graphics driver program (available online for the Atari ST, the Commodore  
Amiga and 128 computers, the Apple Macintosh and //gs, and IBM  
compatibles).

Full details of the RSCARDS Club, and signup information will be  
available on 10/1/92. Type RSCARDS at any menu page prompt or move to GENie  
page 875.

NOTE: Rates quoted are for 300/1200/2400 baud access from the United  
States. A Club Plan will also be implemented for Canada, and  
details will be announced shortly. Non-Prime time is from 6:00 PM  
to 8:00 AM local time Monday through Friday, and all day on  
Saturday, Sunday and holidays. Communications surcharges, if  
applicable, still apply.

Discussion of the RSCARDS Club is taking place in the Multi-Player  
Games Bulletin Board, Category 29, Topic 10. (Type \*MPGRT to get there, or  
move to GENie page 1045;1).

Howard Rosenman  
Product Manager  
GENie Games and Entertainment

//////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////////  
/ "From a former Prodigy pawn ---- THANK GOODNESS FOR GENIE!!!!!" /

//////////////////////////////////// C.METHOD //////////////////////////////////////

[EOA]  
[HAC]////////////////////////////////////  
HACK'N ONLINE /

////////////////////////////////////  
[\*]HST Modem Upgrade  
\*\*\*\*\*  
by Bill Yung  
[W.YUNG1]

>>> UPGRADING AN HST ONLY MODEM TO DUAL STANDARD <<<  
\*\*\*\*\*

PLEASE REMEMBER! You are responsible for any damage or liability when  
\*\*\*\*\* you make any modifications or upgrades to your  
equipment. Also keep in mind that opening your computer may void your  
guarantee. If you are unsure of your ability to take on a hardware  
project, find someone who isn't.

GIF ILLUSTRATIONS To help you with this upgrade, you can find a series  
\*\*\*\*\* of GIF illustrations by the author in the GENieLamp  
RoundTable on page 515. (Keyword: GENIELAMP) Download: HST\_GIF.ARC

[\*][\*][\*]

A v32.bis SOLUTION! Times change quickly in the world of high-tech  
\*\*\*\*\* electronics and the world of telecommunications is  
certainly no exception. It wasn't long ago v.32bis was conceived. Now,  
with the advent of modems supporting this type of modulation at very  
affordable prices, new high speed users are coming on-line faster than ever  
before. In the past, US Robotics dominated the high speed market with  
their HST modulation. Gradually, the tide seems to be turning and HST  
users are finding themselves unable to connect at high speed with the  
increasingly popular v32.bis modems. If you've found yourself in this  
predicament, read on and you may find an inexpensive solution to your  
plight.

The Upgrade The upgrade about to be described is not possible with all  
\*\*\*\*\* HST only modems. The particular upgrade pertains only to the  
newer model Courier HST 14.4 modems. The newest 16.8k modems are quite  
different from the previous 14.4 models and I have not had the opportunity  
to investigate the possibility of performing a similar upgrade on those  
nor on any older models. Refer to the graphic illustration to determine if  
you own an HST model suitable for this upgrade. I have personally performed  
this upgrade and have verified it's reliability on my own Courier HST. The  
largest benefit of doing this upgrade is the substantial savings involved.  
The value of this upgrade is somewhere around \$300-\$400 (based on the cost  
of a new v.32bis unit); however, the cost of required materials is  
approximately \$60. If you are handy with a soldering iron, the entire  
process should take about 8 hours.

The most difficult part of the operation was finding parts sources. I  
was able to obtain everything required in about 1 week. I was informed the  
main DSP (Digital Signal Processor) chip could take up to 12 weeks to be  
delivered since it is a "highly allocated" part. This did not prove to be



circuits which have all chips oriented in the same direction, this circuit follows no such convention. Pay particular attention to the new DSP which is rotated 90 degrees from the existing DSP.

| PCB label<br>***** | Description<br>***** | Source<br>***** | Part #<br>***** | Price<br>***** |
|--------------------|----------------------|-----------------|-----------------|----------------|
|                    | 68 pin PLCC socket   | Easy Tech       | PLC68           | 2.29           |
| U206               | T/I 33MHZ DSP        | Arrow           | TMS320C25FNL33  | 25.00          |
| L8                 | 6.8 uH RF Choke      | Easy Tech       | CH68            | 1.29           |
| U207-U208          | 8k 25ns Static ram   | Easy Tech       | 6264BP25        | 8.25           |
| U209-U210          | Octal buss xcvr      | Digi-Key        | 74HCT245        | .77            |
| U211-U212          | Octal buffer/drvr    | Digi-Key        | 74HCT541        | .74            |
| R201,2,4           | 10K resistors        | Digi-Key        | P10ke-nd        | 5.99           |
| Cap Type 1         | .01 uF SMD caps      | Mouser          | 140-CC501B103K  | .49            |
| Cap Type 2         | .1 uf SMD caps       | Mouser          | 140-CC502B104K  | .69            |
| Cap Type 3         | 100pf SMD cap        | Mouser          | 140-CC501N101J  | .35            |

Capacitors  
\*\*\*\*\*

Type 1

C201,203,211,213,215,217,223

Type 2

C204,212,214,216,218,221,222

Type 3

C224

Some Notes About Suppliers The most important chip is the DSP. It's by far the most expensive and the hardest to find. I found a local Texas Instruments dealer who would order them for me at ten dollars each but I would have to buy 20 of them. I also found them in stock at Hamilton Avnet but there is a \$100 minimum order. Arrow Electronics is a national distributor with a \$25 minimum and this turned out to be the best source for a single part. Even though they did not have the part in stock and warned of a long delay, the chip arrived within a week in a 3X1X1 box. No, not 3 inch by 1 inch by 1 inch. Three feet by 1 foot by 1 foot! These guys really know how to pack a chip. The packaging included a large, military spec desiccant, a humidity indicator, static shielding barrier film (with label indicating relative humidity when opened), a three foot plastic chip carrier and lots of packing popcorn. Wow! Needless to say, when installed, the chip worked fine.

| Supplier<br>***** | Phone Numbers<br>***** | Terms<br>*****  |
|-------------------|------------------------|-----------------|
| Arrow Electronics | 1-800-321-3837         | \$25 minimum    |
| Easy Tech         | 1-800-582-4044         | no minimum      |
| Digi-Key          | 1-800-344-4539         | <\$25 = \$5 fee |
| Mouser            | 1-800-346-6873         | <\$20 = \$5 fee |

Substitutions The pc board is designed to accept surface mount resistors and capacitors. These are sometimes hard to obtain in small quantities. The \$5.99 price for the 10k resistors represents the price for 200 of them. Even so the plastic tube they came in is no bigger than my little finger. Although they're really tiny, I had little trouble handling them and mounting them with conventional equipment. It might not be a bad idea to substitute conventional resistors and capacitors of the appropriate values for the surface mount devices. Such substitutes can be

found at any local electronics shop. There is no real space restriction to prevent you from using the more common (albeit much larger) parts. If by chance you have trouble finding the 6.8 uH rf choke, you may place a jumper from L7 to provide the necessary B+ to the IC's.

Finally, The Fun Part      Reassemble the modem and type ATI7 from your  
 "\*\*\*\*\*"                    favorite terminal program. The modem should  
                               respond with:

ATI7  
 Configuration Profile...

|                 |          |
|-----------------|----------|
| Product type    | External |
| Options         | HST,V32  |
| Clock Freq      | 16.0Mhz  |
| Eprom           | 64k      |
| Ram             | 32k      |
| Supervisor date | 03/05/91 |
| IOP date        | 10/11/90 |
| DSP date        | 03/04/91 |
| Supervisor rev  | 3.0      |
| IOP rev         | 1.3      |
| DSP rev         | 10       |

OK

Did it work? Are you leaping with glee? Do I detect a tear of joy in your eye? I thought so. Congratulations. You've done a fine job. You may now be able to sell your modem for almost what you paid for it. Isn't that an enchanting thought? Thanks for coming along for the ride and have fun with your new dual standard.

Testing      There's only one command set option needed to enable the V.32bis  
 "\*\*\*\*\*"      handshaking. It's ATB0. Change this parameter and write it to  
 NVRAM. From now on, your modem will attempt to negotiate a v.32bis  
 connection with any modem it dials. If you call another dual standard, you  
 will connect as a v.32bis, NOT HST. Therefore, you may want to change back  
 to ATB1 when dialing duals. When dialing HST only modems, an HST connection  
 will be made after a brief attempt at v32.bis. If you have trouble making  
 a v32.bis connection, try dialing the GENie 9600 line in your area. I've  
 experienced no trouble connecting with GENie at high speed.

WHAT? It Doesn't Work?      Here's some things to try if you didn't achieve  
 "\*\*\*\*\*"                    immediate success:

If the modem is completely dead:

Check the fuse. If it's blown, there's a reason why it blew. Don't just replace it and try it again. Try and find the cause of the trouble by looking for:

- 1) Shorts across leads of any capacitor.
- 2) IC's which may have been installed with incorrect orientation.
- 3) Globbs of solder left from desoldering which may be shorting.
- 4) A broken trace in a part of the modem you shouldn't be touching in the first place. Remember, we're adding a new

circuit, not tampering with the old ones.

If the modem lights up and echoes back characters but doesn't show HST,V32 in the second line of the ATI7 response:

- 1) Type ATI2 from your terminal program. This checks the ram. you now have two banks of ram and should subsequently receive two OK's as a response. Like this:

```
ATI2
OK
```

OK

If you receive the correct response, the trouble is not in your ram. If you do not receive two OK's, make sure you have 35ns or faster static rams.

- 2) Did you remember to install L8? If you don't have a 6.8uh rf choke, did you install the jumper properly? The jumper should extend from the lead of L7 that is farthest from the edge of the modem to the through hole for L8 that is likewise, farthest from the edge.
- 3) Did you install the DSP correctly in it's socket? Remember, it does not face the same way as the existing DSP.
- 4) Did you make a parts substitution other than using conventional instead of SMD resistors and capacitors? For example: Did you use 74LS541's instead of 74HCT541's?
- 5) Nearly all connections are made on the top side of the pcb. check the legs of the chips on the top side to verify the establishment of a good solder joint.
- 6) Also check for the items mentioned above in the "Completely Dead" section.

Hopefully, any problems will be resolved using these methods. If not, have yourself a good long cry because you trashed a \$600 modem and your wife will never let you buy another in a million years. She may even confiscate your tools to prevent you from destroying anything else around the house. (And we couldn't blame her one bit) Go ahead, get it out of your system. It's not good to keep that kind of emotional loss all bottled up. Okay, alright, enough of that. Get a grip on yourself. Take a couple deep breaths. Chant your mantra. Relax.....

Just kidding. In reality, if you've exhausted every other option, leave me e-mail on GENie and I'll try to bail you out but I can't be responsible for your actions or the quality of your work. Take your time when you do this upgrade. It's not a race. There is no prize for he who completes it the fastest. If you absolutely can't live without a modem for even one day (like me), do the desoldering one night and the soldering the next. It took me about 6-8 hours to do this, most of which was spent desoldering.

Performance I'm a relative novice to v.32bis so I'm not sure how the "\*\*\*\*\*" modem should perform but I have noticed some shortcomings in the v.32bis type modulation. First of all, there is one bbs with which I have trouble making a connection. The problem is intermittent. Usually when I DO have the trouble the modem will hang up while negotiating error correction. As soon as the ARQ light comes on, I get a NO CARRIER. This

doesn't happen all the time and only with that one bbs. (The Woodworks. Thanks, Tim) Secondly, the modem realizes cps rates around 1300 even though the result string indicates I'm connected at 14400/V32. With HST modulation, 1650 cps is typical. Even so, 1300cps is noticeably faster than 280cps. (To say the least!) Other than that, I'm just ecstatic over the whole episode.

Acknowledgements I didn't figure this out without help from others.
Those who contributed know who they are and I wish to thank them sincerely. Thanks to Atari for making a computer for those of us without patience, money or a doctorate. To those who offered nothing but disinformation and discouragement, I still think you make the best modem in the world. With that said, I have no further axe to grind and nothing nice to say either, leaving me with no alternative but to terminate our little chat....

-Bill Yung

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////
/ "One of the continuing charms of the Apple II world is the /
/ kind of service you get from some of the the suppliers. /
/ It's like being in a small town where people know and /
/ trust each other. I love it. :)" /
////////////////////////////////////// A2.BILL //////////////////////////////////

[EOA]
[ELS]////////////////////////////////////
ELSEWHERE /
////////////////////////////////////
Connecting The World
\*\*\*\*\*
by Chris Carpenter
[C.CARPENTER3]

>>> THE BBS ROUNDTABLE <<<
\*\*\*\*\*
~ Connecting the World ~
Page 610

What's the difference between a local bulletin board (BBS) and GENie? Only size and accessibility of GENie which allows real time interaction between many users at the same time. Now local BBS SysOps (as well as anyone aspiring to possibly be a SysOp) have a place to talk, leave messages or exchange files on GENie. It's the BBS Roundtable, page 610 and although it has been around for quite a while it's being given a facelift, the cobwebs are being swept away and Real Time Conferences (RTC's) are starting up again every Thursday night at 7:00 o'clock PT.

The newly appointed, helpful SysOps in this RT are:

- Leonard Reed (BIBLIA), Chief SysOp
Dave Cole (MACLAMP), Macintosh SysOp
Tony Newman (UHH.CLEM), PC/Clone and CP/M SysOp
Chris Carpenter (C.CARPENTER3), Atari SysOp

So if you are an active SysOp or an aspiring SysOp wanting to know more about what running a BBS entails...stop by and read some messages or leave a message of your own, check out the BBS related files for your particular computer (upload some if you think they'll help someone else)

and be sure to show up on Thursday nights for the RTC's which focus on a different computer platform each week. You can talk with the SysOp's, all of which have experience with local BBS's, or with other folks who might stop in like you and have just the answer you've been looking for or might need an answer that you can give...and after awhile every RTC turns into a simple social affair where you can just talk with other people sharing the same interests.

The BBS RT is once again growing and all of the SysOps extend an invitation to everyone to come by and discover an online community with similar interests, mainly 'Connecting the World' through BBS's. We hope to make this the most active area on GENie but it's up to you...by using this resource that is available to you and contributing when you can. With your help we hope to establish a service on GENie that will represent the best storehouse of BBS information and related files in the world, and one of the few places in the world where you can talk to others with similar interests without leaving the comfort of your home.

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

////////////////////////////////////

GENieLamp Information  
\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp
  - o GENieLamp STAFF: Who Are We?
    - o GET\_THE\_LAMP Scripts & Macros
      - o SEARCH-ME! Answers

GENieLamp GENieLamp is monthly online magazine published in the  
\*\*\*\*\* GENieLamp RoundTable on page 515. You can also find  
GENieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II  
(645), A2Pro (530), Unix (160), Mac Pro (480), A2 Pro (530) Geoworks  
(1050), BBS (610) CE Software (1005) and the Mini/Mainframe (1145)  
RoundTables. GENieLamp can also be found on CrossNet, (soon) Internet  
America Online and many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail. To leave messages, suggestions  
or just to say hi, you can contact us in the GENieLamp RoundTable (515)  
or at the following GE Mail addresses:

- o John F. Peters [GENIELAMP] Senior Editor/RoundTable SysOp
- o Kent Fillmore [DRACO] Publisher/GENie Product Manager

U.S. MAIL  
\*\*\*\*\*

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"GET THE LAMP" SCRIPTS NOW ONLINE      GenieLamp scripts are now available for  
 \*\*\*\*\*                                   our IBM, Atari ST and Microphone  
 II/White Knight Macintosh readers.    These script files will allow you to  
 download all the issues, or just the issues you want. As an added plus,  
 you can also have Aladdin grab the latest copy of GENieLamp while you  
 sleep. Where can you Get\_The\_Lamp script? You'll find the Aladdin scripts  
 in the GENieLamp RT, [m515], Aladdin ST RT, [m1000] and the PCAladdin  
 RT, [m110]. The Macintosh macros for White Knight and Microphone II are



=====
DOCUMENT almp9211.app
=====

Vertical bar patterns forming a decorative header.

Your
GENie Lamp A2/A2Pro
RoundTable
RESOURCE!

~ A2/A2PRO\_ductivity ~
~ WHO'S WHO: MORGAN DAVIS ~
~ CHECKING OUT INTERNET ~
~ HOT FILES ~ HOT MESSAGES ~ HOT ROUNDTABLE NEWS ~

////////////////////////////////////
GENie Lamp A2/A2Pro ~ A T/TalkNET OnLine Publication ~ Vol.1, Issue 8
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Editor.....Darrel Raines

~ GENieLamp Macintosh ~ ~ GENieLamp IBM ~
~ GENieLamp ST ~ ~ GENieLamp Elsewhere ~ ~ GENieLamp A2/A2Pro ~
////////////////////////////////////

>>> WHAT'S HAPPENING IN THE APPLE II/A2Pro ROUNDTABLE? <<<
\*\*\*\*\*

~ November 1, 1992 ~

- FROM MY DESKTOP ..... [FRM] APPLE TALK ..... [APP]
Notes From The Editor. Changing Of The Guard.
HEY MISTER POSTMAN ..... [HEY] HUMOR ONLINE ..... [HUM]
Is That A Letter For Me? World's Fastest Chip.
A2/A2PRO\_ductivity ..... [A2P] ONLINE FUN ..... [FUN]
Take Another Look! Search-ME!
WHO'S WHO ..... [WHO] THE MIGHTY QUINN ..... [QUI]
Who's Who In Apple II. Milliseconds With Mark.
REFLECTIONS ..... [REF] SOFTVIEW ..... [SOF]
Thinking Online Communications. LetterSlide: For The Asking.
TELETALK ONLINE ..... [TEL] CowTOONS! ..... [COW]
Checking Out Internet. Mooooooo Fun!
APPLE II ..... [AII] THE ONLINE LIBRARY ..... [LIB]
Apple II History, Part 6. Yours For The Downloading.



[GENIELAMP]

TOP OF THE PAGE Hang on to your hat! The first annual GENieLampLighter
\*\*\*\*\* Awards will be announced in the January issue of
GENieLamp magazine. The awards are designed to honor PD/Shareware/
Freeware programs and their programmers for excellence and creativity in
their respective fields. Categories for the awards are as follows:

>>> GENieLampLighter Award <<<
\*\*\*\*\*

- 1) PROGRAM OF THE YEAR
2) PROGRAMMER OF THE YEAR
3) Best Utility
4) Best Personal Productivity or Business Program
5) Best Desk Accessory or TSR program
6) Best Telecommunications Program
7) Best Graphics Program or Utility
8) Best Educational Program
9) Best Game
10) Best Programming Software or Utility
11) Best Sound or Music Program or Utility
12) Best Use of Graphics In a Game
13) Best Use of Graphics in a Non-Game
14) Most Used Program or Utility
15) All Time Favorite

[\*][\*][\*]

Read A Good Bookette Lately? Electronic Publishing comes to GENie! The
\*\*\*\*\* GENieLamp libraries are filling up fast with
new bookettes, (A BOOK on a diskETTE), magazines, newsletters and even
online comics. Everything from poetry and short-stories to How-to-do-it
text files are being uploaded on a daily basis. Indeed, electronic
publishing is the future - you can find it NOW in the GENieLamp RoundTable.
(M515;3)

Disktop Publishing Association Nationally known Disktop Publishing
\*\*\*\*\* Association (DPA) has found a home in the
GENieLamp RoundTable. If you have any interest in electronic publishing
you should consider joining DPA. Membership applications are now being
accepted via GE Mail for the Disktop Publishing Association. Presently,
there is \_no\_ fee for you to join, so what are you waiting for? (For your
convenience, you will find a DPA application at the end of this magazine).

For more information, see GENie Elsewhere in this issue or drop by the GENieLamp RoundTable and visit the DPA in CAT6, or you may leave GE Mail to the founder and president of DOA, Ron Albright. (GE Mail=RALBRIGHT)

Until next month...

John Peters  
GENieLamp E-Magazine

////////// GENie\_QWIK\_QUOTE ////  
/ "Two bee ore knot too bea." /  
////////// STEPHENSON ////

[EOA]

[APP]////////////////////////////////////

APPLE\_TALK /

////////////////////////////////////

Changing of the Guard  
\*\*\*\*\*

By Darrel Raines  
[D.RAINES]

EDITOR'S VIEW This issue of GENieLamp marks the changing of the guard at  
\*\*\*\*\* the editor position. Tom Schmitz, who carried the Apple  
II version of GENieLamp from conception through the first six issues, has  
decided to step down from the helm of this newsletter to better pursue his  
day time job. Tom had a few things to say upon making his decision. I  
reproduce here a copy of the farewell letter he placed in the Bulletin  
Board area.

[\*][\*][\*]

A FAREWELL MESSAGE Well, many of you may have noticed I haven't been  
\*\*\*\*\* online much lately. And there is a good reason for  
this. Recently I was promoted at the Life Foundation, the AIDS Foundation  
of Hawaii on Oahu, to run the Free Legal Clinic and to be the Development  
Liaison between staff and volunteers. Both are relatively full time  
responsibilities and have left me little time at home with my modem. (The  
only thing at home seeing much of me is my bed.)

And since I do not have the free time as before, I have stepped down  
as editor of GENieLamp A2/A2Pro. I can no longer do it justice, and if it  
were not for John Peters' and Phil Shapiro's excellent work, the October  
issue would never have made it.

GENieLamp is truly something extraordinary. It is the first major  
online, regular newsletter of high caliber quality. Much more than a  
round-up of monthly events, it brings interviews with industry luminaries,  
and timely articles on interesting subjects.

I encourage all of you to keep reading GENieLamp and to support those  
who create it with your praise and with your articles. It means a lot to  
the staff when you give feedback. It tells them, hey, someone cares about  
what we do.

And while I may be biased, I do think the A2/A2Pro edition has the  
best damn GENieLamp staff online and that this magazine will get even  
better and bigger than even I ever imagined.

And to everyone who has ever written or edited for GENieLamp A2/A2Pro, all I can give you is my thanks, but let it be known you have made it a fun experience looking forward to being the first to see these great articles and to viewing the final product on the first of the month.

To the A2 & A2Pro staff, I have been on GENie, CompuServe and America Online through the years. No one, but no one can even come close to the fun, comraderie and quality you maintain in A2 and A2Pro.

I'll still be online, though not as much. And I will still read GENieLamp on the first of every month.  
(TOM.SCHMITZ, CAT3, TOP3, MSG:78/M645;1)

>>> SETTING IN OUR NEW COURSE <<<  
\*\*\*\*\*

Those of you who have read previous issues of this newsletter will already be familiar with me. I have been writing the games column and the somewhat sporadic programming column. Both of these assignments will be re-evaluated during the next two months as I start to settle into my new responsibilities as editor of GENieLamp. For this month, both columns will be on hold. The gaming column will return in December with a few more good things to say about Eamon. More information about these columns will be available in the next issue.

Despite the fact that the regular articles mentioned above will not be included in this issue of our newsletter, we still have many new and exciting articles available for the first time in this newsletter. Along those lines, Jim Couch has joined the staff of GENieLamp to provide coverage of the A2Pro roundtable on a regular basis. Phil has written another article that will stimulate your "thinking muscle". Mel Fowler gives us a peek at a new shareware game available here on GENie for all IIgs's. Morgan Davis drops in for an interview and reveals some very interesting history of a famous Apple software development company. Any way that you slice this newsletter pie, the results should be plenty of interesting reading in your future.

Be sure and note the upcoming RTC conferences that are held regularly in both the A2 and A2Pro areas. Paul Lutus, author of AppleWriter and many other older programs for the Apple II computer, will join us on November 10 at 9:30 pm eastern time. We hope to get some interesting information out of Paul. Join us if you can.

In the next section I will present a variety of interesting posts that have appeared during the last month in the bulletin boards for A2. These messages can be identified by the footer attached to each item. (See the introductory notes on how to interpret the footer.) If you find the topic, excerpt, or just the interplay between various people to be stimulating, then please jump to that topic on a weekly basis and read what is new. Our hope is that you will find something new in this section to keep you guessing.

And now, please enjoy the first fruits of our efforts in the post-Tom days for Apple II GENieLamp.

[\*][\*][\*]

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////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Bribes for new EdHak features?? I don't recall ever turning /
/ down such a bribe. Are we talking money? chocolate chip /
/ cookies? eternal bliss? any of the these would probably /
/ work just fine, or even getting 2 or 3 people to request /
/ the same thing. /
////////////////////////////////////// C.HARVEY ////

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////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Chocolate chip cookies = eternal bliss <grin>" /
////////////////////////////////////// J.MEEHAN3 ////

```

[EOA]

[HEY]//////////////////////////////////////

HEY MISTER POSTMAN /

//////////////////////////////////////

Is That A Letter For Me?

\*\*\*\*\*

By Darrel Raines

[D.RAINES]

o Apple II ODDS & ENDS

o WHAT'S NEW?

o THROUGH THE GRAPEVINE

o APPLE HEADS WANT TO KNOW

o MESSAGE SPOTLIGHT

>>> Apple II ODDS & ENDS <<<

\*\*\*\*\*

SPELL IT AGAIN, SAM I thought that I'd post this little ditty that my  
 \*\*\*\*\* wife brought home from work for those of you who use  
 the AppleWorks spelling checker:

HUMAN BRAIN NOT YET OBSOLETE:

```

I have a spelling checker,
It came with my PC;
It plainly marks four my revue
Mistakes I cannot sea.
I've run this poem threw it,
I'm sure your please too no,
Its letter perfect in it's weight,
My checker tolled me sew.

```

When I ran this through my AppleWorks checker (with no Custom Dictionary) it innocently caught the word "revue." I don't know if that means that the AppleWorks checker is BETTER than most PC checkers or not. According to my Websters, while "revue" (used to indicate a theatrical production) is acceptable, "review" is the preferred spelling, which is what was offered up by AppleWorks.

(J.CURTIS8, CAT17, TOP33, MSG:193/M645;1)

HOW TO BURY YOUR HARD DRIVE IN FLOPPY DISKS      Let me just make an  
\*\*\*\*\*      additional comment on top of  
Gary Utter's. If you have a 32meg partition on your hard drive, and want  
to back it up to standard Apple format 5.25 disks, here's what you'd be  
looking at.

A 32meg ProDOS volume consists of 65536 block. Each ProDOS-formatted  
5.25 disk can hold 280 blocks maximum (this is assuming that there is  
NOTHING else written on the disk except backup data; most backup utilities  
will either use a standard-appearing ProDOS disk, which takes up 7 blocks  
just for overhead, or use the first several blocks of the disk for  
information on which disk is which).

Taking 65536 / 280, we get 234.057 disks, rounding up to 235 floppy  
disks if the ENTIRE hard drive is full. Since I am still backing up to  
3.5 disks, I still tend to keep my 32 meg partitions no more than 20-25  
meg full, so I don't have TOO many disks to use when doing a full backup.  
I would need a maximum of 42 of the 3.5 disks to do a full backup, and  
even THAT is a bother that keeps me from backing up as often as I should.

I'd agree with Gary; invest in a tape drive (if you are using a IIGS,  
you can get a used Apple Tape drive from Sun Remarketing for about \$200)  
and back up to that. That's what I plan to do when I've dug myself out of  
my current computer budget hole... :-)

(S.WEYHRICH, CAT42, TOP13, MSG:40/M645;1)

SUPRISING NEW DEVELOPMENT      LINKING HEALTH TO COMPUTER EQUIPMENT  
\*\*\*\*\*

>> ...my wife predicted ill health for me if I bought more computer  
>> stuff...

We got a good laugh off that one! [hehe]. Reminds me of another  
thing that happened here once, a lady called inquiring about the Pegasus  
drives, asked me to send more information, but "the prices won't be written  
all over the information, will it?". I told her that no, there's a  
brochure with the technical info. and a separate sheet with the prices that  
she could pull off before showing it to her husband. Well, it seems that  
the main reason she wanted a Pegasus over any other drive was that it would  
sit inside the computer and her husband would never know!! Funny, it's  
usually the other way around.

(ECON, CAT35, TOP5, MSG:43/M645;1)

HARD DISKS AND THOSE PESKY 5 1/4 IN. DISKS      I just wanted to alert  
\*\*\*\*\*      everyone that I have just  
uploaded a wonderful and fantastic IIGS utility that should be of interest  
to all long term Apple II users. John MacLean's \$10 Shareware DOS 3.3  
Launcher, file number 19469, allows you to store, and run, DOS 3.3 software  
on your previously non-DOS 3.3 compatible hard drive. It works for both  
single sides and double sided DOS 3.3 disks.

DOS 3.3 Launcher is desktop based and very very easy to use. It  
allows you to launch DOS 3.3 BIN files or complete disks, from the Finder.  
If you want, it'll let you slow down the system to 1 Mhz (necessary for old  
games), but when you quit from a DOS 3.3 program, it'll return you to the  
Finder at the GS'es faster speed.

This is one of the most useful IIGS shareware programs I've ever seen.

Although it can be somewhat difficult to send shareware fees to other countries, please send John \$10 if you find this utility useful. As the author of Roger Wagner's Graphics Exchange, John is an accomplished programmer, and if he receives enough shareware registration fees, that very well may serve as encouragement to him, and other Australian programmers, to .release additional software as shareware.

(J.KOHN, CAT28, TOP10, MSG:/M645;1)

JUST FOR FUN...

\*\*\*\*\*

>>"do you know why the chicken crossed the road?"

1. (Metaphysical answer) Because it was too far to walk around.

2. (Realistic answer) To show the opossum it could be done.

(GARY.UTTER, CAT2, TOP13, MSG:47/M645;1)

>>> WHAT'S NEW <<<

\*\*\*\*\*

UPCOMING REAL TIME CONVERENCE EVENT! Join us Tuesday, November 10, at  
 \*\*\*\*\* 09:30 Eastern in the A2 RTC rooms  
 (item #2 on the main menu!) when our conference guest will be PAUL LUTUS,  
 legendary Apple II Pioneer and author of such recently found "Lost  
 Classics" as Apple Writer II and GraFORTH! Don't miss this HISTORIC event  
 right here in A2!

THE DEAN'S LIST Check out these exceptional files recently uploaded to  
 \*\*\*\*\* our library!

- +19448 TURBO.IDE.BXY Press release for new drive card.
  - 19475 SHOWME.NDA.BXY V1.0B2 Latest version of NDA graphic viewer.
  - +19481 APPLE.HIST.BXY V1.0 It's complete! The long-awaited history  
 of the Apple II computer.
  - 19484 DOS3.3.LNCH.BXY Store and run DOS 3.3 programs from your  
 IIGs hard drive!
  - 19495 FLOP.LAUNCH.BXY V1.1 Launch floppy-based programs via Icons.
  - 19497 GSMEMORY.BXY NDA to show GS memory use.
  - 19511 HWEN3.DHR.BXY Halloween Double HiRes clip art. Part 3.
  - 19517 GSHK.BSE V1.1 Self-Extracting GS-Shrinkit V1.1.  
 No IIGs owner should be without this!
  - +19520 FILMS.ADB.BXY Over 2000 films listed in ADB format.
  - 19531 QUIT.TO.BXY V2.02 New version of IIGs program switcher.
  - 19544 SHOVEIT.BXY Very colorful, thought provoking game.
  - +19555 HWN.TH1.NPS.BXY Halloween & Thanksgiving New Print Shop art.
  - 19567 PLASMALAB2.BXY New version of cullular automata program.
- + - denotes Apple IIe/IIC compatible file.

A NEW HARDWARE PRODUCT FOR THE APPLE IIGS! The SoundMeister is our  
 \*\*\*\*\* upcoming stereo  
 digitizer/amplifier board. It not a software product, although it does come  
 with some of that. :) Actually, there are going to be two models:  
 SoundMeister JR. which is basically the equivalent of a Sonic Blaster, both  
 in terms of price and capability. It will be a little bit cleaner however.  
 The SoundMeister, OTH is totally awesome. It uses its own pair of A/Ds to  
 allow one to digitize in stereo up to a hardware selectable 54khz! An

expandable buffer alleviates the software so it can perform other tasks such as update a really groovy interface or, best of all, spool samples to disk so you can digitize high quality sources for minutes at a time instead of mere seconds (limited by disk space, really). Both versions share virtually identical output stages providing 1.9w/channel or line level with a software controlled volume level.

Is that a bit more detailed than "Its a sound board!"?  
(ECON, CAT35, TOP10, MSG:/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

OLD TIMERS (YOU KNOW, PAST 30)  
\*\*\*\*\*

> Sub: Before the Apple II: Computer Nostalgia Tales of the Good Old  
> Days...

I still have the four copies of ROM, that I got when I first subscribed to Creative Computing. Where is David Ahl? With those articles on building a kit computer. And the center folds, they were great. Does anyone remember what they were. One was a Z80 and one was the mother ship, what were the others? It is fun to drag them out and see computers with wooden side panels.

(D.HANELINE1, CAT2, TOP11, MSG:2/M645;1)

>>>> Where is David Ahl? He's still living in Morristown, NJ; I see "\*\*\*\*\*" him at stamp shows. He went through a rough time finding work after "Creative Computing" folded. For awhile, he produced a magazine for....Atari? Amiga? (Until about a year ago, David Ahl was the editor of Atari Explorer. -Ed/JP) Now he's a freelance travel writer, and does freelance writing and publishing for others, too.

(L.DEVRIES, CAT2, TOP11, MSG:4/M645;1)

>>> APPLE HEADS WANT TO KNOW <<<  
\*\*\*\*\*

IS THERE A LASER PRINTER IN YOUR FUTURE? If you want to go the laser printer route, I would recommend that you take a look at the Epson Action Laser II. I have been using one with my GS for about six months and I am very pleased with it. It is LaserJet IIP (and Epson LQ and FX) compatible, 6 pages per minute, has serial and parallel ports, a 100-page sheet feeder, comes with 512K (if you print complex documents from GS/OS you'll want to add at least 1 MB), and, course, gives 300 dpi output. Unless you've got lots of time on your hands I would strongly recommend using a parallel card for complex fonts-and-graphics stuff.

The EAL II works like a charm with AppleWorks and other 8-bit programs (where the Epson FX emulation comes in handy, as just about any program can handle that), and does equally well with AWGS, GraphicWriter, etc. It's a very versatile printer.

In the most recent Computer Shopper I saw it advertised for \$689. I bought mine at an Office Depot for about that price. One caveat: check on the price and availability of the RAM expansion card (usually not included) before buying the printer. I had a hard time finding it (finally did at

Flex-USA, and they had lots of them) and it wasn't cheap. I went to 2.5 MB (probably more than I need) and it cost about \$250. Another caveat: A new toner cartridge (every 5,000 pages) costs about \$95, considerably more the ones for the LaserJets. I haven't yet found a source for refurbished cartridges, which are usually much cheaper and are certainly less wasteful, for the EAL II. I'm hoping that as more of them enter the market, competition will drive down the price of the cartridges.

(D.CRUTCHER, CAT12, TOP8, MSG:191/M645;1)

CABLE QUESTIONS AND ANSWERS

\*\*\*\*\*

>"will the cable that runs from a Super Serial card to the IW II work for direct connection to the GS, or do I have to purchase a different cable?"

The SS to IW II cable will not work. The SS to the IW (early model) would probably work, but if you're going to buy a cable anyway, why not get a cable that will come off the Serial Port in the IIgs?

You need a 8-pin mini-DIN to DB-25 cable, which is also known as a Mac+ to ImageWriter cable. Most dealers wouldn't know what you're talking about if you said a IIgs to ImageWriter cable. Make sure you get a cable that has a round plug on one end, and a 25 pin "D" connector on the other. Don't let them give you a ImageWriter II cable that has a round plug at each end. (R.MERLIN, CAT17, TOP17, MSG:100/M645;1)

WHAT ARE MY MONITOR INTERFACE SPEC'S Does anyone know the video output  
\*\*\*\*\* specs for the GS? The owner's manual doesn't list horz and vert frequency. I'm looking to get a VGA monitor that I'd like to switch between my GS and a 486. But I understand that there is probably a compatibility problem due to horz sync rate.

OR - does anyone have any advice re connecting a VGA monitor and the GS? Models, video converters, etc?

(C.LYON, CAT4, TOP2, MSG:45/M645;1)

>>>> If you have the IIgs set for 60 hz in the control panel (everybody  
"\*\*\*\*\*" in the USA and NTSC-speaking countries should) then the specs are:  
vertical: 60 hz, non-interlaced horizontal: 15.750 khz analog RGB,  
internal composite sync on all three channels external composite sync  
available (I can get the pinout if you want)

Note that most monitors that accept composite sync either require it as an external (i.e. on a wire by itself) or only need internal sync on the Green wire (internal means the sync signal is combined with the video signal).

Unfortunately, most PC monitors seem to require separate horizontal and vertical sync (at least they did a few years ago when I was shopping for a new monitor), but with the Mac market I wouldn't be surprised if most of the good ones available now have a Mac connector that you can use directly. It is possible (although a bit kludgy) to make an adapter cable that will go between a IIgs and a separate-sync-only monitor; I've seen it done and I might be able to get a schematic for you. It's really just a normal cable with a couple resistors in the works to keep the two sync lines that the monitor sees from interfering with each other.

(TODDPW, CAT4, TOP2, MSG:48/M645;1)

GOT A QUESTION? YOUR GENie FRIENDS CAN HELP IN A FLASH  
"\*\*\*\*\*"  
Does anyone have a phone number for MECC software publishing?  
(K.TAGGART, CAT2, TOP4, MSG:72/M645;1)

>>>> The phone number for MECC is: 800-685-6322 or 612-569-1500  
"\*\*\*\*\*"  
(S.MACGREGOR2, CAT2, TOP4, MSG:79/M645;1)

>>>> I have 800-228-3504 or 612-481-3500 for MECC. Address is 3490  
"\*\*\*\*\*"  
Lexington Avenue North / St. Paul, MN, 55216-8097  
(J.YANDRASITZ, CAT2, TOP4, MSG:90/M645;1)

PRINT QUALITY -- IS IT REAL OR IS IT MEMOREX?  
"\*\*\*\*\*"

> Is the print quality from Publish It as good as that from a GS specific  
> program? Will a 16 bit publishing program be able to take advantage of  
> Pointless fonts?

I haven't used PI4, but version 3 only has a "double strike" mode, which doesn't scale down oversize fonts like Apple's ImageWriter driver does. Hence, the output isn't quite as good. OTOH, it works beautifully with a LaserWriter. A 16 bit program, such as GraphicWriter III, would let you use Pointless, while you can't directly use it with an 8-bit program (you can create bitmaps of any size, and save them for use with an 8-bit program). I published a newsletter for about a year using Publish It 3 and a LaserWriter; people always asked me if I used Quark Xpress or PageMaker, and which Mac I had... B-)  
(D.BROWN109, CAT2, TOP4, MSG:87/M645;1)

WHICH IS BETTER: ZIP OR TRANSWARP  
"\*\*\*\*\*"

>>" BTW, on average I've heard about equal opinions about the ZIP GS or the TWGS "

Actually, I have owned both, and I have no real choice between them. I THOUGHT I had a problem with my TWGS (which turned out to be a bad cable), so I replaced it with a ZIP (only to find I had the SAME problem with the ZIP, drove me NUTS). In the process of determining just what the problem was (and it took me weeks), I did a lot of comparisons between the two.

Performance wise, the 7/8 mhz ZIP and the TWGS are essentially identical. The ZIP follows Apples rules better (or so I am told) and uses less power, but the TWGS seems a bit more reliable (based on word of mouth reports from the field). I suspect that the performance of the TWGS can be pushed further than the performance of the ZIP for those technoids who want to get into hardware modifications.

The REAL killer on both cards is service, or the lack of it. I don't see a lot to choose from there either. We sure could use a third manufacturer of GS accelerator cards.  
(GARY.UTTER, CAT22, TOP10, MSG:/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
"\*\*\*\*\*"

Category 2, Topic 5  
Message 48 Thu Oct 01, 1992  
GARY.UTTER [Dispatcher] at 01:21 EDT

Vic,

>>"I feel Apple Computer has forced me to turn away from the platform I truly love- the Apple ][."

This is kinda the key statement here. First of all (and I don't intend to be defending Apple in saying this), computers evolve. The GS, good as it is, is not a platform with sufficient development potential to carry it into the next century. The MAC probably will not make it into the next century. While I don't think Apples treatment of the II line is the wisest course they could have taken, I am not prepared to say that it was foolish, either. The fact of the matter is that the GS does not have what it takes to be a major platform, and Apple made a serious mistake when they released it. The LC is what the GS should have been. That is, the GS SHOULD have been a Mac with color capabilities and built in IIe emulation. Instead, they released a computer that has very serious design limitations that simply cannot be overcome at a reasonable cost.

So what we have here is the bastard child of muddled thinking at Apple Computer. But despite the fact that it was a bad idea in the first place, and despite the fact that it does not have the capabilities that would make it the basis of long term development program, that does not make the GS a bad computer, or a bad choice for a computer.

When you see a 486 with a super VGA monitor and a huge hard drive for \$950, it will be because it is seriously outmoded by the 686 with extra super VGA and a gigabyte drive. Don't waste your time waiting for it.

>>"it seems to me that the GS is on a dead end street with the ridiculously little continuing support for it from Apple itself"

Of course it is. So what? I live on a dead end street, as a matter of fact, and every house on the street is a very NICE house, and the neighborhood is quiet and peaceful. Being on a dead end street is not bad in and of itself.

Ask yourself THIS question...

"What do I want to do, and NEED to do, that cannot easily be done on a GS with current software?" If you answer truthfully, I strongly suspect that the answer will be "Nothing!" Especially in view of the fact that you have been getting along for so long with a Laser. :)

What you are dealing with is the popular perception of computing, "if it is not the latest, greatest, most powerful, most cutting edge, it is NOTHING". That turns out not to be the case, however. The sorts of applications that you CAN'T run on a GS are not anything you are likely to need to run your church. Do you have a real (as opposed to imagined) need for high end DeskTop Publishing? Do you have a real need for CAD/CAM? How about running a major spread sheet or database program over a network? Do you REALLY need to do that? If so, then go for a high end Mac or a 486.

Let's turn it around a bit. I'm guessing at what you would need to do with a computer for a church, so let me know if I am wrong, but I expect that your needs run to some small accounting/bookkeeping needs for the church itself, perhaps several databases of members and various projects/activities they are involved in, maybe a spreadsheet or two to

project costs for the church and determine budgeting for the coming year or two. I would expect that you would need to be able to do the churches correspondence on your computer, and that you would like to be able to print letters for mass mailings, perhaps flyers to advertise church activities, etc. Did I miss anything vital there? ALL of that stuff can be done easily with the Laser (or was it a IIC?) that you have now. Not as easily, or as effectively, as it can be done with a GS, but it can be done. In fact, all of that sort of thing could be done with Appleworks and a full suite of TimeOut addons.

Look at it realistically, and you will see that anything that you really need to do can be done easily, and economically, on the GS. The GS is as reliable as a stone. If you want a DOS platform that you can really COUNT on to work, and work properly, and work for years to come, AND you want 486 type performance, you had BETTER plan on spending at least \$2500. (Sure, clones are cheap, but there is a REASON for that. If it were ME buying one, I would expect to spend more like \$1800, but I LIKE to get into the guts of my hardware, and as much as I might complain about it, things that don't work properly can keep me entertained for days at a time. :) And after you spend that money, look forward to spending a long time learning how to USE it. And don't forget that the high powered specialty software (the stuff that you CAN'T get for the GS) is going to cost you hundreds of dollars per program.

Now, I'm not trying, necessarily (g) to DISCOURAGE you from buying a PC clone, if that is what you want to do, but don't try to tell me that it is a WISE choice because it is more economical for your assembly. That is simply foolish. AND, chances are really quite good that the GS will still be running smoothly when that PC clone is an outmoded clunker. Remember that the GS has been dead for YEARS. I have a friend who dumped his GS three years ago, bought himself a state of the art 286 clone. He has dumped that for a 386, and now he is moaning because he is going to have to replace THAT with a 486 because the 386 won't run the newest stuff effectively, just not QUITE enough memory capacity or something like that.

Since he got rid of his "dead end" GS, (because there was no support, no new products for it, and because Apple was going to discontinue the machine and stop supporting it before the end of the quarter), we have seen the release of the RamFast, the Quickie, System 5.0.4, HyperCard IIgs, InWords, Pointless, System 6.... the list goes on (and someone is going to be upset with me for leaving out something important :).

Let's go back to the first statement "the platform I truly love- the Apple ][." Why should you punish yourself with a DOS machine? Why should you deal with the learning curve for a DOS machine, and all the quirky differences between every application? I suggest that the GS, which does everything that your Laser does, and does it the same way, lets you be up and running from the day you get it, and lets you learn all this NEW stuff that the GS can do at your own pace. (Not that there is too much to learn, this system is DESIGNED to be user friendly, after all. :) It seems to me that this benefits your assembly, since they lose a lot less of YOUR productive time.

>>"Is \$950 "reasonable" when before long ....."

SURE it is. Depending on what you get with it, it is almost certainly "reasonable" for the work you need to do. And the GS will keep ON doing that work for years to come. The GS (as I have said MANY times) will NEVER

be less competent than it is today. This lust to be on the leading edge of computing is silliness. What counts is that your computer can do what you NEED to do, do it quickly, do it well, do it without a lot of hassle, and do it at a price that you can afford. For somewhere between \$900 and \$1200, you should be able to get a GS with a decent sized hard drive (minimum 40 megs) a decent amount of memory (expandable to 4 megs, minimum), an accelerator, and 3.5 and 5.25 drives. At the higher end, you should be getting a hard drive of at least 80 megs and a DMA SCSI card, AND a printer. If it were me, I would go for a lower price, and add a DeskJet 500 printer and a hand scanner and Inwords (for what you are likely to want to do). There are LOTS of toys out there for the GS at very good prices, and software to do virtually anything you need to do. (realistically) And for the budget conscious, almost everything is available used and in real good condition. GO for it. :)

Gary R. Utter

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your APPLE II, the GENie Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

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// GENie_QWIK_QUOTE //
/ "Try and get more sleep, too. EMPIRE is not for the weak- /
/ willed. Once you get addicted, all sorts of daily activities /
/ and natural body functions become upset and put aside." /
// R.COLEMAN24 //
```

[EOA]

[HUM]////////////////////////////////////

HUMOR ONLINE /

////////////////////////////////////

World's Fastest Chip

\*\*\*\*\*

From: I. B. Lyon <iefbr14@ibm.com>  
Subject: IBM Zurich announces new chip

----- PRESS RELEASE -----

The Zurich laboratory unveiled the world's fastest chip this week. The chip, code named "Timeless", is based on high temperature superconductors and is capable of transferring data signals faster than the speed of light. This makes it possible for a computer based on this chip to produce answers before questions are asked.

Using this technology, the Hursley laboratory has been able to produce a program product before the user requirements were known. Industry analysts found the Hursley announcement humorous, citing that IBM has been writing program products without user requirements for years. Products created using the Hursley method are still expected to miss their ship dates due to the excessive length of the Fall and Spring planning cycles.

The Communication Products Systems Test organization is using the same technology to test program products in zero days. Said a spokesperson in Raleigh, "It's amazing. Just preparing to test the software thoroughly causes it to be tested. It's like the system can read your mind." Oddly enough, planning experts in System Test are reporting that regardless of the productivity gains realized by the Timeless chip, the average test duration is expected to be nine months.

There have been rumors of some odd side-effects of the Timeless chip. Some customers have been receiving products before they order them. Most customers we interviewed did admit that they were planning to order the new software when it arrived. They said that they liked the speed with which the products arrived, but they disliked IBM's new policy of billing them before they ordered anything. Said an IBM billing expert, "We knew they were going to think about ordering some software, so we thought we would think about billing them."

IBM Service has made some exciting advances in hardware and software maintenance based on these side-effects. IBM Service worldwide has begun a free preventative maintenance program in which the IBM Customer Engineers think about fixing all the problems of every customer. Said an IBM Service representative, "The program is working very well. Service calls are down 99%. The only calls we are getting now are to fix hardware and software that hasn't been invented yet."

If you are thinking of ordering computer systems which uses the Timeless chip, they can be ordered from IBM.

Of course, if you have been thinking about ordering one, it is probably on its way to you right now.

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////  
/ "Obstreperous compartment? The very thought terrifies." /  
////////////////////////////////////// D.A.BRUMLEVE ////

[EOA]

[A2P]////////////////////////////////////

A2/PRO\_ductivity /

////////////////////////////////////

Take Another Look!

\*\*\*\*\*

By Jim Couch

>>> A2PRO, IT'S NOT JUST FOR PROGRAMMERS ANYMORE <<<  
\*\*\*\*\*

NOT JUST FOR PROGRAMMERS    Maybe you remember the old orange juice ad  
"\*\*\*\*\*"                    campaign that stated "Orange juice, it's not  
just for breakfast anymore." The point was to get people to drink orange  
juice during the rest of the day, not just at breakfast. Truth was that  
many people already knew that orange juice was great stuff and drank it all  
the time. The orange juice people just wanted to let everyone else know as  
well! OK, by now you probably are wondering, what the heck does all this  
have to do with GENIE anyway? Well the A2pro RoundTable has the same kind  
of identity problem as orange juice did. Most people think that A2pro is  
just for programmers, but it isn't! There is a wealth of information for  
any Apple II user. You owe it to yourself to check out A2pro as ... it's

not just for programmers!

To help keep you in touch with what is happening in A2Pro I have been engaged to write a monthly column about the RoundTable. For this month I will content myself with a brief introduction.

I have been playing with the Apple II since somewhere around 1984. Although I had used both mainframes and personal computers at various jobs prior to that point the Apple II was the first computer I purchased for myself. I purchased a IIC after looking at a number of other computers, including the (then) new IBM PC JR, Osborne, and Compaq machines. What attracted me initially to the II was it's history. There was something very engaging about a machine that was initially designed in a garage! I used the IIC for a number of tasks including financial record keeping, and word processing. I found the machine to be a great help at work as well, and often took the IIC into work with me.

At the time I was running a very small business with my brother selling climbing and outdoor gear. As he lived on the east coast, it made sense to purchase a pair of modems and transfer files back and forth. From this modest beginning in telecommunications my interest grew. In the winter of 86 I began running a BBS part time off of our business line during the evenings. This, like so many other things got way out of hand and eventually came to occupy it's own phone line and run full time! The BBS eventually became what is now the support board for my local user's group and moved to a IIE so I could again have my IIC back full time!

About the same time as my plunge into the world of a BBS Sysop I also ran into a little publication called Open-Apple. I subscribed and bought all the back issues as well, this magazine helped me better understand my machine and may me feel like I really understood what I was doing. My first issue was October 1986. In this issue the IIgs was introduced! When my IIC died I replaced it with a IIgs which is my current computer.

After reading about GENie in Open-Apple (now A2-Central) for quite a while I finally joined to see what it was all about. I primarily lurked in the A2 area in the beginning and also checked out a few other RoundTables. The introduction of GENie's Basic Services saved me a bit of money, so I began to lurk in A2Pro as well, finding much to my surprise that there was a lot of useful information, even though I was (and am) not much of a programmer!

On the subject of programming, you will notice that there is not a lot of experience mentioned, that is because there isn't much to mention! After I got comfortable with the machine, I did decide I would like to learn to program, but found that I just never had the time. My programing experience consists of only modifications to my BBS and some Ultramacros task files. In all honesty I cannot claim to be a programmer. I think my lack of background as a programmer will help me to cover A2Pro in a unique manner. This may also make other non-programmers feel more comfortable with the RoundTable. There is much within A2Pro that is useful to ALL of us, come join in!

The following items appeared during the last few weeks in the A2Pro bulletin board area. If you find something of interest, you might want to look in on a regular basis.

[\*][\*][\*]

TODD WITSESEL STEPS UP TO BAT      No comment on all that other stuff... :)  
"Hello! I'm Todd Whitesel, the new A2PRO library slave. I'm supposed to write a bio for everyone to snigger at, so here 'tis.

It was at Caltech that I discovered VMS, Macs, unix, the Internet, and the IIgs -- in about that order. It was the summer after my first year there that I got my own IIgs. By my third year at Caltech, I had had enough true Computer Science pumped into me that I was able to start writing serious programs. We had just had an AppleTalk network recently installed, so I started by writing small Inits and utilities (some of which are in the libraries now).

Now that I've graduated and escaped from Caltech, I work for a company owned and operated by Caltech alumni called Green Hills Software. The meat of our product line is compilers, and my main job for the foreseeable future is to take over maintenance of the 680x0 code generator. I used to avoid the 68000 like the plague, but I would rather work on it than on something for a modern RISC machine. Like the 65816, the 68000 presents all sorts of great opportunities for optimization that separates the truly sneaky programmers from the rest.

And now, I think I'd better get on with the library slave part of this... (A2PRO.TODDPW, CAT1, TOP2, MSG:99/M530;1)

A2PRO REAL-TIME CONFERENCE MOVES TO SUNDAYS      The recent (and ongoing) A2Pro survey showed us that lots of you wanted to see the conference earlier, and on Sunday. In fact, Sunday was by far the most popular choice of any day presented. So, after considering this and asking a few people in person, we're going for it.

Effective October 18th, the A2Pro Real-Time Conference will be each weekend on Sunday night at 8:30 PM ET (5:30 PM PT). The weekly A2Pro conferences at 9:30 PM ET on Monday and Thursday will be discontinued after Thursday, October 15th.

If you want to chat on Monday or Thursday, though, don't worry, because A2U still has conferences on both those days -- Will Nelken's great Macro conference on Monday nights and Andy McFadden's A2U Data Compression course, both at 10:00 PM ET, on Monday and Thursday respectively.

To help celebrate the move, we'll be giving away a free non-prime hour of GENIE time to three lucky people at the first conference on Sunday, October 18th. So be sure to be there and help us inaugurate a new A2Pro tradition! (M.DEATHERAGE, CAT1, TOP17, MSG:42/M530;1)

DON'T, UNDER NO CIRCUMSTANCES, NOT EVER, ETC      Like Matt said, NEVER use Control-Reset to simply reboot or exit a program on the GS. Especially GS/OS programs. It can be incredibly dangerous and there is the possibility that you'll lose data or corrupt files. (Some programs actually keep files open on the disk when the user is using them in order to support networking and whatnot. Control-Reset could cause these files to become at worst, corrupted, and at best they could no longer be up-to-date.) (SOFTDISK.INC, CAT7, TOP2, MSG:86/M530;1)

WANTED: OLD TIME PROGRAMMERS      Now that Lost Classics is off and running,

..... with more classic software on the way, I figured it was a good time to come on over here and get the programmers to help us out. We brought you Apple Writer. We brought you GraFORTH. We found the WPL Expansion Kit. We have some rocking games in the pipeline on their way to you.

In order to truly succeed, we will need to locate quite a few more Old-Timers. For that I am asking your help. If you know of anyone who has written a commercial program for the Apple II, and that program is no longer being distributed, then I want to talk to them. If you wrote something, then I want to talk to you. To make Lost Classics really succeed, I will need the direct and indirect help of the larger Apple II family. How about it? :) -Tim Tobin Lost Classics Coordinator  
P.S. See also A2 Category 7.

(A2.TIM, CAT13, TOP5, MSG:1/M530;1)

QUALITY COMPUTERS LOOKING FOR R&D PEOPLE! This is NOT a mere programming ..... job. Think of it as a career opportunity. At Quality Computers we have a rather flexible corporate organization. For example, take my job (please). While I originally started out answering the phones in tech and migrated into taking sales calls, I now am QC's only full-time R&D person. I write books and manuals, I do some programming, I work with outside contractors to get products finished, I work on videos.

We're looking to expand our R&D "department" by hiring one new person immediately and maybe another a couple months down the road.

We're looking for someone with a good Apple II background, solid programming skills, and decent writing ability. Experience with other platforms, especially multimedia/HyperCard on the Mac, is a definite plus. If you have other talents (computer art, music, whatever) that might fit into a "creative" program like this, that may be another plus. You have to be able to work well as part of a team.

When I moved into my position full-time a few months ago, we weren't sure whether or not we'd be able to find enough projects for me to work on. But it's turned out to be quite the opposite -- I'm swamped and I need some help! I think having a full-time guy who works only on special projects that Joe Gleason, the president, dreams up has made him dream up even more projects than ever before!

Quality Computers offers some great benefit packages including health insurance, 401K retirement account, and profit-sharing. Plus the pay is good, and it's exciting and fun to work here.

If you're interested, please send a resume via Snail Mail to: Quality Computers, Attn: Jerry Kindall, 20200 Nine Mile Rd., PO Box 665, St. Clair Shores, MI 48080. (Please do not inquire about this job via e-mail or by phone.) No experience is necessary -- just ability.

(QC, CAT13, TOP8, MSG:89/M530;1)

MORGAN DAVIS ACCOUNT NAME CHANGE Our old account name, M.DAVIS42, has ..... been changed. The new name is MORGAN-DAVIS. Please make a note of it. This message will not repeat. :-)  
/\ / /\_\_\_\ Morgan Davis

(MORGAN-DAVIS, CAT32, TOP1, MSG:6/M530;1)

NOT TO LATE TO JOIN THE ULTRA 4.0 COURSE  
\*\*\*\*\*  
have been RE-uploaded as:

Well, folks, here's the good news... The first four segments

- 2939 A2U.ULTRA00.BXY -- Introduction
- 2940 A2U.ULTRA01.BXY -- Lesson 1 (fixed)
- 2941 A2U.ULTRA02.BXY -- Lesson 2
- 2942 A2U.ULTRA03.BXY -- Lesson 3 (fixed)

and Lesson 4 is also to be released today as:

- 2943 A2U.ULTRA04.BXY -- Lesson 4

The fourth lesson deals with the new repeat command, the <onerr> tokens, and looping procedures, including the new for-next loops. FYI, I have also included an appendix that lists the byte size of each and every Ultra 4 command and function. I know you'll be referring to it often. :-)

Have at 'em. And let's hear (SEE) what you're doing with it all.  
(W.NELKEN1, CAT22, TOP22, MSG:91/M530;1)

//////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////////  
/ "No, I live in a little town of Corn (no jokes please), Oklahoma." /  
//////////////////////////////////// K.HEINRICHS //////////////////////////////////////

[EOA]#61  
[FUN]////////////////////////////////////  
ONLINE FUN /  
////////////////////////////////////  
Search-ME!  
\*\*\*\*\*  
By Scott Garrigus  
[S.GARRIGUS]

SEARCH-ME! Hi there everyone! Are you ready to have some fun?  
\*\*\*\*\* Search-Me is taking on a new twist this month. Instead of coming up with a word list about any old thing, we're going to use GENIE as our well-spring from now on. Every month I'll visit a different area on GENIE. I'll tell you a little bit about it, what you can find there and then have fresh list of words for you to search for from that area. Sound good? I hope so, because here we go...

This month I visited the fabulous Germany RoundTable. There are a lot of things to do here, especially if you are interested in Germany. ;-) You can learn more about German culture, German food, the German language, you name it - if it has anything to do with Germany, it's here. You can also find out about Austria and Switzerland while your at it. So come on over and visit our German friends! To get there just type GERMANY at the system prompt. But before you do, be sure to have some fun and try to complete this month's puzzle about GERMANY! Keep on smilin'!

>>> GERMANY RoundTable PUZZLE <<<  
\*\*\*\*\*  
~ PAGE 725 ~

G O C N E T I E K G I U E N T O W C R B T J C  
E L Q X K T F A H C S N E S S I W B U R J W R

BYXF XMKHDKWJRYSPSEYVQCN
PRNTSQBEXELVREHCILHCRIK
CWMAJQTPHDNNTNNQXTWBQLL
TZINMSOCTOBERFESTHETSSE
XAKINRSPDKWDPNAMRBCMGVD
YGEEBREAPELIRYUHMGCIVWP
EQUWOUUGTXUEEVTPCOJCNKC
UKVPYSEGCWITISOUVSKVWUJ
UEDBTBIERGKVS NBPWVTLIXM
OBARMNXGOVVGZXC AA VXXRLRL
SWITZERLAND ELMHNDQOBIIL
VAMD DGOUYVZDNSNLZEA FHWV
MRLSKHCKAEHYFZVVAENOBRS
SC EOTMODEM KARTENTNIHJV
OMRYRGUHXZITTKVZPIDGULK
MSMEJTUCRFGEC CGQSLSREVH
ZDPI LORVOKPLJPLIVDABANP
IXJINAJCONTBXUSEGYTPJKZ

>>> WORD CLUES <<<
\*\*\*\*\*

AUSTRIA AUTOBAHN BIER
DAIMLER DEUTSCHLAND GERMANY
KIRCHLICHER KLEINANZEIGEN KUENSTE
MODEMKARTEN MUNICH MYTHOLOGIE
NEUIGKEITEN OCTOBERFEST PORSCHE
SWITZERLAND WEIN WIESBADEN
WILLKOMMEN WIRTSCHAFT WISSENSCHAFT

[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of
\*\*\*\*\* the magazine.

This column was created with a program called SEARCH ME,
an Atari ST program by David Becker.

//////////////////////////////////// GENIE\_QWIK\_QUOTE ////
/ "Since the computer works faster than I do anyway, I really /
/ don't care about a silly nanosecond." /
//////////////////////////////////// D.D.MARTIN ////

[EOA]!!@

[WHO]////////////////////////////////////

WHO'S WHO /

////////////////////////////////////

Who's Who In Apple II

\*\*\*\*\*

By Phil Shapiro
[P.SHAPIRO1]

>>> WHO'S WHO? <<<
\*\*\*\*\*

~ A Profile of Morgan Davis ~
~ Creator of the ProLine Bulletin Board System ~

GENieLamp Morgan, how did you first become interested in programming the  
"\*\*\*\*\*" Apple II? Can you remember the specific time and place?

Davis I was a junior in high school (1981), when I had a short one-week  
"\*\*\*\*\*" introductory class on computers. Fortunately, the computer was an  
Apple II. That started my (so far) life long interest in them.

GENieLamp Over the years you've created some superlative tele-  
"\*\*\*\*\*" communications products (including ModemWorks and ProLine).  
Can you tell us a little how you first became interested in tele-  
communications? When was the first time you saw the word CONNECT?

Davis Actually, my communications history goes back much farther than  
"\*\*\*\*\*" what you suggest. While in sixth grade, after tiring of only  
being able to listen to a short-wave scanner, I wanted to get my amateur  
radio operators license, but succumbed a few years later to the easy access  
of CB radio. My interest in communications started out in radio.

It was in 1983 when I got my own Apple IIe and had a job writing  
books on BASIC programming for CompuSoft Publishing, Inc. They had an  
acoustic coupler modem that I was able to take home during the weekends  
and connect to the IIe. I would cruise the local bulletin boards for 48  
hours and then take the unit back to work on Monday.

Finally, I couldn't take it anymore and decided I needed a modem I  
could use all the time. So, I bought the best modem you could get for the  
Apple II series at the time, a Novation Apple-Cat II with a blazing 300bps  
throughput and a \$400 price tag. I must have been saving my paycheck money  
diligently, because it wasn't too long thereafter when I purchased the  
1200bps upgrade option for about \$250, as I recall.

The popular external modems at the time were Racal Vadics -- very  
expensive, very cutting-edge. The Hayes Smartmodem wasn't in full  
popularity until much later. I didn't have a real Hayes-style modem until  
around 1984, perhaps '85.

Before I had a Hayes-compatible external modem, I had already built an  
Apple-Cat-only version of ModemWorks. It was distributed as "shareware" (a  
new concept at the time) through a small company a friend and I founded  
called "Living Legends Software". I distributed ModemWorks, ProLine, and a  
few other programs through LLS between 1984 and 1988.

On February 14th, 1989, the Morgan Davis Group was created, and I've  
been selling my own products through it ever since. While the Apple II  
market has shrunk over the years, MDG has expanded its product line and  
increased revenues each year.

GENieLamp In the late 1980's you worked for a year or so at Beagle Bros.  
"\*\*\*\*\*" Did your job involve software programming work?

Davis Yes. This is a minor point in history.  
"\*\*\*\*\*"

GENieLamp Was it more along the lines of telephone technical support?  
"\*\*\*\*\*"

Davis Heck no! :- ) I was hired in February, 1989 (the same month I

"""" started MDG) when TimeOut was really enjoying its success. Bert Kersey had sold Beagle Bros to Mark Simonsen, and Simonsen decided that he'd like Beagle to become a heavyweight contender in the Macintosh market. I was hired, along with about six others initially, to work with existing Beagle programmers (who only had Apple II experience at the time) to create a product that would dethrone Microsoft Works, Microsoft's integrated package with a long, successful history.

Our product, code named Cheetah, was to be designed and developed into intercommunicating modules that included more features than Works -- all in eight months -- a ridiculous timeframe for a group of Apple II programmers, most who didn't even own a Macintosh (like myself) and had little or no experience using one, let alone programming it. From 1984, I had spent a lot of time working with Macs, but I had only developed software for the Apple II. I bought a Macintosh IIX through Beagle and paid it off through my salary over a number of months.

My responsibility in the Cheetah project was to develop the communications module. Amazingly, I had it getting me online and transferring data in about two or three months. The hard part, however, was putting a Macintosh interface on top of it all. Familiar with the serial port on the IIGS, getting the Mac to speak to a modem wasn't hard. But having to learn the other 99% of the Macintosh's toolbox, operating system, and development environments took a long time. The other programmers had similar hurdles to overcome, and many dropped out of the project early on (Rob Renstrom and Alan Bird, who went on to start WestCode). The team went from 12 down to about 4 programmers, still holding the same initial feature list and the same eight-month deadline. Not surprising, we didn't make it.

GENieLamp    Can you tell us a little about the work environment at Beagle  
""""""""""    Bros (formal/informal)?

Davis        Beagle was a fun place to work at during the days when it was  
""""""        under the fatherhood of Bert Kersey. On many occasions, I would stop by at the Beagle offices to visit or drop off a Living Legends product they might have ordered. It always struck me as the greatest Apple II company to work for, second only to Apple, of course. I'd love to continue a happy story, but I'm afraid there isn't one.

Things were quite different after the TimeOut succe\$\$\$. Beagle moved to an expensive technical park in Sorrento Valley (the Silicon Valley of San Diego). The atmosphere was casual, but not informal. When I came aboard, I think they had about 25 employees. There was "management structure", company policy manuals, legal agreements to sign, and a marketing V.P., the only person really overseeing R&D (that was us). Not at all like the small, attractive company I used to dream of working for.

The Cheetah project lacked serious direction and management. I became aware of this after long time Beagle programmers, like Randy Brandt, decided not to be involved with the project. A friend of mine who later went on to work for Aldus (Silicon Beach at the time), left because of the pressure and idiocy that went on up in the higher ranks. They had an insight that I didn't. After about a year, Cheetah's team consisted of Joe Holt (the only accomplished Mac programmer there), Tom Birchall (experienced at HyperCard, but not application development), and myself.

In the months ahead, Beagle's employee count atrophied to about 12 following layoff after layoff. There were a few who got out before their

number came up. I stuck with the initial Cheetah plan until April 13 (a Friday, no less), 1990, when Mark Simonsen called me into his office at the end of the day and expressed the company's difficult financial situation, of which I was all too aware. That was my last day. I went home that evening in a daze, disappointed that what could have been never happened after a year and a half. When my good friend Joe Holt heard what happened, he left Beagle to work for Adobe Systems. I went on to pursue MDG full time, and have been doing just that ever since.

It's a real shame. There was amazing talent at Beagle Bros in every department except the ones that count. We had excellent writers, artists, an established sales force, awesome Apple II programmers, a few promising Mac programmers, and everyone (below a certain level) got along expertly. It just seemed like we were always working against management, or more accurately, operating under the lack of real management.

To bring a long story to a quick ending, things got worse in the two years that followed my departure. For months, Beagle operated on a shoestring with just five or six employees. They sold their Apple II products to Quality. And then last Friday, they shut down for good. I'm certain the worsening economy only helped to speed up Beagle's demise.

GENieLamp Is Sophie a real dog?  
 """"""""

Davis She was (past tense). Sophie left us for Beagle Heaven a few  
 """""" years ago.

GENieLamp Your ProLine bulletin board system has earned an enthusiastic  
 """""""" following with Apple II users and user groups around the country. In what year was ProLine first released? Can you describe some of the new features of the latest ProLine version, ProLine 2.0?

Davis ProLine was first conceived and named in early 1984. It wasn't  
 """""" released until 1985 as a commercial product through LLS. ProLine 2.0 was major upgrade, entailing a nearly total rewrite of the core system. At the lowest level, I had developed the Object Module Manager to make ModemWorks 3.0 a reality. This allowed me to create interchangeable modules for taking care of specific functions, like terminal emulation, transfer protocols, serial I/O, and so on. ProLine 2.0, mostly written in Applesoft using MD-BASIC, was able to take advantage of the new features in ModemWorks by just "recompiling" all the existing code with some new libraries. So, 2.0 offers additional terminal support (VT-100, 102, 220, and ANSI), a full complement of protocols (X/Y/ZMODEM), all new online documentation, and a new 350 page owners manual.

GENieLamp You run the Morgan Davis Group publishing company with your  
 """""""" wife Dawn. Does running the company take up all your time? Or are you able to work a separate job as well?

Other than moral support, Dawn doesn't get too involved in MDG these days. She's started her own licensed family day care facility (in our home--where I no longer keep my office for obvious reasons!). With seven kids to take care of, she's pretty busy these days, and loving it.

Running MDG does, indeed, take up ALL of my time. There are always hundreds of things to do, and it seems like I can't keep up. Since I write

and develop our products, handle phone support throughout the day, keep up with online tech support, write and typeset the manuals, handle sales and marketing, fill orders and shipping, I am PLENTY busy. We're at that uncomfortable stage of being too small to hire additional help, but too big for one person to handle. Somehow, I manage, but I feel the company's growth is being retarded due to lack of manpower. How I long for a 36 hour day, and the endurance to survive one.

GENielamp     After ProLine, your next most popular software product is  
 "\*\*\*\*\*"     probably MD-BASIC, a structured BASIC preprocessor. The  
               essence of MD-BASIC is that it allows programmers to side-step  
               the sticky "spaghetti-code" problems inherent in Applesoft  
               BASIC's open-ended structure. It's even possible to write  
               MD-BASIC programs from within a word processor. Can you tell  
               us a little about your motivation for creating MD-BASIC?

Davis         Actually, our most popular product is ModemWorks, then ProLine,  
 "\*\*\*\*\*"     and then MD-BASIC. I think MD-BASIC has the potential of being an  
               extremely successful product, but because of minimal advertising  
               and practically no magazine coverage, not many people know about  
               it.

When you market the premier Apple II bulletin board system that encompasses over 100 BASIC programs, you have a lot of motivation for improving your Applesoft development scheme! I love the C programming language, so I took the best features in a C compiler and rolled them into something that allows you to write BASIC programs in a word processing environment (that in itself is a far cry from what you have in Applesoft's "immediate" programming mode). MD-BASIC's source files look a lot like BASIC, C, and Pascal, and when they get run through the MD-BASIC compiler, extremely compact and efficient Applesoft programs come out.

So you can now write highly structured and well-commented BASIC programs using a word processor \*and\* get better results in the end. MD-BASIC optimizes your code and strips out the dead weight that bloats most programs written the old, painful way. Its the proverbial "win win" situation.

GENieLamp     Are there any shareware or commercial software products on the  
 "\*\*\*\*\*"     market that were developed using MD-BASIC?

Davis         I know from product registration cards we receive that a lot of  
 "\*\*\*\*\*"     companies use it. In fact, almost anyone who is doing serious  
               development work that involves either a little or a lot of Applesoft is  
               probably using MD-BASIC. Most can't stop saying good things about it. I  
               love reading unsolicited endorsements like that here on GENIE.

We, of course, use it for all of our products. We don't have a single Applesoft-only product, but almost every disk we put out includes some short "Startup" program on it which we write using MD-BASIC. It's easy to crank out new, impressive programs with it in short order, because you can easily make use of work you've developed in the past by maintaining your own set of library routines, just like with real high-level languages.

GENieLamp     If it doesn't violate any confidentiality agreements, can you  
 "\*\*\*\*\*"     tell us if MD-BASIC is being used by any commercial software  
               publishers?

Davis Of those most GENie members would recognize, Tom Hoover uses it for  
"\*\*\*\*\*" developing his GENie Master program. SoftDisk programmers use it.  
There are many others. I'd have to open our customer database to find  
more.

GENieLamp Just a few months ago you released yet another BASIC  
"\*\*\*\*\*" programmer's tool, the Real-time Applesoft Debugging  
Environment (RADE). Is this tool intended to be used in  
conjunction with MD-BASIC? What are the most common  
programming bugs that RADE helps overcome?

Davis Since RADE is invaluable for debugging any Applesoft programs, its  
"\*\*\*\*\*" not just for MD-BASIC programmers. It can be used to debug ANY  
Applesoft programs. It is even a great educational tool, allowing you to  
snoop through programs other people have written. Because of its "stop  
action" ability to freeze a running program and let you analyze each  
statement as it executes, it is indispensable for discovering and  
understanding the tricks accomplished programmers use in their programs.

It's also indispensable in uncovering those elusive bugs that can't be  
hunted down easily. For example, while a program runs, you can monitor the  
flow of execution to see just which statements are being executed. At the  
same time, you can watch a set of variables to see how they change in  
real-time. You can modify the values of variables while a program runs to  
see how that might affect your program. You can look at the program  
listing. And you can do all this without having to stop your program or  
mess up the screen display. Plus, RADE's history feature keeps track of  
all your debugging operations so you can easily scroll back through them  
and find out what might have happened way back when the program first  
started running.

RADE is an awesome product that makes the BASIC development cycle a  
snap. It's unobtrusive (takes up just 768 bytes of main memory), it lets  
you switch between your program's display and RADE's debugging screen to  
avoid disturbing your program's output. It's great for anyone who programs  
in Applesoft.

GENieLamp Outside of programming the Apple II, what are some of your  
"\*\*\*\*\*" hobbies and interests? What do you like to do for fun?

Davis With a family of four and a business like MDG, I don't have much  
"\*\*\*\*\*" time for myself. However, if, by some fluke of good luck, I do get  
some free time, I'll spend it reading or listening to music -- something  
truly relaxing. I'm a pretty good racquetball player, so I keep in shape  
that way. I spend most of my time on the weekends with my kids. So we do  
a lot of outings to places like San Diego's Zoo and Wild Animal Park, the  
Natural History museum, Aerospace Museum, Fleet Space theater and Science  
Center, parks, swimming, etc. Lots of stuff kids and grownups both enjoy.

GENieLamp What is the accomplishment of which you're the most proud?  
"\*\*\*\*\*" What have been the most intriguing experiences for you?

At first, I was going to say that I'm not really proud of any  
particular thing. But, I guess I'm proud of all my work, because I'm just  
amazed that my stuff works when I complete a project (or think I have  
completed one -- I don't think I have yet!). Writing a program and then  
documenting it (complete with typesetting) is a long and arduous process.  
It can take up to six months for one small project. When you alone work on

one project solid everyday for six months, the tendency to burn out is prevalent. I'm really happy when we finally get to the shipping stage.

The most intriguing single thing so far was writing a PostScript generator for ProLine's online help system. ProLine has always had command-formatted built in help files which were processed for display on a computer screen or dot matrix printer. But with ProLine 2.0, I wanted to be able to ship a manual that included the online documentation in nice laser printer output. Needless to say, I learned a lot about PostScript, which I had always feared as being out of my league. It's pretty cool that a BASIC program in ProLine can crank out 300 professionally typeset pages from PostScript code in a manner of minutes. I'm sure there will be something even more intriguing happening tomorrow.

GENieLamp     As someone who has spent a great deal of time creating  
"\*\*\*\*\*"     and supporting telecommunications software products, can you  
              comment a little about the likely future directions of  
              telecommunications? A recent magazine article said that the  
              U.S. Postal Service forecasts hard copy mail growing to 250  
              billion pieces annually before the turn of the century. Rather  
              than spending huge amounts of money on expanding the current  
              postal sorting and delivery system, wouldn't it make more sense  
              for the U.S. Postal service to subsidize terminals for every  
              home and business? (Along the lines of the French Minitel  
              system.)

Davis     I think we're coming to this. Just look at the proliferation of  
"\*\*\*\*\*"     FAX machines. To a lesser extent, look at the people who pay  
              their bills electronically with CheckFree. Granted, CheckFree still  
              utilizes the postal service, but with direct bank deposits, you'd totally  
              eliminate the paper. Its the closest thing to owning a Star Trek-like  
              transporter we have now.

In the communications world of the future, your home address is only valid for people who need directions to get there and the occasional parcel package that a computerized shipper, such as UPS and Federal Express will use. Otherwise, our address will be in the form of computer accounts or personal access ID numbers that are used to reach us on our portables (or pen-based systems) wherever we go. The post office won't provide this technology. The phone and cable TV companies are more likely to develop this simply because of their existing roots in communications technology (fiber optic, cellular, satellite, etc.).

GENieLamp     How can Apple II software developers find out more about your  
"\*\*\*\*\*"     products?

Simply write or call us at:

Morgan Davis Group  
10079 Nuerto Lane  
Rancho San Diego  
CA 91977-7132 USA

+1 619 670 0563  
+1 619 670 9643 (FAX)  
+1 619 670 5379 (BBS)

We're putting together a newsletter, Groupnews, which we'll be

sending to all of our customers next month. Groupnews talks about our latest product line and upgrades. We'll be happy to send a copy to anyone who is not currently in our customer database by supplying us with a 29 cent postage stamp and their address.

Incidentally, our GENie address has changed from the difficult to remember "M.DAVIS42" to the much simpler "MORGAN-DAVIS".

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "I work with PC, ST, Amiga at work all day and sometimes mind /
/ gets jumbled (Sort of like Spock when he mind melded with /
/ Vyger. I Usually have that stupid grin as well.)" /
////////////////////////////////////// M.ENGLE1 //////////////////////////////////

```

[EOA]

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[QUI]//////////////////////////////////////
 THE MIGHTY QUINN /
//////////////////////////////////////

```

Milliseconds With Mark  
\*\*\*\*\*

By Mark Quinn  
[M.QUINN3]

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>>> A WHOLE BUNCHA MILLISECONDS WITH MARK <<<

 ~ Home Conversion ~

```

As Bill Dunne slowly motored into the driveway of his home, its ground floor lit up with an inviting glow. He whistled an old, bawdy tune, and was pleasantly surprised to find his favorite magazine in his mailbox.

Bill opened his front door. A synthesized voice rang throughout the house. "Intruder Alert", it chimed repeatedly. He punched a keypad with dizzying speed and the litany ended. Bill went through the living room into the kitchen, unclipped his cellular phone from his belt, then listened to his voice mail messages.

"It's time for the six o'clock news", the same voice said above the background warble of a pan flute concerto.

"Okay, Zamfir," Bill quipped. He grabbed a bottle of mineral water out of his refrigerator and descended to the family room. Dunne had just eased himself into his easy chair when the music dampened. "And now, the six o'clock news," the voice announced.

"Here's to you, Zamfie old boy," Bill said before he gulped down the liquid. The lights in the room dimmed, and a white screen and a projection unit began to extrude from the ceiling. His Ovation II front projector filled the large screen with a bright, crisp scene from an outdoor ceremony that had obviously been taped hours before. An hour passed. The news ended. Bill raised the bottle in his left hand in a salute and pinged it musically with his right forefinger. He stifled a belch, and his nasal passages tickled with the backwash. Sniffing, he unsteadily got to his feet.

"There is someone in the driveway," the voice announced.

Bill grabbed his unified remote control and fingered one of its buttons. A picture-in-picture display on his screen showed the driveway. He maximized the image to cover the whole screen, and laughed when he recognized his friend. John Lawson had heard about Bill's all-automated "home conversion" at the office and wanted to see it for himself. Bill watched Lawson and his wife emerge rosy-cheeked from their car and walk sprightly toward his front door. He switched off the projector with his remote and scurried to greet them.

He swung the front door open, and bright smiles appeared on the Lawsons' faces, almost as if the two events were automatically associated with each other. "What's that delicious smell?" Lawson's wife asked.

"Oh! That's the homemade bread my automatic bread machine is making, June. In fact, it should done. Do you guys want a slice, or even one for each of you? I usually program it to make a couple of loaves a week."

"No thanks. We just ate."

"Let me take your coats, and I'll be back after I put the loaf away," he said.

After he returned, Bill strode proudly through his house, showing them feature after feature. "If the house is broken into, the system will call the police and page me."

"I don't think I'd like that last option," John laughed.

"The system can be set just to notify the police, you know. Though I can't think of much that would take precedence over an intruder."

"How about several intruders with guns?" June joked. The three of them laughed and climbed the stairs to the second floor. The upstairs hall light automatically guided their way to Bill's den.

"This is "da brains of da outfit", Bill joked, directing them toward his PC. He switched between several screens. "When I'm away from the house at night, it puts the lights in a "lived-in look" mode. I could even set the darned thing to warm up the hot tub for a small gathering, or the house itself for a large one. And look at this," Bill coaxed. He hit a couple of keys on the computer, and a view of his driveway popped into the upper left-hand corner of its screen, then filled it. He pressed more keys, and the Lawsons chortled when they saw some of their favorite cable channels flip by. "I can also capture and save animated sequences from these feeds to the hard disk on this computer."

"I keep expecting Robbie The Robot to come into the room with a drink in his hand," June said.

"He won't be showing his sensors around here for quite some time to come. But in the meantime . . ."

They both left the house, thoroughly impressed.

Bill plopped down in his easy chair. "Might as well watch a tape before I go to bed," he thought. The video setup stirred to life again, and he pressed "PLAY" on the remote just to see if there was a tape in the

machine.

There was. It was camcorder footage of his ex-wife and Ray, her German shepherd. Bill was saddened to see it, but he let it play on. Their twelve-year-old son was obviously having fun doing tricks with the camcorder, which followed the dog as it raced towards Bill. Bill watched himself, all 350 lbs. of himself, jiggle all over the screen. The mountain of fat clapped its hands, ran back and forth and tired itself after chasing the dog just a few feet. Its breath rasped out of its mouth; its voice echoed in the back yard, where the movie had been taken.

Bill found it hard to believe that he was the grossly fat man, and that he had undoubtedly put on more weight since the images were recorded.

His health-consuming fascination with sedentary pursuits had cost him his marriage, and separated him from his child. He finally had to stop the tape before he became too drawn into his problems to extricate himself from them.

Bill sat there in the chair a while, then walked out of the room, which darkened as he huffed and puffed his way up the stairs.

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Wow, gone for a 'few days' and look what happens... Let's /
/ see what I can take care of here." /
////////////////////////////////////// C.HARVEY //////////////////////////////////

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[EOA]

[REF]//////////////////////////////////////  
REFLECTIONS /

//////////////////////////////////////

Thinking Online Communications

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO1]

>>> THE CURSE OF THE TELEPHONE IN TIMES OF FAMILY CRISIS <<<  
\*\*\*\*\*

Two months ago a close relative of mine became seriously ill. Family members on both the East coast and West coast spent hours on the phone conversing with one another. Daily briefings as to the current health situation were interspersed with lengthy discussions as to treatment options. The natural stress of worrying about this individual's health were compounded by worries about the steep health care costs. And then as if to add insult to injury, sky high phone bills were added to the picture.

The phone at the house where my ill relative was staying was ringing off the hook seven days a week. The peace and quiet this ailing person so desperately needed was shattered ten or twenty times each day.

Which all got me thinking about the curse of the telephone. To be sure, real-time voice communications has its place. But phone communications can be so annoyingly disruptive at times. And when you factor in the added curse of call-waiting, these interruptions themselves can be further disturbed by even more interruptions.

Electronic mail would have worked so well during this family crisis. Daily briefings on the current health situation could be courtesy-copied to all family members. (Thereby cutting down on much of the redundant long distance conversations.) All family members could stay in touch with the situation, offering their ideas and input when requested.

Curiously enough, each one of my relatives had a microcomputer in their homes. But none of them subscribes to a national information service.

With the stress of the family crisis, my relatives were not about to start learning how to use a modem, send e-mail, capture messages to disk, and send replies. In times of crisis, people are just not receptive to learning to use a whole new mode of long distance communications.

But had they been comfortable using this technology, there would be no doubt that they could have made good use of it. Instead of disruptive, noisy phone calls bouncing around the continent each and every day, quiet non-disruptive e-mail could carry the same information content. My relatives wouldn't have felt tied down to sitting by the phone all evening --- making sure they would be available to take the call when the phone rang.

This is not to say that electronic mail can totally supplant phone contact in times of a family crisis. But e-mail can help minimize the stress and costs of lengthy long distance phone calls. And GENIE's flat-rate, unlimited e-mail service could keep everyone in the family in contact with one another with a minimum of expense and disruption.

Having found myself wishing that my extended family had been online during these trying times, I've taken it upon myself to become a more vocal advocate of online communications. Vocally advocacy need not be pushy advocacy, mind you. The most effective social advocacy has a strong grounding in tact - - - letting others draw their own conclusions in their own good time.

Speaking on the subject of electronic mail, InfoWorld columnist Cheryl Currid summed it all up well in a recent column when she said, "Lots of people fail to understand the benefits of electronic empowerment." It takes time before people realize that new information technologies can greatly facilitate and reduce the costs of long distance communication. Currid goes on to say that: "Getting benefits from information technology is as much a cultural mission as it is a technological one." Before new information technology can be beneficial, people need to be convinced about what specific benefits the technology has to offer to them. It's simple human nature to hesitate before jumping into something new.

It's interesting to consider human nature in my own family's case. Had all family members been communicating with one another via e-mail prior to the crisis, they would have had no problem using the technology to address the new situation. But with all the worry of a very ill family member, few persons would have had the mental composure to learn the procedures for using a new communications technology.

Which all goes to say there are benefits to bringing family members online. These benefits go far beyond being able to "stay in touch" or "casually socialize." When the going gets tough you can be there for one another, day and night, via online communication.

And the phone can sit quietly off in the corner --- almost inconspicuous --- for days on end. So that healing can take place.

[\*][\*][\*]

[The author takes a strong interest in the social dimensions of communications technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro; and on Internet at: pshapiro@pro-novapple.cts.com]

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////  
/ "All power corrupts. Just look at me with my own Topic! ;-)" /  
////////////////////////////////////// R.MARTIN22 //////////////////////////////////

[EOA]

[SOF]//////////////////////////////////////

SOFTVIEW /

//////////////////////////////////////

LetterSlide: Yours For The Asking

\*\*\*\*\*

By Mel Fowler

[MELSOFT]

Program Name : LetterSlide  
Filename : LETTERSLIDE.BXY  
Program Number : 19318  
File Size : 365440  
Program Type : Word Game  
Author : Kendrick Mock  
Version Reviewed:  
System Needed : Apple IIGS, 1.25 Megs minimum memory,  
GS/OS 5.0.4 or 6.0  
File Type : Shareware (\$10.00)

[\*][\*][\*]

>>> LETTERSLIDE <<<

\*\*\*\*\*

~ From Sound Barrier ~

Over the years there have been many game programs written for home computers. But often times new games are nothing but a remake of older games. Or the new games are just another shoot-em-up arcade game of some kind. Once in a rare while, however, a software developer comes up with something new, unique, and refreshing. LetterSlide, a new shareware game for the Apple IIGS, falls into this category.

LetterSlide breaks new ground in word games. You will find the game easy to play, complex to figure out, and most addictive. Kenrick Mock has indeed come up with something unique and clever. In some ways LetterSlide is like a book you can't put down. The day that I downloaded the game I was up until 3 am before I got to sleep. And yet I was still only able to reach level 9 of the game.

The object of the game is fairly simple. You move a little funny alien-baby creature around the screen and push blocks, some with letters on them, some without letters, with the goal of forming words.

The words can be arranged from left-to-right, right-to-left, vertically-up, or vertically-down. Each word can be constructed from three to nine letters. You earn points for the words you form, with each letter being worth one point. After the word is formed, the word then magically disappears from the screen, freeing up the screen for more game play.

By forming words you gain access to either bombs or jewels. You can collect the bombs for blowing up obstacles (no points) or get the jewel (10 points) to advance to the next level. There may be more than one bomb or jewel in a level. The last jewel in the level advances you to the next level. Some of the levels are fairly easy. But others are very complex and may take two or three tries to figure out. The more words you construct, the higher your score will be. LetterSlide saves your highest scores to disk. Should you wish, the game gives you the option of resetting this "hall of fame" to zero.

There are 29 default levels ready to play when you first boot LetterSlide. Should you ever exhaust these levels, LetterSlide provides you with a level editor for you to make up your own levels (up to 99 per game). Or you may choose to edit existing levels. The LEVELEDIT program is straightforward and easy to use. You move the funny alien-baby around the screen and by pressing various keys (listed on the edit screen) you can deposit letter blocks, movable blocks, unmovable blocks, bombs, and jewels anywhere on the screen.

Here are some friendly tips that may help you enjoy your LetterSlide games. One of the main things to keep in mind when playing LetterSlide is to figure out which words you need to spell to get to the next level. Once you make this determination, you can then reserve the letters required. Try not to get letter blocks stuck against a wall. When the letters get stuck against a wall you cannot later move them away from the wall. While moving letters around the screen, try to keep from spelling words by mistake because you will use letters up that you may need to go to the next level. The game comes complete with background music which can be switched off (toggled off) with CTRL-S. Other features include saving two different levels with CTRL-A and CTRL-B. You can load the saved levels with CTRL-C and CTRL-D. Another nice feature is that you can restart the level you are on with CTRL-R. CTRL-Q (the standard quit command for most Apple II GS and Macintosh programs) takes you back to the startup menu screen.

I only have one real problem with the game and that is the choice of control keys to move the funny alien-baby around the screen. The game makes use of the keypad keys; 4 goes left, 8 moves up, 6 moves right, and 2 moves down. Often I will miss a key and the funny alien-baby will either not move at all. Or it will move in the wrong direction. I would much prefer using the four arrow keys as they are located close together and are clearly labeled with directional markers. This is a minor problem and perhaps most of you can get used to the keypad keys.

One nifty little feature of the game is the easily accessed online help screen. If you can't remember the controls for the game, simply press the space bar for a pop up control screen. Along with the control screen is a list of the last ten words you have formed.

In the LetterSlide documentation Kenrick Mock explains how he developed the idea for LetterSlide by making up word games while corresponding with his girl friend. Unfortunately the romance didn't work out. However, we should all be grateful to his ex-girl friend because we are now reaping the rewards of his word game correspondence. Kenrick Mock is a gifted software developer who deserves to be encouraged. In the past two years alone he has produced a handful of exceptionally high quality shareware games. If you like his efforts please be sure to send him the modest shareware fee.

Incidentally, Kenrick Mock and Sound Barrier have produced several other outstanding programs such as Columns GS, Simple Animation Program (SAP) and the companion game to LetterSlide, Boggled, where you compete against the computer to make up words from a matrix of letters.

In the humble opinion of this reviewer, this is one of the best games to come out for the Apple IIGS in a long time.

```
//////////////////////////////////// GENie_QWIK_QUOTE ////
/ "If you don't like the news, go out and make some of your own." :^) /
//////////////////////////////////// E.KRIMEN ////
```

```
[EOA]
[TEL]////////////////////////////////////
 TELETALK ONLINE /
////////////////////////////////////
Checking Out Internet

By Bill Garrett
[BILL.GARRETT]
```

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>>> THE WHOLE INTERNET USER'S GUIDE AND CATALOG <<<

```

The Whole Internet User's Guide And Catalog  
By Ed Kroll  
O'Reilly & Associates, Inc., Publishers  
103 Morris Street, Suite A  
Sebastopol, California 95472  
phone (800) 338-6887  
fax (707) 829-0104

INTERNET ON GENie With GENie open beta-testing an Internet gateway, I  
\*\*\*\*\* thought it was about time to get serious about learning  
about the Internet. Good references on the Internet are not all that hard  
to find; I located a number of downloadable files on GENie that told me a  
lot about it. However, finding good, comprehensive information in book  
form was beginning to look like a challenge. Then, O'Reilly and Associates  
came out with The Whole Internet Users Guide and Catalog, by Ed Krol. Talk  
about synchronicity...

Krol is also the author of The Hitchiker's Guide To The Internet, a  
well-known source of Internet info. He's been involved with the Internet  
since 1985. In The Whole Internet User's Guide, he pulls together a wealth

of info on virtually all aspects of "the world's largest computer network". The book is written for everyone from the total beginner to the experienced Internet user. A guide on page xxii indicates which chapters will help the reader most, depending on his or her level of expertise. Being a total beginner and a Mac user, I wanted to find out just what the Internet could do for me, and how best to access it with a Mac.

I quickly learned that the Internet is a sort of 'network of networks', consisting largely of computers and computer networks on college campuses, and in businesses, libraries and government institutions. They are spread all over the USA and a great many foreign countries, forming a gigantic spider web of computer systems. Any computer with access to the system can connect to the other networks as a remote user and make use of the resources at that end.

I was pleased to learn that a Mac (or any other computer) with a basic terminal emulation program can access the Internet through one of its 'servers', and basically log on in real-time to a host computer. Many college students and employees of some businesses can get free access through their respective organizations. The rest of us have to find a site that provides dial-up access and purchase an account. There are a number of such services popping up all over the country, and the book provides listings for a number of them.

It's difficult to describe or even imagine the breadth and scope of information and services accessible through the Internet. It includes the ability to access card catalogs and online databases at universities around the world. Also on the network are private and proprietary databases, specialized research databases maintained by schools, businesses and independent researchers, including unusual and esoteric material that only may be found at one or two locations in the world. How to find and access this enormous wealth of information is the purpose behind The Whole Internet User's Guide.

The Guide contains detailed chapters that will tell you how to log on and use the various features of the Internet. Although the Internet operates mainly on unix-based machines, almost any computer can access and use it.

Since the Internet has no central office, customer service or index, one of the most useful features of The Whole Internet Guide is the Catalog of Resources. This is a topical listing of some of the more interesting and useful resources accessible through the Internet. It is by no means comprehensive, but serves as a starting place for new user.

Also included in the book are descriptions of some of the newer software resources that make finding things on the Internet much faster and easier. Programs like 'archie', 'gopher' and 'finger', will automate searching for files and for the addresses of other users. Krol supplies descriptions and instructions on how to use these programs, and throws in some illustrations to boot.

Reading research papers isn't the only thing you can do on the Internet. There is also Internet mail, which transfers e-mail all over the world. And there is 'anonymous ftp', which is like having a world-wide library of downloadable files and software, including tons of stuff that will never be seen in stores, or even on GENie. There are also 'newsgroups', which are the Internet equivalent of GENie's Roundtables. The



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 (oo) ----
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/ | | | ----
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~ Mycow Jackson ~  
(Doing the Moowalk)

CowTOONS? Chris Innanen took us up on our offer and sent in this month's CowTOONS selection.

If you have an idea for a CowTOON, we would like to see it. And if we pick your CowTOON for publishing in GENieLamp we will credit your account with 2 hours of GENie non-prime time!

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "Aw Mike, you shouldn't have done that because now you got me /
/ upset. So put on your flak jacket ... here it comes:" /
////////////////////////////////////// R.C.GOSEWEHR //////////////////////////////////

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[EOA]

[AII]////////////////////////////////////

APPLE II /

////////////////////////////////////

Apple II History, Part 6

\*\*\*\*\*

By Steven Weyhrich

[S.WEYHRICH]

>>> APPLE II HISTORY <<<

\*\*\*\*\*

Compiled and written by Steven Weyhrich

(C) Copyright 1991, Zonker Software

(PART 6 -- THE APPLE II PLUS)

[v1.1 :: 12 Dec 91]

INTRODUCTION This part of the Apple II History gives the lowdown on the "\*\*\*\*\*" version of the Apple II where I cut my teeth -- the II Plus. The modifications made from the original II to this version I just took for granted at the time (like using IJKM to edit, instead of the older ABCD a character at a time -- ugh!). Also in this part, for nostalgia's sake, is a reproduction of an original Apple II Plus packing list. Don't read it just before bed, or you'll probably be too excited to sleep. :-)

[\*][\*][\*]

THE APPLE II PLUS: HARDWARE We now go cruising ahead in time about one "\*\*\*\*\*" year, to June of 1979. Applesoft BASIC had been in heavy demand since the introduction in late 1978 of an improved version. It was needed by those wanting to write and use applications that needed the capability of floating-point math. Because of this, Apple engineers had begun working in 1978 on the Apple II Plus, a modest enhancement to the Apple II. The main attraction of this newer Apple would be Applesoft in ROM, available immediately without having to load it from cassette or disk. Also, having it in ROM would move it out of the part of memory where RAM Applesoft conflicted with hi-res graphics (after all, Applesoft had commands specifically written into it for manipulating those graphics, something that Integer BASIC could only do via special CALLs to

the routines in the Programmer's Aid 1 chip).

With the decision made to upgrade the Apple II, other changes were made to make it more attractive to new computer buyers. The cost of RAM chips had dropped considerably, so most new II Plus systems came standard with a full 48K of RAM. Since the disk operating system consumed about 10K of memory, having the full complement of available RAM made it easier to use the Disk II with either version of BASIC. Since users would not need to add the smaller 4K memory chips, the strapping blocks that had made it possible to use either 4K or 16K RAM chips on the original Apple II were removed.

Small changes had already been made to the product since it first began distribution. Most of these changes were made primarily to simplify it and decrease costs of manufacturing. First of all, the original Apple II motherboard, designated as "Revision 0", was changed to make it possible to display two more colors in hi-res graphics. The Revision 0 board had only four colors (green, violet, black, white), but Wozniak had learned that by making a simple alteration he could get two more colors (blue and orange) and two more varieties of black and white. The Revision 1 and later boards were capable of displaying all eight colors. The means of making this modification to Revision 0 Apples was described by Wozniak in his reply to an article by Allen Watson III about hi-res graphics (in the June 1979 issue of Byte magazine). With that change, people who were not afraid of doing a little electrical work on their computers had some of the benefits of an updated Apple II.

Hardware bugs that Apple engineers fixed included one that caused text characters to be displayed with green and violet fringing, whether in graphics mode or text mode. The "color killer" circuit they added fixed things so that non-graphics text would display in black and white only. Another problem involved RAM configurations of either 20K or 24K (a 16K RAM chip plus one or two 4K RAM chips). In those systems a hardware bug caused the 8K of memory from \$4000 to \$5FFF to be duplicated in the next 8K of memory, from \$6000 to \$7FFF, whether there was RAM present at those locations or not. This made a 20K Apple appear to have 24K, and a 24K Apple appear to have 36K. The Revision 1 motherboard fixed this problem as well.<1>

Revision 1 boards also modified the cassette input circuit to respond with more accuracy to a weak input signal, making it easier to load data and programs from cassette. Also, one "feature" of the original Apple II was that any sound generated by the internal speaker also appeared as a signal on the cassette output connector; this was fixed in the new motherboards. Lastly, the RESET cycle was made part of the power-up circuitry, eliminating the requirement that the RESET key be pressed after turning on the computer.<2>,<3>

THE APPLE II PLUS: FIRMWARE More important than the minor hardware  
 "\*\*\*\*\*" changes, however, were the changes in the  
 ROM code. The new ROM replaced the original Monitor with one that, among  
 other things, better supported the new Disk II drive. Since RESET was now  
 automatically activated when the power was turned on, the new ROM code had  
 the computer automatically do a few things. It cleared the screen  
 (displaying "APPLE ][" at the top), and began a scan down the slots,  
 starting at slot 7 down to slot 1. It examined the first few bytes of code  
 in each card's ROM for a specific sequence that identified it as a Disk II  
 controller card. If one was found, control was passed to that card,

causing the disk drive to startup and begin loading the disk operating system into memory. If no disk controller was found, the ROM code jumped instead to the start of BASIC (instead of leaving the user in the Monitor, as in the old ROM). This "Autostart ROM", as it was called, made it possible to have a system that started up a program on the disk with little action needed by the user.

The RESET code was more intelligent in the Autostart ROM than in the Old Monitor ROM. There was now a "Cold Start" RESET (which functioned as described above), and a "Warm Start" RESET. A Warm Start RESET could occur without re-booting the Disk II (if it was present); in fact, it ensured that the disk operating system remained "connected" after RESET was pressed. This feature was implemented by setting three bytes at the end of page \$03 in memory. Two of the bytes were the address of the place in memory to which the Apple should jump if RESET was pressed. The third byte was a specially coded byte created from half of the address byte. When RESET was pressed, this special "power-up" byte was checked with the address byte. If they didn't properly match, the Monitor assumed that the power had just been turned on, and it executed a Cold Start RESET. This feature was extensively used by writers of copy protected software, so users could not modify or copy the code in memory simply by pressing the RESET key.

The other major change, mentioned earlier, was the BASIC that was supplied in ROM. Gone was Steve Wozniak's hand-assembled Integer BASIC, in favor of the newer Applesoft. Since these ROM versions of BASIC used the same memory locations, they could not be used simultaneously. With the introduction of the II Plus, Apple also released the Applesoft Firmware card. This card, which plugged into slot 0, made it possible for previous Apple II owners to have some of the benefits of the II Plus without having to buy an entirely new computer. Even with that card, however, you could not use features of one BASIC while the other was active, and switching from one BASIC to the other erased any program that was being used at the time. The two BASICs could be told apart by the prompt they used; Integer BASIC used the ">" character, but Applesoft used the "]" character.

Another change made to the Monitor ROM made screen editing easier. The original Apple II's procedure for editing a line typed in BASIC or in the Monitor was tedious at best. To change a line of text in BASIC, you had to list the line, move the cursor up to the start of the line, and then use the right-arrow key to "copy" text from the screen into the input buffer. If you wanted to skip part of the line, you had to move the cursor past the text that you wanted to eliminate WITHOUT using the arrow keys. If you wanted to INSERT something into the line, you had to move the cursor off the line (above it or below it), type the additional text, and then move the cursor back into the line to finish copying the original part of the line.

For example, suppose you had typed this line in Applesoft and displayed it on the 40-column screen:

```
]LIST 100

100 FOR I = 1 TO 100: PRINT "I
 LIKE MY APPLE": NEXT : END
```

To change that line so the PRINT statement read "I REALLY LIKE MY APPLE" meant either retyping the entire line, or using the edit feature.

(If the line was particularly long, it was preferable to edit rather than retype the entire line). To edit this line, you would have to move the cursor up to the "1" of "100" and begin pressing the right arrow key. When you got to the "L" of "LIKE" you would have to move the cursor above or below the line, type the word "REALLY" followed by a space, then move the cursor back to the "L" of "LIKE", and continue copying with the right arrow key. After editing a line, the screen might look like this:

```
100 FOR I = 1 TO 100: PRINT "I
 LIKE MY APPLE": NEXT : END
 REALLY
```

(In this example, I moved the cursor down one line, typed "REALLY", and then moved it back to the start of the word "LIKE"). If you didn't make any mistakes it would read like this:

```
]LIST 100
```

```
100 FOR I = 1 TO 100: PRINT "I
 REALLY LIKE MY APPLE" : NEXT
: END
```

However, if you didn't take care to skip over the extra spaces inserted in front of the word "LIKE" by the Applesoft LIST command, it could appear this way:

```
100 FOR I = 1 TO 100: PRINT "I
 REALLY LIKE MY APPLE"
: NEXT : END
```

The big problem with these cursor moves for editing under the Old Monitor was that each move required two keypresses. To move the cursor up, you had to press "ESC" and then "D" EACH TIME you wanted to move the cursor up. "ESC A" moved right, "ESC B" moved left, and "ESC C" moved the cursor down. With a long line that needed much editing, this would get old real fast. Not only was it cumbersome, but the layout of the keyboard made it difficult to remember the correct letters used for cursor movement; although "D" (up) was above "C" (down), it seemed that "D" should stand for "Down". Also confusing was that "A" was to the left of "B", but their functions were the opposite of their position!

The new Autostart ROM improved this screen editing process just a bit. Now, pressing "ESC" turned on a special editing mode. Repeated presses of "I" (up), "J" (left), "K" (right), and "M" (down) continued to move the cursor until a key other than ESC was pressed. On the keyboard these letters were arranged in a sort of "directional keypad" or diamond, which made remembering the moves a little easier. The previous ESC editing codes were still supported, but still with their previous limitations. Unfortunately, however, you still couldn't tell whether you were in the regular text entry mode or in the ESC editing mode, and often attempts at changing a line took several tries to get it right.<4>,<5>

Other features added in the new Autostart ROM included the ability to pause a listing by pressing Ctrl-S (VERY helpful when trying to scan through a long program!) As mentioned above, pressing RESET would return control through the soft-entry vectors on memory page \$03. This would allow a user to exit from a runaway BASIC program by pressing RESET, and still keep program and variables intact in memory (which could not be

guaranteed with the old Monitor ROM).<5>

John Arkley at Apple wrote the changes to the original Monitor ROM and created the Autostart ROM in November 1978 (he's the "John A" mentioned in the source code listing found in the 1981 edition of the APPLE II REFERENCE MANUAL). After he had done the work and the ROMs had been created, Apple wanted to publish a new version of the Reference Manual to cover the Apple II Plus. The older Reference Manual (affectionately known as the "Red Book") had included an assembly language source code listing of the Monitor ROM. They wanted to include the source for BOTH versions of the Monitor, but a problem came up. While developing the Monitor, Apple had used a local mainframe computer dial-up service known as "Call Computer." They used a cross-assembler on that computer, assembled the code, and then used the resulting object code to create the ROM. (A cross-assembler is an assembler that creates object code for a processor other than the one the cross-assembler runs on. For example, if you can write 8080 machine code with an assembler running on a 6502-based computer, you are using a cross-assembler). Unfortunately, Call Computer had accidentally done a system backup with the source and destination disks reversed, erasing all the files containing the source code for the Apple II Monitors. There were no disk or cassette copies of the source code for the Autostart ROM back at Apple. Working from the source listing in the Red Book, John recreated the source file for the original Monitor, and then disassembled his own modifications for the II Plus and re-created his Autostart ROM source file. Those reconstructed listings are what appeared in the 1981 edition of the Apple II Reference Manual.<6>

Not everyone was pleased with the modifications made in the Autostart ROMs, however. Some of the authors of the magazine CALL-A.P.P.L.E. liked to refer to the new computer as the "Apple II Minus", since Arkley had to remove some of their beloved routines from the ROMs to make room for the new features. Missing from the Apple II Plus ROMs were Integer BASIC, the miniassembler, and Woz's SWEET 16 interpreter (that entire space now being used by Applesoft). Missing from the Monitor were the assembly language STEP and TRACE features, and a set of sixteen-bit multiply and divide routines.<5>

THE APPLE II PLUS: COST      The new Apple II Plus, at \$1,195, sold for over  
 "\*\*\*\*\*"                   \$100 less than the original Apple II, although  
 it came with more memory and had Applesoft (previously an added expense  
 item) in ROM.

THE APPLE II PLUS: BELL & HOWELL   Apple made a deal early on with Bell &  
 "\*\*\*\*\*"                   Howell to let them sell the Apple II  
 Plus with a Bell & Howell name plate on it for use in schools. These  
 Apples were black colored (instead of the standard beige), and had screws  
 on the back to keep the lids on (apparently to keep students' hands out).  
 These Apples (sometimes called "Darth Vader" Apples) also had the  
 "shift-key mod" (see below) applied. Since Bell & Howell was a major  
 supplier of school equipment, this was a means for Apple to get a foothold  
 in the school environment.<7>,<8>

Bell & Howell also had electronics correspondence courses, and used  
 the black Apple II Plus for one of their courses. They offered a one year  
 warranty, instead of the ninety-day warranty offered by Apple.<9>,<10>,<11>

THE APPLE II PLUS: EARLY USER EXPERIENCES   An Apple II veteran on GENIE,  
 "\*\*\*\*\*"                   Dennis Ulm, kindly provided me

with the following reproduction of his ORIGINAL Apple II Plus packing list. It gives a little picture of what early non-disk users had to work with:

APPLE II PLUS PACKING LIST  
 \*\*\*\*\*

This package should contain the following items:

| item | no. | part number | description                                             |
|------|-----|-------------|---------------------------------------------------------|
| ---- | --- | -----       | -----                                                   |
| 1    | 1   | 600-2023    | cassette tape: LITTLE BRICKOUT, COLOR DEMOSOFT          |
| 2    | 1   | 600-2024    | cassette tape: RENUMBER/APPEND, ALIGNMENT TEST TONE     |
| 3    | 1   | 600-2025    | cassette tape: FINANCE I, PENNY ARCADE                  |
| 4    | 1   | 600-2026    | cassette tape: LEMONADE, HOPALONG CASSIDY               |
| 5    | 1   | 600-2027    | cassette tape: BRIAN'S THEME, PHONE LIST                |
| 6    | 1   | 030-2057    | manual: Introductory Programs for the Apple II Plus     |
| 7    | 1   | 030-0044    | manual: The Applesoft Tutorial                          |
| 8    | 1   | 030-0013    | manual: Applesoft II BASIC Programming Reference Manual |
| 9    | 1   | 030-0004    | manual: Apple II Reference Manual                       |
| 10   | 1   | 030-0035    | publication: Apple Magazine                             |
| 11   | 1   | 600-0033    | 1 pair of game controls                                 |
| 12   | 1   | 590-0002    | cable: to hook up a cassette recorder                   |
| 13   | 1   | 590-0003    | cable: power cord for the Apple II Plus                 |
| 14   | 1   | 030-0001    | Apple Warranty Card                                     |
| 15   | 1   | 600-0816    | Apple II Plus System 16K                                |
|      |     |             | or                                                      |
|      |     | 600-0832    | Apple II Plus System 32K                                |
|      |     |             | or                                                      |
|      |     | 600-0848    | Apple II Plus System 48K                                |

(LITTLE BRICKOUT was an abbreviated Applesoft version of Woz's Integer BASIC Breakout game (the reason he designed the Apple II in the first place). BRIAN'S THEME was a hi-res graphics program that drew lines on the screen in various patterns. HOPALONG CASSIDY was a "guess who" program that also used the hi-res screen).<12>,<13>

Also included in Dennis' II Plus box was this photocopied instruction sheet:

TAPE LOADING INSTRUCTIONS  
 \*\*\*\*\*

If problems are encountered in LOADING tape programs, it may be necessary to "queue" (sic) the tape before LOADING. To queue a tape, use the following procedure:

1. Rewind the tape.
2. Disconnect the cable from the tape recorder (so you can hear what's on the tape).
3. Start the tape recorder in PLAY mode.
4. When a steady tone is heard, STOP the tape recorder.
5. Connect the cable to the tape recorder and adjust the volume and tone controls on the tape recorder to the recommended levels.

6. Make sure your computer is in BASIC.
7. Type LOAD.
8. START the tape playing.
9. Press RETURN.

The program should LOAD properly. If an error message occurs, repeat the procedure, but try readjusting the tone and volume controls on the tape recorder.

Dennis says that in his experience it took at least five to ten tries to get anything to load properly from tape!

THE APPLE II PLUS: MORE HARDWARE ADD-ONS Lower-case was still not supported on the new Apple II Plus, though it was a popular user-modification. The thriving industry for Apple II peripherals made up for this shortcoming, with various vendors supplying small plug-in circuit boards that fit under the keyboard, allowing display of lower-case on the screen (and sometimes direct entry of lower-case from the keyboard). By 1981, when the Revision 7 motherboard was released for the Apple II Plus, a different method of character generation was used, which reduced radio-frequency interference that was generated. For Revision 7 boards, lower-case characters could be displayed with the addition of only a single chip. However, unless a user changed the keyboard encoder with a third-party product, only upper-case characters could be typed.<14>

The keyboard itself underwent some changes, both by users and by Apple. The original RESET key was in the upper right-hand corner of the keyboard. The problem with that key was that it had the same feel as the keys around it, making it possible to accidentally hit RESET and lose the entire program that was being so carefully entered. One user modification was to pop off the RESET keycap and put a rubber washer under it, making it necessary to apply more pressure than usual to do a RESET. Apple fixed this twice, once by replacing the spring under the keycap with a stiffer one, and finally by making it necessary to press the CTRL key and the RESET together to make a RESET cycle happen. The keyboards that had the CTRL-RESET feature made it user selectable via a small slide switch just inside the case (some people didn't want to have to press the CTRL key to do a RESET).

Another keyboard limitation was addressed through a modification that became known as the "shift-key mod". This was such a widely used trick that Apple ended up supporting it in hardware when they designed the Apple IIe. Since the II and II Plus keyboards could not directly generate lower-case characters, early word processing programs had to find some way to make up for that deficiency. Apple's own Apple Writer program used the ESC key as a shift and shift-lock key, displaying upper-case characters in inverse video and lower-case in regular video. Other programs suggested installing the shift-key mod to allow more natural entry of upper-case, using the SHIFT key already present on the keyboard. The user had to attach a wire to the contact under the SHIFT key, and run it to the game port where the input for push-button 2 was found. (This push-button PB2, \$C063 in memory, was for one of an optional second pair of game paddles that third-party hardware companies supplied for the Apple II). The

program would assume that all letters being typed were in lower-case, unless the SHIFT key (attached now to paddle button PB2) was also being pressed; in that case the letter would be entered as upper-case. Since the PB2 button was not often used for a second pair of game paddles, it was unlikely that this modification would be accidentally triggered by pressing one of the game paddle buttons. This modification did NOT use buttons PB0 or PB1, which were on the first pair of game paddles. (PB0 and PB1 now correspond to the Open-Apple and Solid-Apple/Option keys on modern Apple II computers).

[\*][\*][\*]

NEXT INSTALLMENT    The Apple IIe  
\*\*\*\*\*

NOTES  
\*\*\*\*\*

- <1> -----, "Memory Organization", APPLE II REFERENCE MANUAL, 1979, 1981, pp. 70-73.
- <2> -----, APPLE II REFERENCE MANUAL, 1979,1981, pp. 25-27, 34-36.
- <3> Bruce Field, "A.P.P.L.E. Doctor", CALL-A.P.P.L.E., Jan 1984, pp. 74-75.
- <4> -----, "Apple and Apple II History", THE APPLE II GUIDE, Fall 1990, pp. 9-16.
- <5> -----, APPLE II REFERENCE MANUAL, 1979,1981, pp. 25-27, 34-36.
- <6> John Arkley, (personal telephone call), Sep 9, 1991.
- <7> Joe Regan, GENie A2 ROUNDTABLE, Category 2, Topic 16, Apr 1991.
- <8> Dan Paymar, "Curing A Shiftless Apple", CALL-A.P.P.L.E., May 1982, pp. 63-64.
- <9> Tom Vanderpool, GENie A2 ROUNDTABLE, Category 2, Topic 16, Mar & Aug 1991.
- <10> Tom Zuchowski, GENie A2 ROUNDTABLE, Category 2, Topic 16, Mar 1991.
- <11> Steve Hirsch, GENie A2 ROUNDTABLE, Category 2, Topic 16, Mar 1991.
- <12> Dennis Ulm, GENie A2 ROUNDTABLE, Category 2, Topic 16, Apr 1991.
- <13> Wes Felty, GENie. A2 ROUNDTABLE, Category 2, Topic 16, Apr 1991.
- <14> Bruce Field, "A.P.P.L.E. Doctor", CALL-A.P.P.L.E., Jan 1984, pp. 74-75.

```

////////////////////// GENie_QWIK_QUOTE ////
/ "Wow, talk about a rumor. Take no prisoners, Steve. :^) /
/ No mercy. :^)" /
////////////////////// E.KRIMEN ////

```

[EOA]
[LIB]////////////////////
THE ONLINE LIBRARY /
////////////////////
Yours For The Downloading
\*\*\*\*\*
By Mel Fowler
[MELSOFT]

>>> TOP UPLOADS: SEPTEMBER & OCTOBER '92 <<<
\*\*\*\*\*
~ \*\* 8-bit programs for the Classic Apples ~

ONLY THE BEST! These are among the best UPLOADS to the A2 Software
\*\*\*\*\* Library in the past month. Please check them out. You
will not be disappointed.

[\*][\*][\*]

19318 Name: LETTERSLIDE.BXY LetterSlide is a companion piece to Boggled
\*\*\*\*\* GS. Although both programs share some of
the same graphics, gameplay is radically different! In LetterSlide, you
must push blocks around to form words so you may collect jewels and advance
to the next level. If you have played SokoBan, then there are some
similarities; except instead of pushing blocks to an area, you must push
blocks to create words. Challenging yet amusing! The program comes with a
Level Editor, so you can create your own levels and boards if you wish.

19378 Name: SOUNDSMITH.BXY V1.01 SoundSmith returns to shareware with
\*\*\*\*\* the new version 1.01! SoundSmith is
a music creation program that can make songs for playback on your IIGS.
SoundSmith uses ASIF instrument files which can be created from digitized
sounds. SoundSmith 1.01 features MIDI support as well as other minor
enhancements. A must download for the SoundSmith fanatic, would-be music
writer, or for anyone who likes neat IIGS sound software. \$20 shareware.

19388 Name: GECOPILOT.BXY Co-Pilot 2.0.3 is a IIGS message processor for
\*\*\*\*\* GENie that works with Talk is Cheap (v.3.20
or later) or Point-to-Point (version 4.0 or later) to automatically
download messages from RoundTables and GE Mail which you can then read,
reply to or save off-line. Co-Pilot then calls GENie and uploads your
replies. You can download or get descriptions of files automatically.
Operation is simple and fully automated. This evaluation version of
Co-Pilot has some non-essential features disabled. On payment of a \$25 fee
(or a \$10 update fee) you will be told how to activate all features.

19444 Name: MINEFIELD.BXY This is one of the best kinds of games:
\*\*\*\*\* simple and addicting! Minefield is a game
for the Apple IIgs that plays like the game Mine Sweeper. The object of
this game is to clear a grid of squares (the minefield) of mines, without
hitting any of them. Every time you click on one of the squares, it will
either be a mine or a number. The number will show you how many mines are
surrounding that square. From this, you decide which other squares are
clear or have mines. When you're sure a square has a mine in it, you can
put a flag on that square. Multiple levels of difficulty and options are
available.

19445 Name: MINESGS.NDA.BXY An NDA version of this great simple and

\*\*\*\*\* addicting game! Mines GS is a game for the Apple IIgs that plays like the game Mine Sweeper. The object of the NDA version of this game is a little different from the full GS/OS application. In this NDA, all you have to do is clear a path from one corner of a grid of squares (the minefield) to the other. Every time you click on one of the squares, it will either be a mine or a number. The number will show you how many mines are surrounding that square. From this, you decide which other squares are clear or have mines. When you're sure a square has a mine in it, you can put a flag on that square.

19471 Name: W6BBS.BXY Warp Six BBS, public domain version 1.1. Requires \*\*\*\*\* a IIE Enhanced or IIGS and Hayes or compatible external modem. Docs included, in AppleWorks 3.0 format.

19472 Name: SUPERBASIC.BXY This utility allows anyone with knowledge of \*\*\*\*\* BASIC programming to create stunning IIgs programs with Super-High-Resolution graphics. An 84 page manual and many examples are included. Use Shrinkit to unpack the program files to a blank disk called /SUPER. Then copy PRODOS and BASIC.SYSTEM to the disk and boot it.

19475 Name: SHOWME.NDA.BXY V1.0B2 Beta release 2 fixes problems with \*\*\*\*\* large GIF's and file selection restriction problems. This NDA works under System software 5, but has System software 6 Finder enhancements. You can view all IIGS graphics, view GIF files, view MacPaint files, save graphics in Screen or APF formats, and do some simple color conversions. Beta Release. JesusAware released the same as Freeware.

\*\*19478 Name AW.INSTRUCT.BXY This well-written 29K text file gives \*\*\*\*\* complete instructions on how to get started using Applewriter. Thanks are owed to Gareth Tucker who explains everything in the simplest and clearest possible terms.

19484 Name: DOS3.3.LNCH.BXY All the way from new South Wales comes this \*\*\*\*\* incredibly useful GS/OS utility that allows you to store, and run, older DOS 3.3 software on your previously non-DOS 3.3 compatible hard drive. Written by the author of Roger Wagner's Graphic Exchange, John MacLean, this is a \$10 shareware utility. It's very easy to use, it's desktop based with pull down menus, and it even has the ability to slow down your system to 1 Mhz when running DOS 3.3 software, but returns you to the Finder at the GS's faster speed. Supports DOS 3.3 BIN files and single or double sided disks.

\*\*19511 Name: HWEN3.DHR.BXY Graphics guru Pat Kern offers more of her \*\*\*\*\* handiwork in this interesting collection of double hi-res Halloween clip art. The large jack-o-lantern and trick-or-treating scene look sharp. Useful for Publish IT! school newsletters.

19517 Name: GSHK.BSE V1.1 This is GS-ShrinkIt v1.1. This is also a \*\*\*\*\* ShrinkIt self-extracting archive inside a Binary II wrapper. This means that you'll have to remove the Binary II wrapper either when downloading using your communications program (ie, turn Binary II mode ON), or remove the Binary II wrapper with a separate program once you've downloaded this archive. GSHK v1.1 is faster compressing, faster decompressing, can make self-extracting archives, and has been made easier to use. A MUST-HAVE for anyone downloading files from A2 or A2Pro! Remember, you MUST download this with Binary II turned on, or use some

other utility after the download to remove the Binary II wrapper. Then just run the program to have it extract itself. Enjoy!

\*\*19529 Name: WSCRAM.BXY The dynamic-duo team of Preston and Sara Boomer have released yet another shareware educational program. This cute little Applesoft program does a swell job of printing word scramble puzzles for teachers. The program sports an easy to use interface for inputting your own word lists. Share this one with your local school.

\*\*19540 Name: GENEALOGY2.BXY This freeware Applesoft program can print predecessor and descendant charts on any ImageWriter printer. Fully listable code for snooping programmers and other nice people.

19544 Name: SHOVEIT.BXY A brand-new game for the GS that comes under the 'addictive' heading. The game has 50 built in mazes that you move objects through to destination boxes. Included is an editor to make your own maps for play and up-loading. Every game has a playback feature, to enable you to see a high speed movie of your moves AND see the winning moves of other players who upload their 'won' game files. This is a challenging game for both kids (easier levels) and grownups. FREeware.

19573 Name: SONIQTRACKER.BXY V0.60 This is the latest version and it seems to be rock stable. This is definitely my mod player of choice right now. This version of soniqTracker adds some nice conveniences (it saves the preference box, mainly the stereo setting) and gives you an instrument list (I forget if the last version did that or not). It's still not as feature-laden as ModZap, but the sound quality is definitely better on some instruments.

[\*][\*][\*]

WAIT, THERE'S MORE! There are several uploads that are not listed here do to limited space but are non-the-less deserve your attention: PRIME BBS and all the PRIME BBS accessories. There are so many of them I can't even list the Numbers. History of the Apple II and Astronomer GS are another two programs that must be included here. Simply search on the key words I have listed in this paragraph to get the file numbers. You can then get a description and/or continue with a download.

[\*][\*][\*]

\*\*Thanks to Phil Shapiro for the inclusion of the 8-bit programs to this list.

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "Man...it doesn't take long to start a rumor here, does it? :-)" /  
////////////////////////////////////// J.TRAUTSCHOL ////

[EOA]  
[ELS]//////////////////////////////////////  
GENie ELSEWHERE /  
//////////////////////////////////////  
Electronic Publishing On GENie

By Ron Albright  
[RALBRIGHT]

>>> NOVEMEBER IS ELECTRONIC PUBLISHING MONTH <<<  
\*\*\*\*\*

Dear Reader,

I wanted to make this special mailout to everyone I could think of to keep you posted about the exciting activities the Disktop Publishing Association has planned for the final quarter of 1992. We want to finish off 1992 with a bang and get ready to make 1993 the year that electronic publishing really takes off. Here are some of the things you should be aware of and, hopefully, take an active role in making these events notable successes:

Electronic Publishing Month    The DPA is proud to proclaim November, 1992  
\*\*\*\*\*                            as "Electronic Publishing Month." The announcement and the activities planned for the month have been circulated to the media and the national communications networks (CompuServe, GENie, etc.) and are intended to call attention to wealth of materials available on disk for reading by computer.

The DPA membership, which now range across the United States, Canada, and Europe, is encouraged to work actively through their local bulletin board systems (BBSs), commercial communications systems (such as CompuServe and GENie), and computer user groups, to bolster the awareness among computer users of the quality of reading material available through electronic publications. We hope to call attention to the benefits of "paperless" publishing as both an environmentally-sound alternative to print media as well as offering benefits to readers that are not possible with traditional books and magazines (hypertext linking, animation, and sound).

As noted by Paul Saffo in his October, 1992 column in PC/Computing magazine, "We are in the age of electronic incunabula, and the inventions of media entrepreneurs are certain to surprise and delight us in the decade ahead." As a DPA member publisher and author, you are on the cusp of the exciting age of electronic media and "Electronic Publishing Month." The emphasis during the month of November is intended to bring new interest and readers into the group already enjoying the innovative works already existing in computer-readable format.

Hardware platforms (like Apple's "PowerBook" and new, DOS "palmtop" computers) now make reading of electronic documents possible anywhere. And electronic magazines, novels, and instructional materials are available through many outlets at prices which are lower than bookstore prices. The 1990s is, indeed, the decade of electronic publishing.

What can you do to work toward making the month of November a major step forward for all of us? Here are some ideas from Ted Husted, author of IRIS and DART:

- o Add an Epub tagline to your offline reader.
- o Adopt a local BBS, ask them to open an Epub category.
- o Ask your nearest FIDO net board to carry the DPA echo.
- o Ask your user group to publish (or republish) their

newsletter on disk.

- o Open a "Electronic Publishing" category on your BBS or file library.
- o Register an electronic publication or program.
- o Submit an article to your local users group, or the computer columnist of your local newspaper. (We can get you all the background you need).

Can you think of some ideas yourself? It's time to beat the bushes, folks! It's a perfect month to re-double our efforts to put electronic publishing "on the map" of readers and consumers everywhere. The DPA revise our "DEMO-DPA.ZIP" file with its sample publications and informational material about the DPA and its members. You can download the file by modem or, if you like, send me a disk and two stamps, and I will send you a copy. You can then distribute it - by modem or by hand - to the four winds and get the word of the electronic publishing revolution everywhere in your area.

GENie Becomes a National Home For the DPA As you all know, the key to a  
"\*\*\*\*\*" productive group is  
communication. Being able to poll the membership on ideas and proposals and inform the membership of new developments is key to the growth and perceived value of any organization. We have tried to establish the DPA BBS (205-854-1660) at the nerve center of our activities and it has served us well up to this point. However, with continued growth and the membership being spread to the four winds across the country and, indeed, the world, it seems time to establish a more cost-effective hub for communications and discussion. Calling the BBS with the long-distance charges involved, has been a burden for many and our organization has suffered for that. Since we are all - shall we say "low profit margin" publishers - it is a strain on all our pocketbooks to call long-distance on a regular basis.

For these reasons, I would like to propose a new communications center. You all have probably heard of GENie, the "General Electric News and Information System." GENie is a national, modem-accessible system with access numbers a mere local call to 99% of the United States and Canada. A couple years back, GENie established a flat-rate access system that allows users to access electronic mail, news, and selected "roundtables" (Forums or "special interest groups") during evening and weekend hours for only \$4.95 per month. Subscribers do not pay per-minute connect charges when using these services and you can spend as much time as you like in these areas without incurring any additional charges. Since the calls to the GENie system are local calls, there are no long-distance tolls levied either.

There are two areas on GENie where we can gather. For those of you who want to keep charges down to absolute minimum \$4.95 per month, we have an area setup on one of the GENie\*Basic free access roundtables - "The Writers RT" (Page 440) - already has a specific conference set up for DPA activities. CATEGORY 46, TOPIC 38 is the "Electronic Publishing" category. We can leave unlimited messages there in non-prime hours (evenings and weekends) to discuss DPA business. This RT is frequented by a number of writers and is the perfect place for DPA publishers and authors to meet other writers and recruit material for their publications. Again, all your time in the Writer's RT is not billed per-minute and will be covered under the standard \$4.95/month basic charge.

I further propose that we make the "GENIELAMP RoundTable" (PAGE 515)

on GENie as the "public" headquarters for the Disktop Publishing Association. The GENIELAMP RT, run by John Peters and Jim Flanagan, actively supports electronic publishing through their monthly "GENIELAMP" newsletter and is already recognized by the GENie user base as the location for on-disk publications. The DPA already has special areas (CATEGORY 6 is a public message area for the DPA and CATEGORY 7 is a private area for member-only conversations) set up on the GENIELAMP RT for messages related to electronic publishing. We also have our own library set up for DPA publications (which I am actively filling up with your publications off the DPA BBS). With these areas in place, we can communicate much more cost-effectively with our members. We can upload new publications to the RT without charge (downloading is billed, though, at the usual \$6.00 per hour). GENIELAMP is NOT one of the unbilled Forums, but they are the one that has given us the support we need - with our own conference and file areas - to establish a true national presence and recognition. We can leave messages with a local call into this area and, even at 10 cents per minute, the access charges are cheaper than long-distance rates to the DPA BBS. We can use the electronic mail area for private messages (at no charge over the monthly \$4.95 monthly fee. Many of us are already spending much more than that calling the DPA BBS long-distance.

Signing on to the DPA is free and can be done in the following way:

1. Set your communications program to half duplex (local echo).
2. Dial 1-800-638-8369 (or 1-800-387-8330 in Canada).
3. When connected, type "hhh" (do not press ENTER).
4. When you get the "U#=" prompt, enter XTX99368,GENIE and press ENTER.
5. Have a credit card or checking account number ready, and answer the questions that follow.

To repeat, there is no sign-up fee. The monthly fee is \$4.95 for unlimited, non-prime-time use of all basic services (which includes electronic mail, news services, and several RoundTables, one of which is the aforementioned Writers RT). If you don't like GENie, you can call them within the first 30 days and get your \$4.95 refunded. For more information on signing on and technical support for signing on, call 1-800-638-9636 for more information. Remember uploads are free; downloading time is billed at \$6/hour. Incidentally, there is a software package, that I will be happy to send anyone who sends me a disk and two 29 cents stamps, called "Aladdin," that automates message reading and sending as well as file uploading on GENie completely so there is really nothing you will need to learn about GENie commands or navigating. Thus, you will be up and reading DPA bulletins and downloading the same day you sign up.

It all makes such good sense to me. I would appreciate any feedback you have about this idea. I am already on GENie (my "User Name" is "RALBRIGHT") and, along with several other DPA members (notably Don Lokke, John Gaudreault, Robert Jordan, Thomas Easton, and others), have been beating the drums of the DPA for several months. I would be happy to talk you through accessing the system and getting to the DPA materials.

I, therefore, propose we make GENie's "GENIELAMP" our national public home and the "Writer's Roundtable" as our users home. I look forward to

seeing you on that system. For less than \$5.00 a month, we can communicate daily and really get this organization moving toward national prominence. What do you say? See you on GENie. Of course, the DPA BBS (205-854-1660) will continue to operate full-time in case anyone chooses to stay with the long-distance route of access.

DPA Scores a Coup with Associated Press' Larry Blasko  
\*\*\*\*\*

Syndicated Associated Press computer columnist Larry Blasko has teamed with the Disktop Publishing Association (DPA) in releasing a disk-based version of Blasko's popular "ABCs of Computing - A Plain-English Guide."

Blasko, who has written his column - called "Compubug" - on computer technology for eight years, first released his "ABCs" in 1989. The author, currently Director of Administrative Services for the Associated Press, has updated the book annually and it is now in its fourth edition. Written for the first-time computer buyers and existing owners thinking about upgrading their computer, the "ABCs" includes chapters on "What's a Home Computer, and why should I care?," "Do I need a home computer?," "What kind of computer do I want?," and "What computers fill those needs?." The book includes an extensive glossary of computer terminology. "ABCs" runs 170 pages in the printed edition.

With the release of the book on-disk, the material is presented in a new, exciting way. Utilizing "hypertext," "ABCs" becomes interactive - with the reader directing what they read and where they go within the book. Blasko says "Hypertext is a way of organizing information so that you can jump from any point to any other logical point. If, for example, you are reading a sentence that talks about RAM and you don't understand the term, a keystroke or mouse click will flip you into the glossary for a definition of RAM. Then you can hop back to where you were in the sentence. Hypertext allows a reader to go anywhere they please whenever they please. Unsettling, but nifty when you try it."

I have been chasing after Larry since he wrote one of his "Compubug" columns about electronic publishing several months back. He not only published our organizations address and purpose in a subsequent column but agreed to let me give converting his "ABCs" book into hypertext. I used Ntergaid's "HyperWriter," put together a prototype, and fired it up to Larry. Obviously, he liked what he saw and now we have a full-fledged version available for sale. He is announcing the books availability (along with another shameless plug for the DPA) in a column set for the end of September.

CompuBug's book, "ABCs of Computing, a Plain-English Guide," is available in print from CompuBug, PO BOX 626, Summit, NJ 07901 for \$10.00 (\$7 for active-duty US Armed Forces). The on-disk hypertext version is available at the same prices from the DPA, 1160 Huffman Rd., Birmingham, AL 35215. Customers should specify disk size and monitor. Questions and comments are welcome at either address. Wish us luck!

Final Thoughts As you can see, a lot is going on with the Disktop  
\*\*\*\*\* Publishing Association. We wanted to keep you informed of  
the latest. Of course, a lot of this material here in will also appear in  
the October issue of the "News From the Disktop" newsletter. I just wanted  
to make sure the news of these exciting developments made it into your  
hands without fail. I need your help in getting these activities rolling

and in making the DPA the success it deserves to be. SPREAD THE WORD! Our work is too important to be left unattended. I beg each of you to devote some time in the last 3 months of this year to making the DPA known throughout the computer world. It's time we were heard and time we found our place as a publishing industry to be dealt with. Thanks for listening.

[\*][\*][\*]

Ron Albright  
Disktop Publishing Association  
1160 Huffman Road  
Birmingham, AL 35215

Contact: Ron Albright  
Genie: RALBRIGHT  
GenieLamp RT (M515)

Voice: 205-853-8269  
FAX: 205-853-8478  
BBS: 205-854-1660

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Foolish me! I forgot the rule, that anytime you add something /
/ new to your computer system, you must spend at least 24 hrs /
/ reading obscure technical jargon in manuals, trying 27 /
/ different configurations, tearing your hair out, and generally /
/ feeling stupid before things settle back down to normal!" /
////////////////////////////////////// P.NEREO ////

```

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

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GenieLamp Information  
\*\*\*\*\*

- o COMMENTS: Contacting GenieLamp
  - o GenieLamp STAFF: Who Are We?
    - o GET\_THE\_LAMP Scripts & Macros
      - o SEARCH-ME! Answers

GenieLamp GenieLamp is monthly online magazine published in the  
\*\*\*\*\* GenieLamp RoundTable on page 515. You can also find  
GenieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II  
(645), A2Pro (530), Unix (160), Mac Pro (480), A2 Pro (530) Geoworks  
(1050), BBS (610) CE Software (1005) and the Mini/Mainframe (1145)  
RoundTables. GenieLamp can also be found on CrossNet, (soon) Internet  
America Online and many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail. To leave messages, suggestions  
or just to say hi, you can contact us in the GenieLamp RoundTable (515)  
or send GE Mail to John Peters at [GENIELAMP] on page 200.

U.S. MAIL  
\*\*\*\*\*

GenieLamp Online Magazine  
Atten: John Peters

5102 Galley Rd. Suite 115/B  
 Colorado Springs, CO 80915

GENieLamp STAFF  
 \*\*\*\*\*

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|                    | o Scott Garrigus   | [S.GARRIGUS]   | Search-ME!            |
|                    | o Bruce Faulkner   | [R.FAULKNER4]  | CrossNET BBS SysOp    |

GENieLamp CONTRIBUTORS  
 \*\*\*\*\*

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| o Ron Albright      | [RALBRIGHT]    |
| o Steven Weyhrich   | [S.WEYHRICH]   |
| o Bill Garrett      | [BILL.GARRETT] |
| o Robert M. Connors | [R.CONNORS2]   |
| o Dan Martinez      | [TIPPY.ONE]    |

"GET\_THE\_LAMP" SCRIPTS NOW ONLINE GENieLamp scripts are now available for  
 \*\*\*\*\* our IBM, Atari ST and Microphone  
 II/White Knight Macintosh readers. These script files will allow you to  
 download all the issues, or just the issues you want. As an added plus,  
 you can also have Aladdin grab the latest copy of GENieLamp while you

sleep. Where can you Get\_The\_Lamp script? You'll find the Aladdin scripts in the GENieLamp RT, [m515], Aladdin ST RT, [m1000] and the PCAladdin RT, [m110]. The Macintosh macros for White Knight and Microphone II are available in the GENieLamp RT [m515], the Mac RT [m605] and the Freesoft RT [m585]. Search for LAMP to find the latest version.

--> Get\_The\_Lamp. Scripts and macros make it easy! <--

DISKTOP PUBLISHING ASSOCIATION APPLICATION For those interested in joining the DPA, fill out the enclosed electronic membership application and send it back to "RALBRIGHT" through GE mail. You will be notified of acceptance through the mail facility. Thanks for your interest in the DPA.

MEMBERSHIP APPLICATION  
Disktop Publishing Association  
1160 Huffman Road  
Birmingham, AL 35215

VOICE: 205-853-8269 MCI Mail: RALBRIGHT  
BBS (Data) - 205-854-1660 CompuServe: 75166,2473  
GENie: RALBRIGHT

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/ST/Zip: \_\_\_\_\_

Phone (Optional): WORK: \_\_\_\_\_ HOME: \_\_\_\_\_

Electronic (Email) Addresses:

Compuserve? \_\_\_\_\_ GENie? \_\_\_\_\_  
MCI Mail? \_\_\_\_\_ Prodigy? \_\_\_\_\_

Other? (Specify) \_\_\_\_\_

Do you have access to or use a modem? YES \_\_\_ NO \_\_\_

Brand of computer: DOS compatible \_\_\_ MAC \_\_\_ Other \_\_\_

Do you consider yourself primarily: A writer? \_\_\_\_\_  
A programmer? \_\_\_\_\_  
An Entrepreneur? \_\_\_\_\_

Interest in Disktop Publishing: (e.g. Are you a writer looking for new markets? An entrepreneur considering electronic publishing? Are you a software programmer? etc.)

What would you like the DPA to work on? What should be our goals?

What information would you like to receive from the DPA?

Other comments?

[\*][\*][\*]



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Your
Genie Lamp A2/A2Pro
RoundTable
RESOURCE!

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- ~ A2 PROFILES: RANDY BRANDT ~
~ PD\_QUICKVIEW: EAMON, PART II ~
~ BIG TEXT MACHINE REVIEW ~
~ THE ART OF FLAMING ~
~ HOT NEWS ~ HOT MESSAGES ~ HOT NEWS ~

////////////////////////////////////
Genie Lamp A2/A2Pro ~ A T/TalkNET OnLine Publication ~ Vol.1, Issue 9
Publisher.....Genie Information Services
Editor-In-Chief.....John Peters
Editor.....Darrel Raines

- ~ GenieLamp IBM ~ GenieLamp [PR] ~ GenieLamp TX2 ~ GenieLamp ST ~
~ GenieLamp MacPRO ~ GenieLamp A2/A2Pro ~ GenieLamp Macintosh ~

>>> WHAT'S HAPPENING IN THE APPLE II/A2Pro ROUNDTABLE? <<<
~ December 1, 1992 ~

- FROM MY DESKTOP ..... [FRM] CPU STATUS REPORT ..... [CPU]
Notes From The Editor. Late-Breaking Industry News.
HEY MISTER POSTMAN ..... [HEY] HUMOR ONLINE ..... [HUM]
Is That A Letter For Me? ZEN & The Art Of Flaming.
A2/A2PRO\_ductivity ..... [A2P] ONLINE FUN ..... [FUN]
C'mon, I Dare Ya! Search-ME!
PROFILES ..... [PRO] THE MIGHTY QUINN ..... [QUI]
Who's Who In Apple II. Technomare.
REFLECTIONS ..... [REF] SOFTVIEW ..... [SOF]
Online Communications. Big Text Machine Review.
COWTOONS! ..... [MOO] DIGITAL DIVERSIONS ..... [DIG]
Mooooo Fun! Walking In A Minefield.
THE ONLINE LIBRARY ..... [LIB] GenieLamp ELSEWHERE ..... [ELS]
Yours For The Downloading. Around GENIE: Internet!

PD\_QUICKVIEW..... [PDQ]  
Eamon, Part II.

APPLE II ..... [AII]  
Apple II History, Part 7.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|  
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and  
"....." weekend access to more than 100 services including  
electronic mail, online encyclopedia, shopping, news, entertainment,  
single-player games, multi-player chess and bulletin boards on leisure  
and professional subjects. With many other services, including the  
largest collection of files to download and the best online games, for  
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie  
service, call (with modem) 1-800-638-8369. Upon connection type HHH.  
Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system  
will then prompt you for your information.  
.....

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "And thanks to all for the quick response. No wonder, I spend /  
/ so much time and \$\$ calling GENie." /  
////////////////////////////////////// A.MASON4 ////

[EOA]  
[FRM]//////////////////////////////////////  
FROM MY DESKTOP /  
//////////////////////////////////////  
Notes From The Editor

By John Peters  
[GENIELAMP]

TOP OF THE PAGE Ooops, I think I was a bit premature in announcing the  
"GENieLampLighter Awards in the last issue. Although we had several "professional" people respond to our questionnaire, many of them felt they weren't qualified to judge because they didn't have enough experience with shareware/PD programs. (!!!) So, does this mean that we're dropping the ball and canceling the awards? Absolutely not! Sometime in January, the GENieLamp RoundTable and participating Computing RoundTables will be offering a GENieLampLighter Awards survey on their main menu. This option will give you the chance to vote for your favorite shareware/Pd/Freeware and commercial programs. All the details are still being ironed out so look to the January issue of GENieLamp for complete details.

Bad News, Good News If you have been following the saga of our GENieLamp  
"Elsewhere Magazine, you'll know that in spite of my continuing efforts, the magazine fell far short in the quality department when compared to our other offerings. Sad to say, the support for the magazine never developed like I had originally hoped. If you haven't noticed, GENieLamp Elsewhere is no longer available on the RoundTable menus. That's the bad news. The good news is you'll now find a brand new magazine taking its place, GENieLamp MacPRO.

GENieLamp MacPRO will focus on the Macintosh Developers RoundTable locate on page 480. Jim Flanagan is the managing editor, Erik Thauvin, is the supervising editor and they will be supported by GENieLamp staff writers', Chris Innanen and Paul Collins.

GENieLamp MacPRO is available in the MacPRO and Macintosh RoundTables and of course along with all the other GENieLamps in the GENieLamp RoundTable on page 515.

Download GENieLamp? I have received several GE Mail messages asking me  
"where can they download their issue of GENieLamp. The answer is, in the GENieLamp Library! The current issue, as well as back issues are available for downloading in compressed or ascii format. To get there, just type M515;3 or GENIELAMP at any prompt.

Until next month...

John Peters  
GENieLamp E-Magazine

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//////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "A A A I I I I
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/ \_\_\_\_\_ SPLAAT! \_\_\_\_\_ " /  
//////////////////////////////////// R.MARTIN22 //////////////////////////////////

[EOA]

[CPU]////////////////////////////////////

CPU STATUS REPORT /

////////////////////////////////////

Late-Breaking Industry-Wide News

.....

Compiled By Lloyd E. Pulley, Sr.

[ST-REPORT]

Apple, Microsoft, Intel Bringing Video to PC's Apple Computer Inc. says  
"....." it is preparing to  
introduce software that enables the playing of video clips on most  
IBM-compatible PCs. Apple says its QuickTime for Windows will give machines  
equipped with Microsoft Corp.'s Windows the same capabilities that Apple  
Macintosh systems have had for the past year.

Apple has licensed the new technology to a number of software  
developers -- including Adobe Systems, Lotus Development Corp., Software  
Publishing Co. and WordPerfect Corp. -- which will build applications for  
it.

Apple's announcement came at the same time Microsoft and Intel Corp.  
unveiled a competing product dubbed Video for Windows, based on Intel's new  
Indeo video digital technology.

SPA Membership Hits 1,000 The Software Publishers Association (SPA)  
"....." announced this week that the association's  
roster has topped 1,000 members. The SPA, which acts as the industry  
representative to the federal government and works to stop software piracy,  
was begun in 1984 with only 25 member companies.

First 66 MHz 486 Computer For Under \$2,000 Lightning Computer has  
"....." announced shipment of a  
computer billed as the first 66 MHz 486 PC to be priced at under \$2,000.

Available by mail order for \$1,995, the new Lightning Omnicache 486DX  
comes standard with a 170 MB hard drive, 4 MB of RAM (expandable to 32 MB),  
64K of cache (expandable to 256K), an SVGA monitor, a Windows accelerator,  
and a 1.2 or 1.44 MB floppy drive, among other features. For additional  
fees, the system can be customized with options ranging from drives and  
monitors to accelerators and memory boards.

Other standard features consist of an eight-slot ISA bus motherboard  
with AMI BIOS, a full-sized chassis with six drive bays and a 250-watt UL  
power supply, a heat sink for cooling, an 101-key enhanced keyboard, and a  
combination card with IDE, FDD, two serial ports, one parallel port, and  
one game port.

Apple to Sell More PCs than IBM this Year According to industry analyst  
"....." Kimball Brown, Apple Computer  
is gaining on IBM and will probably sell more personal computers than the  
IBM, the industry's largest company, this year. Brown said that Apple  
shipped more pc's in the second quarter of this year than IBM did and  
widened the gap in the third quarter.

Brown says that the reason for Apple's gain is twofold. One because Apple finally announced products based on Motorola's top-of-the-line 68040 processor. Second because IBM was late launching its new low-end product line.

Brown's projections refer only to personal computers. IBM's unit shipments of all computers, including mainframes, minicomputers, and workstations, still exceed Apple's.

IBM, NBC Test 'News On Demand' IBM and NBC are developing a personal computer-based system that will allow viewers to retrieve videotaped news reports on demand.

Home personal computer users would not be able to hook up to the system. But businesses and other large subscribers would be able to call up video news, updated stock market summaries and internally produced training films or corporate announcements.

The news reports will be supplied by NBC News and CNBC, the company's business-news cable TV channel, and will be updated hourly.

Verbatim Introduces 5.25" Rewritable Optical Disks Verbatim Corp. has introduced new 5.25-inch double-sided rewritable optical disks that store 1.1 to 1.3 gigabytes of data.

A statement from the company quotes John Stevens, manager of its optical storage products marketing, as saying the disks, which meet proposed ECMA/ISO standards, now are being evaluated by a number of leading drive manufacturers.

He said the disks are compatible with existing optical disk drives, adding, "Perhaps even more important is the increased data transfer rate of 750 to 1,600K/sec. This allows even faster retrieval of files, which becomes more important as the amount of archived data increases."

IBM Hits 100mhz! Code naming it "Blue Lightning," IBM Corp. announced this week that it has hit the 100mhz speed barrier. IBM demonstrated the clock-tripling processor monday, calling it the world's fastest 486 microprocessor.

Blue Lightning works through clock-tripling, a process that allows the chip to operate internally at three times its rate clock speed.

The chip was developed by IBM under a long-standing agreement with Intel Corp.

Intel Offers New '486 Chip A new '486 chip for portable computers that is said to offer twice the performance at half the power usage of an earlier model has been introduced by Intel Corp.

Intel's '486 SL microprocessor operates on 3.3 volts of electricity, down from the 5 volts required by most chips. Intel says that provides more computing time on battery-powered portable computers. The '486 SL produces twice the computing speed and performance of Intel's earlier '386 SL microprocessor, another chip designed to conserve battery power. [Ctsey. STReport Online Magazine]



Cambridge CB2 5EH  
England

WOW! A lot of excitement occurred earlier this month when Quality  
"\*\*\*\*" Computers announced their new Apple II specific bi-monthly  
magazine, II Alive. Shortly after this announcement, a new topic was  
started up on the subject in the Quality Computer category in the Apple II  
RoundTable. For the latest news about "II Alive," stop by and read the new  
messages topic 10 in category 42.

Apple II Gaming Update  
\*\*\*\*\*

Message 67 Sat Oct 31, 1992 R.HOUSTON3 [Bobby] at 11:19 EST

>If anyone has any of the Sierra games for the GS, please Email me at  
>R.HOUSTON3 so we can compare lists and perhaps trade. I've got quite a  
>few of them, but not all of them. Can't seem to find them for purchase  
>anywhere. Thanks!

Try Big Red Computer Club (aka Big Red) at (402) 379-4680.

| They have:               | Member's \$ | Non-Member's \$ |
|--------------------------|-------------|-----------------|
| Black Cauldron *         | \$20        | \$25            |
| King's Quest I thru IV * | \$20        | \$25            |
| Gold Rush *              | \$20        | \$25            |
| Manhunter New York *     | \$15        | \$20            |
| Mixed Up Mother Goose    | \$15        | \$20            |
| Police Quest *           | \$20        | \$25            |
| Silpheed #               | \$15        | \$20            |
| Space Quest I thru II *  | \$20        | \$25            |
| Thexder #                | \$15        | \$20            |
| * = adventure games      |             |                 |
| # = arcade games         |             |                 |

They also have Sierra's "Smart Money" for \$35 (members - \$45 for nonmembers).

Membership is \$19.95 and includes 12 issues of Scarlett (Big Red's newsletter), which also lists a very dynamic PD library whose disks cost only \$3.50 a piece. -Mike Murley  
(M.MURLEY3, CAT6, TOP3, MSG:68/M645;1)

OUT OF THIS WORLD Got "Out of this World" today. :) Starts off with a  
"\*\*\*\*\*" very nice cinematic introduction (well, the actually  
the game has a lot of cinematic aspects), and then throws you into the game  
(course you can bypass the introduction later after you've enjoyed it a few  
times).

Been using the keyboard (also supports a joystick), and the  
playability's great. As mentioned in an earlier RTC on OOTW, the game  
features polygon graphics which results in very nice animation (life-like  
movements of your character and the others he encounters), music that sets  
the proper atmosphere, and great sound effects.

It also has customizable settings before you play that allows for the  
setting of full-screen play, 3 quarters screen, half screen, or even less



I'm just starting to work with desktop programming, the toolbox and Pascal and I'll be haunting the A2Pro RT for ideas there... I pay for my computer habit by working as an accountant and I've done a lot of work with classic Appleworks (particularly the spreadsheet) and UltraMacros. Hope to get (and give if I can) Appleworks help and ideas here... I also use ProSel and Talk Is Cheap and will be interested in conversations there...

(S.COLTON1, CAT2, TOP6, MSG:42/M645)

PLAYER 2 Hello! My name is Andre. I'm living in the small town called  
"\*\*\*\*\*" Zug in the small country called Switzerland. I joined GENie only a few weeks ago and I like it very much! I've got an Apple IIGS at home equipped with a 40 meg Vulcan Gold, 8 meg OctoRam and a 7 Mhz TransWarp (and of course a lot of other accessories like Audio Animator, DataLink, ComputerEyes, ...).

Recently I became a member of Bright Software. I like this group. We're independent and we enjoy the work with the IIGS. Assembly language is our second mother tongue; we are exclusively working with Merlin. At the end of 1991 I finished my first commercial program called ShadowDial, that's a software decoder for the IIGS allowing to use the Swiss (German) Videotex (Bildschirmtext) service. Videotex (Bildschirmtext) is something like the French Minitel or like the American Prodigy.

If you have any questions about us or our products send email to me or use the RoundTable Category 13, Topic 13 (Hmm...fortunately I'm not superstitious!). -Andre

(A.HORSTMANN, CAT2, TOP6, MSG:45/M645)

PLAYER 3 This is Texas Red "Deb" signing on. I run an Apple ][e with an  
"\*\*\*\*\*" AE Vulcan 20, an AE DataLink Express, an AE RamFactor, an AE Transwarp, and an Epson FX185 powered by a Grappler +. I use my computer for Genealogy (Family Roots) and Money Management (MYM) and newsletters (out of the game for a while, nothing really good without a mouse), plus the modem. Plus I use Appleworks with all of them. Love my Apple ][e, and I do know the "other" world as I use a Zenith Lap Top 286 with Microsoft Word 5/Graph/and Spreadsheet. I also use a "Big" Zenith at my church where I spend a lot of volunteer time where we have loaded on a custom Church management program and use also Wordstar Professional. -Deb

(D.KOPLIN, CAT2, TOP6, MSG:51/M645)

PLAYER 4 Hi! My name is Steve DePaul. I'm from Gig Harbor, Washington  
"\*\*\*\*\*" and I have been lurking around here for too many months. I've learned a lot but it is time to ask some specific questions so I had better figure out how to send a message.

I run a computer lab at an elementary school in Tacoma and I have a few AppleShare headaches. If this comes through, I'm heading over to the appropriate category. How did I do? -Steve

(S.DEPAUL3, CAT2, TOP6, MSG:79/M645)

PLAYER 5 Hello! I've been visiting the A2 Bulletin Board on GENie for  
"\*\*\*\*\*" over a year. My "participation" has been downloading files and reading the messages posted. I did post a question about a problem I had getting logged on to America Online --- probably not a good first post! (By the way, I did get an answer that fixed my problem). Anyway, I thought it was time to introduce myself.

I've had an Apple II since 1983; first a IIc, and now a IIGs. My kids (8 & 11) use the IIGs for entertainment and some school projects (word processing, generating graphics). I use it for a little of everything--my current project is to create some HyperStudio stacks to help me keep up with what my kids are learning in school! My day job is as a manager of an engineering group responsible for process integration/new technology development at a semiconductor manufacturer. I'm over 40 and responded to the urge to buy a sports car (mid-life crisis) with the purchase of a TransWarp accelerator card. Paint job isn't much to talk about but the mileage is great!

Like to thank everyone who has posted questions and replies. The Apple II RoundTable on GENie is the most reliable source of information about the Apple II around. Best Regards, -Don Erickson  
(D.ERICKSON7, CAT2, TOP6, MSG:86/M645)

>>> APPLE HEADS WANT TO KNOW <<<  
\*\*\*\*\*

Who's Running The Show? Here's an up-to-date listing of your Apple II  
\*\*\*\*\* sysops on GENie:

| Name            | Position                        | GE Mail      |
|-----------------|---------------------------------|--------------|
| Dean Esmay      | Apple II Chief Sysop            | A2.DEAN      |
| Bill Dooley     | A2 Bulletin Board Manager       | A2.BILL      |
| Susan MacGregor | A2 Real Time Conference Manager | A2.SUSAN     |
| Tim Tobin       | A2 Library Manager              | A2.TIM       |
| Tyler Weisman   | A2 Library Assistant            | A2.TYLER     |
| Lunatic E'Sex   | Apple II Promotions Manager     | A2.LUNATIC   |
| Matt Deatherage | A2Pro Leader                    | M.DEATHERAGE |
| Steve Gunn      | A2Pro Assistant                 | A2PRO.STEVE  |
| Jim Murphy      | A2Pro Assistant                 | A2PRO.JIM    |
| Greg Da Costa   | A2Pro Assistant                 | A2PRO.GREG   |
| Todd P. Whitsel | A2Pro Assistant                 | A2PRO.TODDPW |

Our Able A2 Library Assistants  
\*\*\*\*\*

|               |                         |             |
|---------------|-------------------------|-------------|
| Tom Zuchowski | 8-bit games & utilities | T.ZUCHOWSKI |
| HangTime      | Hypermedia and Sounds   | A2.HANGTIME |
| Pat Kern      | Clip Art & graphics     | C.KERN1     |
| Steve Beville | Appleworks & related    | S.BEVILLE   |

Our A2 Real-Time Conference (RTC) Assistants  
\*\*\*\*\*

|                 |                                |              |
|-----------------|--------------------------------|--------------|
| Dave Ciotti     | Saturday Night Live - Saturday | A2.BEAR      |
| Don Arrowsmith  | II Speak - Sunday              | D.ARROWSMIT1 |
| Lynda Botez     | New Users - Monday             | L.BOTEZ      |
| Susan MacGregor | Formal Guest - Tuesday         | A2.SUSAN     |
| HangTime        | Hypermedia - Wednesday         | A2.HANGTIME  |
| Mike Garvey     | TBC Forum - Thursday           | TBC          |
| Jim Zajkowski   | Telecommunications - Friday    | J.ZAJKOWSKI  |

Keeping an eye out on all of us is Tom Weishaar, the Manager of the Apple II RoundTables here on GENie!

(A2.DEAN, CAT1, TOP24, MSG:1/M645;1)

TIPS & TRICKS If you'd like to add your own short "bio" to Category 2,
\*\*\*\*\* Topic 6, you need not compose the message online. You can
save connect time (and money) by composing your message in AppleWorks 3.0,
printing the short file to disk as a text file (do make sure to add
carriage returns at the end of each line, though). Then after entering the
roundtable message area, type "Set 2" to set the category. You can then
proceed to read the last message, and add your own.

Instead of typing in the message online, use the GENie "\*UPLOAD"
command when you see the first line number. Then do an "ASCII" upload from
your Apple II communications program.

When the cursor returns to the bottom left corner of your screen, type
a <Control-C>. You'll then see the bottom line number of your prepared
message. The final step is to type: "\*SN" to save this message without
having GENie reformat it.

To help the Apple II community come to know each other better, the
Apple II GENieLamp will be featuring messages from the Category 2, Topic 6
in upcoming issues of the publication.

THE ONGOING APPLE II FLEA MARKET The Apple II RoundTable on GENie is
\*\*\*\*\* known nationwide for the interesting
and helpful messages that are posted each day. But technical support and
advice are only one part of the roundtable message area. The roundtable
serves as host of the Apple II Free Trade Zone, an ongoing international
Apple II flea market. Before you buy that new computer or peripheral,
you'd do well to check the messages in Category 4, the "A2 Free Trade Zone"
to see if someone is selling what you want second-hand.

What makes the A2 Free Trade Zone so particularly useful is that the
"for sale" and "wanted" classifieds are neatly organized into topics. So if
you're looking to buy or sell something, you can steer right over to the
appropriate topic.

A recent perusal of the A2 Free Trade Zone turned up the following two
exceptional bargains. After these two messages is a listing of all the
topics in the A2 Free Trade Zone.

[\*][\*][\*]

LOOKING? Apple IIc System 128k, includes Panasonic color monitor, built
\*\*\*\*\* in 5.25" disk drive, Apple Brand IIc carrying case.....\$200

- Half Height 5.25" drive for IIGS or IIc..... \$50
Apple 3.5" Platinum Disk Drive.....\$125
Grappler C IIc Printer Interface w/cable.....\$20

Jeff Strichard: (305) 587-9590; GENie address: J.Strichard1
(J.STRICHARD1, CAT4, TOP10, MSG:45)

OR.... For Sale: Zip chip accelerator for Apple II+ or Apple IIe.
\*\*\*\*\* 8mhz.....\$65.00. Send e-mail if interested.
(RAM-ROD, CAT4, TOP10, MSG:71/M645)

CHECK IT OUT!
\*\*\*\*\*

CATEGORY 4 :The A2 Free Trade Zone (Items For Sale, Items Wanted, & Etc.)

=====

| Msgs | Status                                  | Author               |
|------|-----------------------------------------|----------------------|
| 1    | A2's Classifieds                        | 3 Closed ERIC-M      |
| 2    | General Discussion on Buying & Selling  | 53 Open ERIC-M       |
| 3    | Collected Items and Full Systems        | 50 Open ERIC-M       |
| 4    | 8-bit Software                          | 25 Open ERIC-M       |
| 5    | 16-bit Software                         | 16 Open ERIC-M       |
| 6    | Expansion Cards                         | 16 Open ERIC-M       |
| 7    | Floppy Drives                           | 14 Open ERIC-M       |
| 8    | Hard Drives, Tape, CD-ROM, Mass Storage | 11 Open ERIC-M       |
| 9    | Printers, Modems, and Accessories       | 21 Open ERIC-M       |
| 10   | Other Hardware/Miscellaneous Equipment  | 71 Open ERIC-M       |
| 11   | Books and Periodicals                   | 0 Open ERIC-M        |
| 12   | Computer Shows and Fairs                | 1 Open ERIC-M        |
| 13   | 2400bps modem CHEAP!                    | 1 Open J.ZERDEN      |
| 14   | GS Hardware/Software for Sale           | 11 Open M.CLEVELAND5 |
| 15   | Standard slot (1-7) expansion cards     | 35 Closed ERIC-M     |
| 19   | 5.25 floppy drives                      | 18 Closed ERIC-M     |
| 24   | Non-SCSI Hard Drives                    | 14 Closed ERIC-M     |
| 28   | Printers & Accessories                  | 33 Closed ERIC-M     |
| 29   | Scanners/digitizers                     | 18 Closed ERIC-M     |
| 31   | Modems                                  | 37 Closed ERIC-M     |
| 36   | IIE and IIE-specific hardware           | 41 Closed ERIC-M     |
| 37   | IIC/IIC+ and IIC-specific hardware      | 42 Closed ERIC-M     |
| 38   | IIGs and IIGs-specific hardware         | 55 Closed ERIC-M     |
| 39   | Other hardware & misc. equipment        | 53 Closed ERIC-M     |
| 41   | Apple II Books and Periodicals          | 21 Closed ERIC-M     |

There are a few more topics shown in a complete listing of the category, but most of the rest have been closed since the category was reorganized recently. The first twelve topics are meant to handle all possible sale items

>>> MESSAGE SPOTLIGHT <<<  
 \*\*\*\*\*

UNBRIDLED ENTHUSIASM! While the popular computing press has been  
 "\*\*\*\*\*" declaring the Apple II "old technology" for the  
 past 8 to 10 years, Apple II users know that their computers still have  
 great untapped potential. You can be pretty sure that almost all the  
 strong Apple II believers have an account on GENie, too. For a taste of  
 unbridled Apple II enthusiasm, listen in on the following public message  
 posted by Jay Curtis three weeks ago.

[\*][\*][\*]

Category 5, Topic 3  
 Message 123 Wed Nov 11, 1992  
 J.CURTIS8 [Jay] at 09:10 EST

I'm still having fun with my IIGS. I've got years of experimentation  
 and tinkering ahead of me. I've still got a couple of free slots begging  
 for me to add some sort of peripheral to them. I need to add the PC  
 Transporter card, a new accelerator card, boost the cache memory on my  
 RamFactor memory card to 1 MEG. This spring I'm getting one of those  
 Applied Engineering floptical drives to serve as backup to my 105 meg  
 Quantum. Eventually, I'm going to have to have a Laser or Ink Jet printer.

I've got no reason to add more memory, but, shoot, it might be fun to have nine megs in this sucker rather than just five! Besides, memory is so cheap now, and I might need the additional if I get serious about running GNO/ME. (Wish I could find out more about it here on Genie.)

My IIGS boots and runs faster than the MAC Classic II at work and is just so much more interesting and versatile. I've got text display as well as graphic display, three different operating systems to play with, more programming languages than I'll ever be able to learn, and so many pieces of software to check out that I'll never get around to all of it. It's the best of many different worlds: expandability, near state-of-the-art technology with a slice of history, text and graphic display, entertainment and productivity, 8-bit and 16-bit. When I talk to other computerphiles, they're amazed at what an "Apple II" can do. Some have to come see for themselves, because they don't believe me.

[\*][\*][\*]

In the following sections we present a variety of interesting posts that have appeared during the last month in the bulletin boards for A2. These messages can be identified by the footer attached to each item. (See the introductory notes on how to interpret the footer.) If you find the topic, excerpt, or just the interplay between various people to be stimulating, then please jump to that topic on a weekly basis and read about developments in the Apple II community. Our hope is that you will find something new and interesting each month in the A2 bulletin boards. If you are serious about your APPLE II, the GENie Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

// GENie_QWIK_QUOTE //
/ "Arthritas.....not inflicted yet but its coming ;-)" /
/ "Arthritis.....before the spelling police get me." /
/ "Boy, you just made it, Darlah, /
/ I was warming up the shot gun.... :-)" /
////////////////////////////////// DARLAH / DARLAH / D.FLORY //////////////////////////////////
```

[EOA]

[HUM]////////////////////////////////////

HUMOR ONLINE /

////////////////////////////////////

ZEN And The Art Of Flaming

\*\*\*\*\*

Compiled By Terry Quinn

[TQUINN]

>>> FLAME ON! <<<  
\*\*\*\*\*

- flame: 1. vi. To post an email message intended to insult and provoke.
- 2. vi. To speak incessantly and/or rabidly on some relatively uninteresting subject or with a patently ridiculous attitude.
- 3. vt. Either of senses 1 or 2, directed with hostility at a particular person or people.
- 4. n. An instance of flaming. When a discussion

degenerates into useless controversy, one might tell the participants "Now you're just flaming" or "Stop all that flamage!" to try to get them to cool down (so to speak).

USENETter Marc Ramsey, who was at WPI from 1972 to 1976, adds: "I am 99% certain that the use of `flame' originated at WPI. Those who made a nuisance of themselves insisting that they needed to use a TTY for `real work' came to be known as `flaming a\*\*hole lusers'. Other particularly annoying people became `flaming a\*\*hole ravers', which shortened to `flaming ravers', and ultimately `flamers'. I remember someone picking up on the Human Torch pun, but I don't think `flame on/off' was ever much used at WPI." See also {asbestos}.

The term may have been independently invented at several different places; it is also reported that `flaming' was in use to mean something like `interminably drawn-out semi-serious discussions' (late-night bull sessions) at Carleton College during 1968--1971.

flame bait: n. A posting intended to trigger a {flame war}, or one that invites flames in reply.

flame on: vi.,interj. 1. To begin to {flame}. The punning reference to Marvel Comics's Human Torch is no longer widely recognized. 2. To continue to flame. See {rave}, {burble}.

flame war: n. (var. `flamewar') An acrimonious dispute, especially when conducted on a public electronic forum such as {USENET}.

flamer: n. One who habitually {flame}s. Said esp. of obnoxious {USENET} personalities.  
(B.MARYOTT, CAT8, TOP32, MSG:60/M245)

////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////  
/ "I see Jello has taken over my topic here. :-)" /  
////////////////////////////////// S.HUGHEY1 //////////////////////////////////

[EOA]  
[A2P]////////////////////////////////////  
                                  A2/PRO\_ductivity /  
////////////////////////////////////  
C'mon I Dare Ya!  
\*\*\*\*\*  
By Jim Couch  
  [J.COUCH2]

HEY YOU, I DARE YA...   Hello all from the A2Pro RoundTable. A lot of  
\*\*\*\*\*                   interesting stuff has been happening in the  
RoundTable this month. One topic that has been seeing a fair amount of  
traffic is Category 16, Topic 7: the Challenges topic. This topic is a  
place to say "C'mon I dare you" to the A2 programers. You can post  
'challenges' to the A2 programmers. A lot of neat ideas have been popping  
up here. If there is a program, utility, or such that YOU would like to see  
written for the Apple II, why don't you stop by and throw down the

gauntlet? It's your chance to talk directly to the programmers!

A2 University has two courses currently running. In Ultra 4 to the Max, Will Nelken is focusing in on the new Randy Brandt's Ultra 4.0 macro language for Appleworks. Ultramacros has grown well beyond a macro utility into a full blown programming language. With Ultra 4.0 the power of Ultramacros has improved even more while still maintaining it's ease of use. If you do anything with Ultramacros you will want to come by for a look. Many class participants have been posting small useful macros that are definitely worth looking at. Ultra 4.0 really is amazing and Will's class demonstrates much of the new power of this improved language.

Not to be outdone 'Professor' Andy Fadden is covering data compression. If you ever wondered how one can manage to compress files and then uncompress them without scrambling all that data (I certainly do!) then this is the class for you.

Although both classes are in full swing, you can still stop by and join in on the discussions. Lessons for both of the classes are in the A2Pro library and have a wealth of great information.

There is a lot of other things going on in A2Pro as well. With the wide variety of stuff going on, there is something for everyone. C'mon by, I dare ya!

ULTRA EXTRAS RELEASE DATE DELAYED I've had delays ranging from other obligations to sickness in the family (nothing serious, just time-consuming), so Ultra Extras is running a little behind schedule. If all things all into place, we'll still be done in October, but now it won't surprise me if we don't ship until November. Mark Munz is pretty much done his stuff, and I've only got a few more bugs to track down. Coming soon...

(BRANDT, CAT34, TOP8, MSG:16/M530)

>>>> Due to other events chewing up time, UE likely won't ship this week as hoped. It's close, but needs more testing. If all goes well, it'll ship in three weeks or less.

(BRANDT, CAT34, TOP8, MSG:17/M530)

ULTRA 4.0 TIP Don't record over any existing macros, since following macros can get messed up. Make sure you record only macros that haven't been compiled. For example, reserve number macros for recording, or both- apple macros, or something like that.

(BRANDT, CAT34, TOP4, MSG:55/M530)

REVERSE ENGINEERING DEEMED FAIR PLAY BY U.S. COURT Thought I would bring everyone up to date on the latest court ruling regarding reverse engineering. This information comes from the Tuesday (10/27) issue of Investors Daily.

REVERSE ENGINEERING DEEMED FAIR PLAY BY U.S. COURT

Appeals Panel Finds Disassembly of Sega Game by a Rival To Be Legal

...Reverse engineering has received a stamp of approval in a landmark ruling by the Ninth Circuit Court of Appeals in San Francisco.

...the court ruled last week that Accolade Inc. was within legal

limits to disassemble Sega Enterprise Ltd.'s electronic game cartridges to figure out how to produce games compatible with Sega's Genesis game machines....

...Technology companies have lined up on both sides of the fence on the disassembly issue. Officials at Apple Computer Inc., Intel Corp. and IBM have stated that disassembly reduces their ability to protect their investments in hardware and software. (Now if we could only get rights to the IIGS hardware and firmware! -Ed)

...But Sun Microsystems Inc. Unisys Corp. and others have sided with Accolade, arguing that disallowing reverse engineering would stifle competition (mine: there is no IIGS clone (unfortunately)).

Sega says...

"In our opinion, the court improperly applied the doctrine of fair use and disregarded established precedents in this area of law," Riley Russell, Sega's corporate counsel, said in a prepared statement after the ruling. "We feel thee court's ruling, is it stands, substantially reduces the ability of manufacturers to protect their intellectual property."

The case came down to the legal doctrine called "fair use".

The Appeals court said that under the doctrine one can dissemble a product as a means of accessing the unprotectable ideas underlying the particular expression of the product if that is the only way to get access to those ideas. The company disassembling the product cannot, however, then create a work that infringes another's copyright (mine: probably a IIGS clone!).

Ideas themselves cannot be protected by a copyright; only specific expressions of the ideas can be.

Another issue in a copyright cases is whether the copyright holder was actually harmed (would IIGS clone harm Apple ??).

...."The ruling says the monopoly power granted by patent laws will not apply to copyright law," said Stephen Hollman, a partner with Pettit & Martin in San Jose, Calif. "This case has ramifications for the computer hardware and semiconductor industries, as well as software."

Hope you found this interesting. -Chris  
(CHINOOK.1, CAT13, TOP22, MSG:69/M530)

HOW WOULD YOU LIKE TO MAKE \$200? \$400? \$800? Read on! :) As always,  
..... we're are looking for  
submissions for both Softdisk and Softdisk G-S. In a moment, I'll list  
some ideas, but first let me address one misconception. You DO NOT HAVE TO  
BE A PROFESSIONAL PROGRAMMER TO SUBMIT. All too often people think that  
they must be professional programmers whose works rival those of Andy  
Nicholas. Well, if you were that good, you'd probably be working for Apple  
right now :)

You might be surprised just how easy it is to get your programs published and to make some easy money. For example, we have a full staff of in-house artists that can redo your artwork. We have people that get paid to design interfaces for programs. We can work WITH you to make your

program as good as anything Andy can do.

Here are some program ideas that we are interested in. Some of these things are quick, \$100 programs, others are major undertakings and thus major bucks would be paid (upwards of \$1500 in some cases!)

- o database shell that would allow the user to create their own templates
- o anything related to astronomy (hot topic these days :)
- o statistical analysis type programs (we've had requests for those)
- o Zip Code/Area Code finder CDA database thingy
- o Text Viewer CDA, allow preset files and file selection
- o time billing database thingy
- o Car maintenance scheduler database thingy
- o games, games, and more games :)
- o family tree programs
- o weird things like those things that tell you are far your mouse has traveled, or eyes that follow your mouse, etc.

You get the idea? -Bryan  
(SOFTDISK.INC, CAT31, TOP3, MSG:21/M530)

>>>> I was talking with a submitter the other day and he said to me,  
"Bryan, why don't you let more people know how much you pay for submissions?"

So, here I am.

A submission can fall into one of four broad categories: feature, "filler", reuseable, article/artwork

**Features** A feature is a submission an issue of Softdisk or Softdisk G-S  
"will be centered around (our issues are not thematic, but the issue cover art and what-not always tend to reflect the feature). Usually, features tend to be large programs, sometimes as large as 200K on Softdisk G-S. Usually no more than 100K on Softdisk (mainly due to disk space considerations), but occasionally, Softdisk features use two 5.25-inch disk sides.

We generally pay between \$500 and \$1200 for a feature.

**"Fillers"** To be more accurate, this category should probably be called  
"non-feature". This is the category of submissions that aren't features. On Softdisk G-S we try to publish 3-4 programs on each issue (4-5 on Softdisk 8-bit). Since only one program can be the feature, the other programs "fill" out the issue.

Fillers vary greatly in size. Some are as small as just a few K, others are as much as 150K. Again, the size varies with the product.

Small fillers bring around \$100-\$300. Larger fillers between \$300-\$800.

**Reusable** This is not so much as another class as it is another aspect of  
"the other classes. Anytime we can reuse a submission repeatedly, it's worth more money to us. For example, a program that allows the user to play crossword puzzles where the puzzles are simply documents that can be opened and played will be worth more than a crossword player that only plays a specified puzzle.

Being reusable can add anything from \$200 to \$1500 to a submission.

Article/Artwork I'm not really sure what to call this category. Maybe "Documents" would have been better. Things like product reviews, articles (yes we accept articles even though few people submit them!), artwork, MIDI Synth songs, clip, print shop stuff, appleworks and appleworks GS templates, rSounds, all this kind of stuff brings anything from \$5 to \$200 (or more, depending on quantity).

Now, I'm not going to sit here and tell you why selling your program to Softdisk is better than making it shareware: you are capable of the simple math involved. Softdisk simply pays better. -Bryan

(I should include this disclaimer: these prices are NOT set in stone. I don't decide what we pay for submissions, that's done by other management people. The numbers could change at any time--but since these are the numbers we've been paying for a few years now, I doubt there will be much change.) (SOFTDISK.INC, CAT31, TOP4, MSG:1/M530)

AND THIS FINAL LESSON FROM THE PROGRAMMERS

\*\*\*\*\*

> Tracking down a bug caused by an errant BRA sometimes takes HOURS. I > know, just don't insert bugs into the code...

My wife found the last errant BRA I forgot about. Boy did that take a lot of explaining! -Bear (A2.BEAR, CAT7, TOP7, MSG:47/M530)

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////  
/ "Snakes don't have arms. That's why they can't wear vests." /  
////////////////////////////////////// R.MARTIN22 ////////////////////////////////////////

[EOA]

[FUN]//////////////////////////////////////

ONLINE FUN /

//////////////////////////////////////

Search-ME!

\*\*\*\*\*

By Scott Garrigus  
[S.GARRIGUS]

HEY, BOYS AND GIRLS! It's that time of the year again! Time to spend all your money on your family and friends! You \_have\_ done all your shopping already, haven't you? :-) You know the GENIE Mall will be open 24 hours, 7 days a week. (premeditated plug :-)

This month I didn't visit a specific place on GENie. So be sure to tell your kids they can write letters to Santa on GENie. Just have them address their letters to SANTA.CLAUS and send them via GE Mail. Santa will write back to each and every one of them. He must have a terminal up there somewhere. Hmmm... I wonder what kind of computer he has? :-)

Well, this month's Search-Me theme is of course, Christmas! So get yourself a nice cup of hot chocolate, curl up on the couch and have some fun finding this month's keywords! Oh, yeah, and have a Very Merry Christmas!

>>> CHRISTMAS! <<<  
\*\*\*\*\*

O W C T W P E J S V T S V Z J V C O Q R A X N  
H B G H A T Z G D D V D L J O Q B H T P Z O F  
Y T C F F S V V C H C S S L V N K I S S C Q S  
R U P R O K M J H E P G G U S O P X Q T N C M  
X E Q Q K X X G L E X N R E W Y E I H N T Y Q  
Y L I M A F J E T Q D I E D Z R O P S E O F B  
G D U N L M B Q D B M K L F R E L T Q S M Q R  
F P B H D R M N F N S C V B E U P V L E U G E  
C A R E A E B Q R S Z O E H T C D G F R Y H B  
C E H T K R E V M G L T S U V C L O P P R O M  
P V I G J E D R L M J S N A T N A S L S G L E  
S O E W C T N S U S E J O S E M Y R L P N I C  
N W Y S T N E M A N R O W M L S G E O O H D E  
X U A M P I B G J A E R F R J E G Y I L R A D  
F Q D G B W S L N M V O L S D N I Z F C S Y W  
A H H S N O W M A N P Z A B A J J G J I C V B  
A A T Z Q Q L R F K H Y K N O H I D H U I Z X  
E V R K M C L I T W R V E Z R N H K K F Q M Z  
A C I N R K S X N P H X Q D V U A C G E E R T  
V Z B L L W I V Y D Z M T A L V H U U Z U J B

>>> WORD CLUES <<<  
\*\*\*\*\*

|           |          |             |
|-----------|----------|-------------|
| SANTA     | ELVES    | TOYS        |
| STOCKINGS | HOLIDAY  | SLEIGH      |
| REINDEER  | RUDOLPH  | SNOWMAN     |
| SNOWFLAKE | PRESENTS | TREE        |
| CAROLS    | JESUS    | ANGELS      |
| WINTER    | BIRTHDAY | CELEBRATION |
| ORNAMENTS | DECEMBER | FAMILY      |

[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of  
\*\*\*\*\* the magazine.

This column was created with a program called SEARCH ME,  
an Atari ST program by David Becker.

////////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////////  
/ "I wonder what's worse....One long post of wares to sell... :-( /  
/ or 15 post complaining about it? ;-)" /  
////////////////////////////////////// J.BRENNER1 //////////////////////////////////////

[EOA]  
[PRO]////////////////////////////////////  
PROFILES /  
////////////////////////////////////  
Who's Who In Apple II  
\*\*\*\*\*  
By Phil Shapiro  
[P.SHAPIRO1]

>>> WHO'S WHO? <<<  
\*\*\*\*\*

~ A GENieLamp Profile of Randy Brandt ~

GenieLamp> Randy, how did you first become involved with the Apple II?  
\*\*\*\*\* At what point did you realize that you could make a living  
from your hobby?

Brandt> I started playing around with an Apple II+ which had been donated  
\*\*\*\*\* to the Geophysics Dept at Christian Heritage College in San  
Diego, where I was a sophomore at the time (1981). They set it up in the  
library with a sign-out card, and I filled up so many cards they finally  
gave me my own key to the computer desk. I played a lot of Sabotage,  
Pac-Man, etc., and got into Basic and then 6502 assembly. My first program  
was a grade keeping Basic program for my girlfriend's student teaching  
needs. Her name was Joanna Ellen Morrison; astute readers will see the  
significance of those initials. Anyway, I began selling GRADE.AID to other  
teachers and that got me thinking there might be some money in computers.  
Then I sold a little hardware as well during my first year of teaching  
after college. As for actually thinking I could make a living at it, I'm  
not sure about that yet, but I have survived over 7.5 years as a full-time  
computer nerd.

GenieLamp> Can you tell us a bit of how you came to work at Beagle Bros?  
\*\*\*\*\*

Brandt> I quit a white collar job in 1985 and was looking for work when I  
\*\*\*\*\* decided to send applications to Roger Wagner and Beagle Bros,  
thinking that my English major and Apple ii experience would make a good  
combo for documentation writing. Joanna was pregnant with Heather, so we  
were rather interested in becoming employed, but when she spelled the  
address wrong on the letter to Beagle, I told her not to redo it since we'd  
never hear back from them anyway. A few weeks later I started writing docs  
for Pro-Byter and Extra K.

GenieLamp> At what point did you leave to form your own company, JEM  
\*\*\*\*\* Software? When did you join GENie?

Brandt> I didn't leave Beagle to form JEM. I actually started JEM in  
\*\*\*\*\* 1984, over a year before I started at Beagle. However, it was  
dormant until I wrote PathFinder. I wanted a special royalty rate and a  
low-cost disk since the program was so simple and there was no need for a  
manual, but Beagle didn't want to pay any more, and suggested I sell it  
myself. That propelled JEM into AppleWorks enhancements, which is  
basically all we've ever published, other than MiniPaint and I.O. Silver.  
I joined GENie around 1988 or 1989, mostly to support Rosel6, my APW  
editor, and my other JEM products.

GenieLamp> Over the years UltraMacros has evolved through several  
\*\*\*\*\* generations, culminating with your recently released Ultra  
4.0. For the benefit of those who walked in late to the party, kindly  
explain a bit about the early generations of UltraMacros.

Brandt> My first macro program was MacroWorks. That came about because I  
\*\*\*\*\* was beta-testing Alan Bird's Program Writer, and really liked  
the OA- Delete command to "gobble" the character under the cursor. It  
really annoyed me that AppleWorks couldn't do that. Since I'd switched  
from AppleWriter, I also liked having a command to jump to the end or

beginning of a line. After playing with Merlin's sample keyboard macros I kind of figured out the theory behind macros and went to work on AppleWorks. Beagle liked the idea, gave me an advance to pay the bills while I worked on it, and began creating ads for PatchWorks. Then it turned out there was a quilting program with that name, and they finally gave in to my request for "MacroWorks" even though they thought it sounded too techie.

Then Alan came out with AutoWorks, I wrote Super MacroWorks for AppleWorks 2.0, TimeOut got going and I wrote TimeOut UltraMacros, and now finally there's Ultra 4 from JEM. Somewhere in the early, days Pinpoint came out with KeyPlayer, which copied a lot of my stuff while adding some good ideas, but had some flaky problems and finally vanished.

GenieLamp> Can you briefly tell us what Ultra 4 has to offer?  
 \*\*\*\*\*

Brandt> Ultra 4 is a major rewrite, primarily offering external dot  
 "\*\*\*\*\*" commands which are added through init files. This means there never needs to be a successor to Ultra 4, since I can simply create additional command files as needed.

GenieLamp> The National AppleWorks Users Group (NAUG) has played a  
 "\*\*\*\*\*" central role in popularizing AppleWorks. What are your thoughts about the role NAUG has played in the national Apple II scene?

Brandt> NAUG is the AppleWorks scene. Without NAUG members ordering my  
 "\*\*\*\*\*" products, I would've had to abandon the Apple II years ago. As for the national Apple II scene, there's plenty of IIgs stuff out there, but NAUG certainly dominates the 8-bit world. While I know I've contributed to NAUG's success, they've been the indirect source of most of my income over the last few years, for which my family is very thankful!

GenieLamp> Over the years many people must have sent you copies of nifty  
 "\*\*\*\*\*" macros they've created. Can you tell us a little about some of those most creative and zany macros you've seen?

Brandt> It's tough to pick just a few macros, but the more creative ones  
 "\*\*\*\*\*" include Mark de Jong's drawing program which used text characters in a word processor file, Rod Young's Lynx Hypermedia program. There have been hangman, blackjack and shoot'em up games that were very creative, but the zaniest is likely the one that made AppleWorks screens display bottom to top so the main menu had Quit at the top, the REVIEW/ADD/CHANGE messages were at the bottom of the screen, etc.

GenieLamp> The TimeOut series of AppleWorks enhancements gives great  
 "\*\*\*\*\*" power for using an Apple II in a small business setting. Can you share any juicy anecdotes about Apple II's you know of that are being used in a business setting?

Brandt> I know of a fine watch repairman ("any watch cheaper than \$500 is  
 "\*\*\*\*\*" junk!") who uses a couple of IIgs's and a couple of Laser's to run his whole business. There's a travel agent who uses II's to run a million-dollar business, an auctioneer, and a pediatrician. I'm sure there are others I haven't run into, but these are some that I've talked to who are using my add-on's to AppleWorks and running good-sized operations. The best anecdote is a Hewlett-Packard employee who had to teach a massive class on Windows to other employees. He created the entire course outline

using my Outliner and AppleWorks 3.0.

GenieLamp> What types of things do you like to do for fun?  
 \*\*\*\*\*

Brandt> I have fun at a lot of things, including playing in two ice  
 "\*\*\*\*\*" hockey leagues. I also enjoy playing basketball and softball,  
 and watching all the major sports on television. Playing with my kids is a  
 joy. Before starting my computers, I load up my CD carousel from my  
 collection of 400+ CD's, mostly Christian rock with a bit of classical  
 thrown in for culture's sake. I also enjoying reading techno-thrillers  
 (Tom Clancy, Dale Brown, etc), magazines (MacUser, National Review, The  
 Hockey News, National Geographic), the daily paper (sports first, then  
 editorials), and the Bible.

GenieLamp> What work are you most proud of?  
 \*\*\*\*\*

Brandt> Other than my role in producing Heather, Erika and Michael, I'm  
 "\*\*\*\*\*" most proud of Ultra 4 and TotalControl. They're both major  
 products that add an awful lot of power to AppleWorks for any serious user.

GenieLamp> What do you think are going to be some of the more exciting  
 "\*\*\*\*\*" technological developments that will be realized before the  
 turn of the century?

Brandt> Although I'm sure I can predict the future at least as well as  
 "\*\*\*\*\*" the tabloid psychics, I'm not too sure what we'll see. I'd LIKE  
 to see affordable extremely high-powered notebook computers with stuff like  
 built-in cellular phones/fax, satellite-based navigational maps, voice  
 recognition, and battery technology that lets you work all day. A complete  
 office in one package, sans water cooler. Maybe a cold fusion computer  
 that you could dump your Big Mac wrapper into for instant recycling. The  
 new MacEverything- it slices, it dices... Apart from computers, who knows?  
 To be honest, I think short-term technological growth will be hampered with  
 Al Gore as Veep, at least if he gets his buddies into the EPA and the like.  
 Startup companies are going to have a tough time surviving all of the new  
 regulations that'll be here soon. When massive corporations dominate,  
 creativity stagnates, like with HP rejecting Woz's silly little ideas about  
 building a personal computer.

GenieLamp> For the benefit of those who may be unfamiliar with JEM  
 "\*\*\*\*\*" Software's product line, kindly tell us a little about each  
 of your products, along with your motivation for making them.

Brandt> My product line is getting shorter, but this is the active stuff:  
 "\*\*\*\*\*" PathFinder is a directory selector I wrote in a two-day period in  
 1986 or 1987 that lets you pick subdirectories from a list instead of  
 having to type in the name. I built that into AppleWorks 3.0.

DoubleData by Dan Verkade gives the AppleWorks 3.0 database 60  
 categories per record. It was created because 30 categories per database  
 record seemed like too few.

TotalControl adds spreadsheet-type formula capability to the  
 AppleWorks 3.0 database (Dan did the formula stuff) and gives you control  
 over your input, allowing you to set min/max lengths, values, case rules  
 and do automatic importing and lookups from other files.

DB Pix displays Print Shop graphics in the DB along with your record, so you can have a "graphic category". It also displays single and double high resolution pictures.

Ultra 4 is a major rewrite of TimeOut UltraMacros, offering a more powerful compiler, easier-to-use but more powerful commands, and the ability to add new commands via disk files.

OmniPrint is an ImageWriter II enhancement that lets you access all ImageWriter II capabilities from within the word processor, including font, downloading graphic patterns, color, change of pitch on one line, etc.

InitCity is the next JEM disk, due out sometime before the snow melts in 1993. It offers a dozen or so AppleWorks 3.0 inits to make life easier, such as letting you tab through multiple OA-Q desktops, pick a new directory from a list during the Add files process, print titles on each page of a multi-page spreadsheet printout, etc.

GenieLamp> How can people contact you?  
\*\*\*\*\*

Brandt> People may write to JEM Software at 7578 Lamar Ct, Arvada, CO,  
\*\*\*\*\* 80003, fax (303) 422-4856, or contact me on GENIE. My  
electronic mail address is: BRANDT, and you can leave public questions or  
messages for me in category 34 of the A2Pro (Apple II Programmers)  
Roundtable on GENIE.

```

// GENIE_QWIK_QUOTE //
/ "Try not to make your lines too long, so that it looks neat. /
/ For example look at Wally's excellent ad!<g> Lovely graphics, /
/ nice spacing...let's give it an Addy Award! /
// MIKE.KELLER //

```

[EOA]  
[QUI]////////////////////////////////////  
THE MIGHTY QUINN /  
////////////////////////////////////  
Technomare  
\*\*\*\*\*

"A Whole Buncha Milliseconds with Mark"  
by Mark Quinn, DOA  
GENIE address: NEWSIE

"Technomare"

I suppose most of us have our own "tech nightmares". In short, equipment that just doesn't do what it's supposed to do, or what we'd like it to do, which reminds me of a story I heard about a man who was told to "take the 5.25" floppy disk out of its jacket and insert it in the disk drive" and took the instructions a wee bit too literally: he ended up ripping the black cardboard part of the disk apart and taking the media itself -- that little circle of mylar that's inside the disk -- and inserting it into the drive.

Not me. I won't turn into one of those old gents who doesn't know quite what to do with the "business" end of a remote control, who literally couldn't program a VCR via an onscreen menu if his life depended on it. Why, I am part of the "hands-on" crowd, the group that solves problems with tech, and is constantly shepherding that other (shudder) group, the ones who don't know their azimuth adjustment from a hole in the ground.

Well (deadlines will oft make fools of mortal men), there was that time when I was trying to obtain a decent setup with my video equipment. Let me warn the squeamish among you "hands-on" folks: This just about tops the guy I mentioned (the one who tried to insert Disk A in Drive A) in the paragraph above. And it was done with video gear.

It began the day I stood admiring our video equipment. I had recently purchased a Pioneer "combi" laser disc player and was in the process of merging with my Significant Other and her gaggle of VCRs.

All that equipment, and a TV and a stereo system besides, sat on an industrial-strength stainless steel rack that could (literally) hold a Cessna power plant or three. My SO had been using the rack in the basement for storing heavy objects, and I was a little proud of myself for adapting it for use as a home entertainment center.

I was tired from having to schlepp all that stuff to the top of Mount Videorat, and was thinking about the task that lay before me: hooking up the mess.

My SO, sensing my fatigue, offered to help. "I'll hook it up," she said. "You just sit there and think manly thoughts."

"I've got one now," I sneered. "How are you going to dub stereo movies from our laser discs to the SuperBeta VCR? And how are you going to dub stereo tapes from the SuperBeta to the linear stereo VHS job?"

"Can't you copy tapes in stereo this way?" she asked, innocently holding a coaxial cable.

"Puh-leeze. We true videophiles would never ask such a question. Then again, if I'm a true videophile, why are we holding on to such low-end equipment? Ahh, no matter. The way is being made clear to me, even as I speak." My SO sat down and struck a match to a coffin nail.

"What do you have in mind, Swami, and how much is it going to cost us this time?"

Sheesh. What I "had in mind" seemed perfectly reasonable to me. It would be a masterpiece of engineering: I was planning on connecting the "direct video and audio" inputs/outputs of my equipment in such a fashion that dubbing from one piece of equipment to any of the other five in the series would be possible. And using the direct inputs meant -- at least to this video slug -- that I would be getting a higher quality connection than if I had used the coax, and my stereo laser discs would be dubbed to both those stereo VCRs in stereo. The keystone of my hazy 'plan' was the RCA male-to-female (one male to two female) y-cable, which was available at the local Shadio Rack.

"This shouldn't cost me more than twenty bucks," I said.

Later . . . fifty bucks later, I came home with my kill: a pile of those cellophane and cardboard packages, complete with that sprayed- on odour de plastique that we have all come to love. I ripped them apart, and arranged the cables in neat rows.

"I think I should start with the laser disc player. The direct VIDEO OUT goes to the VIDEO IN of all the VCRs. That should require two y-cables. Or is it three?" My plan involved "Y-ing" those RCA y- cables. I connected the first piece of video equipment in the series to the second, then the second to the third. Then the first to the third. About then, Murphy's Law paid me a visit, as I was already running out of y cables, and my grand "setup" was well on its way to breaking some kind of record in pure complexity/stupidity. It had long ago gotten dark outside, and I rushed again to SR before they closed.

I came home, determined to solve my wiring dilemma. I even (gasp!) drew a diagram or two. That didn't help, either. The sheer complexity of what I was trying to do was beyond the scope of my now- seemingly feeble talents. And I was -- again -- out of y-cables. I stood, drenched in sweat, behind Mount Videorat, trying to 'picture' the setup in my mind. "It won't work," I realized. And I was right. I was trying to do the job of a \$1,000 piece of video switching gear with \$70 worth of wires, and had forgotten that there was a reason why such devices existed: because it was just about unfeasible to do it the "hard way".

I was angry at myself, and literally felt like toppling the whole mess into a pile on the floor. I ripped out all those cables, and started again.

My new plan was to wire all six units in series with coaxial cable, and come up with a much simpler way to dub between the stereo units in stereo. I was done a few minutes later.

I explained everything to my SO. We had a good laugh over it. "So. It's all hooked up now? Let's watch something on cable!"

I turned the TV on, and watched about five seconds of the Evening News. Apparently, lots and lots of snow and herringbone patterns were "falling" in the CBS studios. It is said that a picture is worth a thousand words, but only one described this one: 'Mud'. "Noooooo!" I cried. I had used so much coaxial cable to wire everything up that all that signal loss took its deadly toll on our already-poor cable signal.

"You watch TV," I snapped. I picked up a hand full of cables and handed them to her. "I'm going to bed!"

So now you've read how I shakily survived my technomare. By the way, most of the cables I bought are now in a laundry basket in the basement.

Contact me at my GENie address (NEWSIE) and I'll tell you where to send your diagrams. But please don't send any cables.

```
////////////////////////////////////// GENie_QWIK_QUOTE //
/ "...what the problem was REALLY trying to tell me was that /
/ my 85MB Seagate was about to take a trip south. The erratic /
/ reading was the first sign the thing was dying. The funeral /
/ will be here in Georgia. Probably have the #%!&* drive /
```

/ cremated!"  
//////////////////////////////////// D.STMARTIN ///

[EOA]  
[REF]////////////////////////////////////  
REFLECTIONS /  
////////////////////////////////////  
Thinking Online Communications  
.....  
By Phil Shapiro  
[P.SHAPIRO1]

>>> UNDERSTANDING TELECOMMUNICATIONS <<<  
.....

MAGICAL COMMUNICATIONS The other day I paid a visit to the city public  
..... library to dig up some books about  
telecommunications. I've been an active telecommunications enthusiast for  
the past several years and my curiosity was getting the better of me.

As with most computer enthusiasts, I've got a passing acquaintance  
with most basic telecommunications concepts. But my understanding still  
remains at a superficial level. For a  
"FOR A LONG TIME I'VE HAD long time I've had a burning "curiosity  
A BURNING CURIOSITY TO FIND to find out more about these magical  
OUT MORE ABOUT THESE 'MAGICAL "packet switching systems" that allow  
PACKET SWITCHING SYSTEMS'..." people to place a local phone call to  
connect to a national telecommunications  
network. And I've always wanted to know more about how this process called  
"multiplexing" makes the packet switching systems work.

A computerized search of the library's holdings turned up about three  
dozen books dealing with telecommunications. As I wrote down the call  
numbers of these books, I couldn't help but think of my past experience  
trying to find books or magazine articles to explain the fundamental  
concepts of modern telecommunications.

About one third of all such books were written before 1982, strongly  
suggesting that their contents are at least ten years out-dated. Major  
changes in the telecommunications industry have happened in the past ten  
years. Whatever was written about telecommunications before 1982,  
therefore, ought to be taken with a large grain of silicon.

Another third of all books about telecommunications are written  
primarily for third graders. These books cover the subject in such a  
simplistic manner that any child who has ever dialed a telephone is likely  
to be yawning before the close of the first chapter.

The last third of all books about telecommunications are written for  
graduate electrical engineering students. Identifying such books requires  
no special skill. One telling characteristic is that the preface of these  
books contain more schematic diagrams than English language sentences.

So I was especially delighted to discover the book "Understanding  
Telecommunications," published by TAB Books in 1989. Written neither for

third graders, nor for graduate electrical engineering students, the book explains all the basics of telecommunications theory and practice at a level that any typical college graduate could understand.

The book starts out with a concise yet comprehensive review of telecommunications history. Starting with Morse's telegraph, moving through Bell's phone, covering early radio and television, the transistor, and the earliest electronic computers. The author even sneaks in a few words about the reasons for establishing the Federal Communications Commission (FCC) in 1934.

The second chapter of the book logically follows from the first. This second chapter, "Electricity and Electronics," gives a solid explanation of the differences between direct current and alternating current. A discussion of the development vacuum tubes is accompanied by an informative illustration. Definitions of capacitors, transistors, and other electronic doodads are presented for you to nod your head in feigned acknowledgement.

The third chapter, on "Computers," gives a good general grounding in basic computer operations and theory. Most interesting is the last section of the chapter which explains how computer technology has been incorporated into so many different facets of the national phone system. If you're already familiar with basic computer concepts, this chapter can easily be skipped over.

Chapter 4, "Telephone Systems," does a great job in explaining about telephone switching equipment, the phone company's central office, the amplification and transmission of phone signals, private branch exchanges (PBX's), and the movement towards digitalization of the entire phone system. What makes the author's explanations so compelling is that he places concepts in their historical perspective. So before explaining about the complexities of modern telephone switching systems, he first explains about the early manual switchboards. The end result is that you learn historical context as well as modern developments.

The fifth chapter, "Communication with Computers," explains such things as modems, ASCII, protocols, and error detection techniques. Good for beginners to learn about. Eminently skippable for the rest of us.

The sixth chapter, "Radio," did not hold my attention that much. Sure, the new mobile radio and cellular phone systems are interesting. But radio theory remains one of the most colossally boring subjects ever conjured up by the human mind. If radio is not your bag, it's easy enough to flip over to the next chapter of the book.

The seventh chapter gives a good overview of the technical aspects of television. Compared to radio theory, television theory is almost interesting. But the real goodies can be found in chapter 8, "Long Distance Telecommunications."

This chapter starts out discussing "transmission mediums," including copper wire, coaxial cable, fiber optic cable, and air. The fascinating historical treatment of the subject continues on in this chapter. So you can find out about how MCI gained permission from the FCC to build a microwave radio system between St. Louis and Chicago, thereby setting off a whole series of events leading to the breakup of AT&T. You can learn about WATS systems and INWATS systems. You can revisit multiplexing (packet switching) from a data communications viewpoint.

Ronald R. Thomas, who authored Understanding Telecommunications, has a natural and breezy writing style that illuminates the most complicated of subjects. In this book he achieves the unique feat of making serious telecommunications subjects intelligible for the general reading public.

Can't wait to hear about what new books Thomas may be working on. It sure would be interesting to learn more about the behind the scene action at the major national information services. A behind-the-scenes report about GENie, America Online, and CompuServe would make for a delectable read. With the cooperation of these services, such a book would not be difficult to construct. And with hundreds of thousands of people now on the national information services, the market for such a book would be quite large.

Understanding Telecommunications  
\*\*\*\*\*

By Ronald R. Thomas, TAB Books, 1989,  
243 pages, \$24.95.  
ISBN 0-8306-9229-0 (hardcover)  
ISBN 0-8306-3229-8 (paperback)

Available From  
\*\*\*\*\*

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Blue Ridge Summit, PA 17924-0214

[\*][\*][\*]

[The author takes a strong interest in the social dimensions of communications technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro; and on Internet at: pshapiro@pro-novapple.cts.com]

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "This unterminated clock acted like an antenna and picked up on /
/ the now higher RF from the 030, the result...random changes in /
/ the color palette. Interesting effect, but QUITE disturbing to /
/ someone trying to get work done." /
////////////////////////////////////// J.ALLEN27 //////////////////////////////////

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[EOA]
[SOF]//////////////////////////////////////
 SOFTVIEW /
//////////////////////////////////////

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BIG Text Machine Review  
\*\*\*\*\*

By David Hindman  
[D.HINDMAN2]

>>> BIG TEXT MACHINE <<<  
\*\*\*\*\*

Recently, InCider/A+ Magazine published a brief story about Phil Shapiro and his company Balloons Software (Sept '92). In it was mentioned one of his products called Big Text Machine. While InCider/A+ concentrated on Phil, his company and the work he did with Bernie Benson in creating Big

Text Machine, they said little about the actual program. I hope to tell you more about BTM than they did (with no disrespect for the people who put it together).

To put it simply, BTM is a text-file displayer that will run on virtually every Apple II, as well as Laser and Franklin clones, and the Mac LC II, with the IIe emulation card installed. The one difference in BTM from other text display utilities is that BTM uses letters that are almost 1/2 inch tall, hence the word "big" in the title.

The program comes on your choice of 5.25" or 3.5" disks that contain the main program, some sample text files, and an auto-display program disk. The main program starts out with a big text menu to select any of the following functions: read a file, run a demo, online help, printer on/off, other activities, and a quit option.

When BTM reads a text file on your disk, it displays it in large letters on the screen. It then awaits a keypress before showing the next page. The demo program shows how different options set in "other activities" look, to give you an idea of how you might wish to customize the program to your own tastes. Color, font style, and the "ruling" lines can be set to the user's wishes. The online help is very good, which almost makes the instruction manual unnecessary. There is also a print option that allows a hardcopy to be generated that is similar to the text display on the screen. Quit lets you exit BTM and back to your program selector or ProDOS.

The manual is well written, but anybody that's read anything Phil Shapiro has written would expect that from him. The book goes to great lengths to explain not only how to work BTM, but how to prepare text files for use on BTM with AppleWorks and FrEdWriter. There are also suggestions for uses of BTM throughout the book. Explanations on how to use BTM from a minimal one-drive system up to a system with a hard disk drive are explained in plain English and with great detail. You can mix and match 3.5 drives, 5.25 drives and hard drives all with ease.

As for uses, that is only limited by one's imagination. Teachers could use it in a classroom situation to display a story to students, or have it flash letters and word examples on the screen. These files don't have to be limited to just English, either. Four foreign character fonts are also available, so accented letters can be displayed as well. This could make some interesting "flashcard" screens for other language classes. Visually impaired people could use BTM to read text files with less difficulty. If you're imagination needs to be jump-started on other uses, Phil's got lots of ideas available in the manual.

On one of the other disks included with BTM is the Auto Display program. This does the same thing that the "regular" BTM does, but instead of pressing a key, the screen is displayed for a moment or two, then the next screen is displayed. All you have to do to run the auto program is put in the auto disk and boot it. The auto program uses a text file named "auto.display" on the auto disk. To change the text, simply save (or "print" if using AppleWorks) a text file to the Auto disk and name it "auto.display". Just as an example of a use here would be a monitor placed in a store window could run information across the screen to help sell whatever products are being peddled (I stole that one from the manual, by the way).

The third "extra" disk included in BTM is a sample file disk. This disk is crammed full of interesting, amusing, informative and well-written stories covering a wide range of subjects. There was almost as much time put into the sample files disk as there was into the code for programming the BTM program. These are also summarized briefly in an appendix in the manual. Not only do they give you a start on BTM (as well as a few files to play with), they're darn good reading as well. I don't run around looking for things to read on my computer, but they are well written and entertaining and they deserve a plug here.

When I first looked at the manual for BTM, I was a bit surprised by its thickness. Being the typical user, I'd already booted the program up and played with it for awhile before checking the manual to see what I'd missed. About half the manual deals with running BTM, and making text files with AppleWorks and FrEdWriter. One section even goes into detail about different versions of AppleWorks and the subtle differences between them when it comes to text file manipulation. The other half of the manual contains appendixes that cover a wide range of topics. There's plenty of information here to help the non-technical user out if he or she gets in a jam. There are many hints listed that don't necessarily pertain to BTM's operation, but are good guidelines for getting better use out of your II. The appendixes include a ProDOS summary, "text massaging" (or getting what you want and how you want it on the screen with BTM), transferring text files from one type computer to another, and recommended monitors. There is also an appendix appealing to unpublished writers of children's stories, promising a chance at getting their stories seen as freeware.

Balloons Software puts a lot of TLC into their products. Version 2.0's manual states that there is going to be improvements or add-on features in future versions of BTM, so this program won't grow stagnant from lack of customer support. Phil is available on several online services, and welcomes feedback and provides customer support as well. Although designed with even the old IIs in mind, BTM will run fine on a GS or Mac LC (with a IIE emulator card installed) just as easily. That's more than can be said for a lot of the software coming out now for computers in general. Putting emphasis on sound, flashy graphics, and mega programs to do little more than drill-and-practice children seem to be the big push now. But letting a child write his or her own story to a floppy and then have it displayed in big letters on the screen for all to see might be more incentive to be creative than having the computer talk to the kid. With the wide compatibility of the software to existing machines in our schools, and the simple, friendly interface of the program, Big Text Machine would be a good product to recommend to a parent-teacher organization or school board to purchase for use in your child's school.

Big Text Machine retails for \$35, and lab packs are available for \$75. If you act before Feb 28, 1993, your school can get a site license for just \$65, and there's no restriction on the number of computers being currently used at the school. Here's where to order:

Balloons Software  
5201 Chevy Chase Pkwy, NW  
Washington, DC 20015-1747  
(202) 244-2223

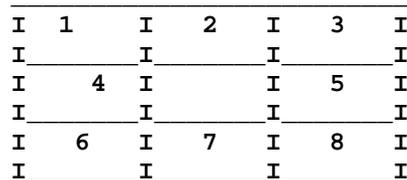
GENie mail address: P.shapiro1  
America Online: pshapiroo  
Internet: pshapiro@pro-novapple.cts.com



ADDICTIVE? YOU BET! MineField GS was ported from the IBM Windows format  
 "\*\*\*\*\*" by Aaron Taurog I have no idea what the IBM version  
 looks like but I cannot imagine that it could look and play any better than  
 MineField for the Apple IIGS. This game is in the addictive category and  
 can be most challenging.

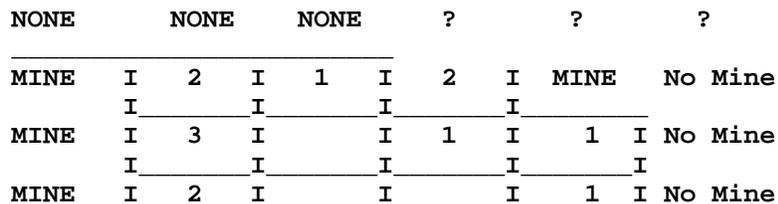
The object of this logic game is to uncover all the squares in a grid  
 that do NOT have mines in them and to FLAG all the squares that have mines  
 in them. You start out with a blank grid of gray boxes. A number of mines,  
 20 in the EASY mode, 40 in NORMAL, and 90 in WELL DONE, are randomly  
 distributed. There is also a Custom mode where you decide the grid size and  
 number of mines.

As you uncover a box you can have one of three results. (1) You may  
 uncover a blank box which means there are no mines present in the adjacent  
 boxes. This will reveal all the boxes around the blank box. (2) You may  
 uncover a mine and the game ends, or, (3) you may uncover a box with a  
 number inside. The number may be from 1 to 8 and tells you how many mines  
 are located in the boxes adjacent to the box you just uncovered. The  
 adjacent boxes are defined as pictured here.



By using the numbers in the boxes you can use a process of elimination  
 to locate the mines. The example below shows how you can locate mines by  
 using this process. In the third box in the second row there is a 1  
 indicating that there is one mine located in an adjacent box. Since there  
 is only one box adjacent that has not been uncovered, it must have a mine  
 in it (located in the fourth box in the first row). Change the cursor from  
 pointer to FLAG by pressing the TAB key and leave a flag in the fourth box  
 in the first row. The fourth box in the second row also has a 1 located in  
 it and since we know that the fourth box in the first row is a mine and it  
 is adjacent to the fourth box in the second row, the 1 is satisfied and  
 there can not be any mines in the other adjacent boxes (indicated by No  
 Mine).

The first box in the second row has a 3 in it which means there are  
 three mine in the adjacent boxes. Since there are only three box that have  
 not been uncovered, all three must have mines in them. This also satisfies  
 the first box in rows one and three. This means that there can not be any  
 mines in the other boxes adjacent to those boxes. The boxes that cannot be  
 eliminated are marked with question marks. By using this method you can  
 identify and FLAG all the mines and win the game. Your score is determined  
 by the time it takes you to solve the game. The lower the score the better.



```

 I I I I I
NONE I 1 I I I 2 I MINE
 I I I I I
NONE I 2 I 1 I 1 I 2 I MINE
 I I I I I
 ? ? ? NONE NONE NONE

```

You are often faced with situations where you can not determine the exact location of the next mine and then it becomes a guessing game.

You can use the "Command" key to start a new game and it will uncover all the blank boxes around the one you select. Command-N will start a new game, so you can hold the Command key down while start a new game and if you find a mine just press "N". What you want to start a new game is like the example above. You can then start out knowing the locations of some mines.

If you get frustrated you can choose "Safe Corner" from the Game Menu. Two of the four corners will have an area of blank boxes. Of course you do not know which of the corners is safe.

There is also a MineField NDA game. The object is a little different than MineField GS in that you try to get from the left side of the grid to the right side without hitting a mine. You use the same elimination process however. Look for "HELP" under the Game Menu for instructions.

Thank you Aaron for this great game. You show a real talent for porting programs from other platforms to the IIGS. We are looking forward to your next endeavor. Users of Minefields GS are urged to show their support by sending in the very modest shareware fee.

[\*][\*][\*]

MineField GS  
 by Aaron Taurog  
 Shareware \$10.00

File name: Minefield. bxy      File Number: 19444  
 Size:            40704 bytes            Accesses:        276

```

// GENIE_QWIK_QUOTE //
/ "Unless you have all 8 VBL slots full, you probably WON'T see /
/ a problem with 6.0.4. If you DO, and try to use the cache... /
/ Well, it isn't a sight for the squeemish..." /
// NTACTONE //

```

```

[EOA]
[LIB]////////////////////////////////////
 THE ONLINE LIBRARY /
////////////////////////////////////
Yours For The Downloading

By Mel Fowler
[MELSOFT]

```

```

>>> TrueType FONTS...INTERESTED? <<<

```

SO WHERE ARE THEY? With the advent of Pointless from WestCode, Apple  
"\*\*\*\*\*" IIGS users have been looking high and low for  
collections of TrueType fonts. Well we have a great collection of TrueType  
fonts right here in the Apple II Library. In fact there are some 55  
individual fonts that have been uploaded into individual files. In  
addition, the National Appleworks User's Group (NAUG) has uploaded 20 disks  
of TrueType fonts. The Apple II community on GENie would like to take this  
opportunity to thank NAUG for their time and effort in uploading such a  
vast collection.

You may wonder why I entitled this article "TrueType Fonts And How To  
Download Them"? Well with all these TrueType fonts available within the  
Apple II Library, how do you ensure that you do not waste time and money  
getting duplicate fonts? That is what this article will attempt to answer.

Fortunately NAUG included an Appleworks database listing all the files  
on each of their TrueType font disks. I would recommend that you download  
this database as a first step. Next choose menu item number 3, Search the  
Library. For the keyword, type in "TrueType". This will result in a  
library listing of all the individual TrueType font files and the NAUG disk  
files. (Be sure to turn on your capture buffer so you can save this list to  
disk.)

You now have a database of the NAUG disks and a list of the individual  
files. Simply compare the individual TrueType listing with the NAUG  
database and eliminate the individual fonts that are included in the  
database. This will give you a single list and you will have eliminated  
any duplication. The fun now begins as you download the 20 NAUG disk files  
and those individual TrueType font files that were not included in the NAUG  
collection.

Now that you have all the NAUG disk files and individual TrueType  
files downloaded and unpacked, you may want to get your collection into  
some kind of order. As the Apple IIGS disk librarian in my local user  
group, this was my next concern. If you have a hard drive it is not to  
much of a chore to get your collection into alphabetical order. I just  
opened temporary folders for each letter of the alphabet. Each TrueType  
font disk was then brought up on the Finder and all the "A" fonts were  
copied into the "A" folder, all the "B" fonts copied into the "B" folder  
and so on. When my hard drive was close to being full, I would change the  
"View" to "By Name" on each font folder and copy all the "A" fonts back to  
disk starting at the top of the directory. When all the "A" fonts were  
copied back to disk, the "A" folder was trashed thus making room for  
another folder. The "B" folder was then copied back to disk in the same  
way and then erased. You now have a well organized collection of TrueType  
fonts.

I even took it a step further by printing out a hardcopy sample of  
each font for each disk. Our Special Interest Group (SIG) was very  
impressed with the collection and with the sample printouts they could  
easily select which TrueType disks they wanted.

Good luck in getting your Apple IIGS TrueType Font collection and I  
hope this article will help. -Melsoft

[\*][\*][\*]

[Melsoft is the GENie user name of Mel Fowler, the Apple IIGS disk librarian of the Honolulu Apple Users Society. Mel writes regularly for GENieLamp about the public domain and shareware offering in the Apple II Roundtable on GENie.]

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "And I was up a couple of hours before I realized that it's my /
/ 44th birthday! I think I should just IGN PER this topic while /
/ I'm still in a good mood. It's been so long since I've had /
/ anything to feel positive about, I should try to make it last /
/ and let the naysayers have this topic to themselves." /
////////////////////////////////////// J.EIDSVOOG1 //////////////////////////////////

```

```

[EOA]
[ELS]////////////////////////////////////
 GENieLamp ELSEWHERE /
////////////////////////////////////
Around GENie: Internet!

```

>>> GENieLamp IBM On Internet <<<
\*\*\*\*\*

These files are available via anonymous FTP from WSMR-SIMTEL20.ARMY.MIL (192.88.110.20) or mirror sites OAK.Oakland.Edu (141.210.10.117), wuarchive.wustl.edu (128.252.135.4), ftp.uu.net (137.39.1.9), nic.funet.fi (128.214.6.100), src.doc.ic.ac.uk (146.169.3.7) nic.switch.ch (130.59.1.40) or archie.au (139.130.4.6), and by e-mail through the BITNET/EARN file servers, or by uucp from UUNET's 1-900-GOT-SRCS. See UUNET file uunet!~/info/archive-help for details.

NOTE: Type B is Binary; Type A is ASCII

Directory PD1:<MSDOS.GENIE>

| Filename     | Type | Length | Date   | Description                              |
|--------------|------|--------|--------|------------------------------------------|
| ILMP0492.ZIP | B    | 49272  | 920908 | GENieLamp IBM Online Magazine (Apr 1992) |
| ILMP0592.ZIP | B    | 44418  | 920908 | GENieLamp IBM Online Magazine (May 1992) |
| ILMP0692.ZIP | B    | 32725  | 920908 | GENieLamp IBM Online Magazine (Jun 1992) |
| ILMP0792.ZIP | B    | 35730  | 920908 | GENieLamp IBM Online Magazine (Jul 1992) |
| ILMP0892.ZIP | B    | 52097  | 920908 | GENieLamp IBM Online Magazine (Aug 1992) |
| ILMP0992.ZIP | B    | 59842  | 920908 | GENieLamp IBM Online Magazine (Sep 1992) |
| ILMP1092.ZIP | B    | 74339  | 920930 | GENieLamp IBM Online Magazine (Oct 1992) |
| ILMP1192.ZIP | B    | 77166  | 921107 | GENieLamp IBM Online Magazine (Nov 1992) |

>>> FINDING the Files mentioned in this month's LIVEWIRE Magazine <<<
\*\*\*\*\*

Several files are mentioned as great starting places for information about the Internet and GENie's part in it. As a convenience to the Unix RT participants we have made these available in 3 different forms: Text form, Unix Compress form, and ZIP form. The file names and numbers are listed below:

| Description                          | Name  | Text | ZIP  | Unix |
|--------------------------------------|-------|------|------|------|
| How to find College E-Mail addresses |       | 3625 | 4361 | 3512 |
| Bibliography of Internet Info        | FYI 3 | 4365 | 4364 | 3529 |

|                                 |       |      |      |      |
|---------------------------------|-------|------|------|------|
| New Internet User Questions     | FYI 4 | 4366 | 4367 | 3530 |
| Experienced Internet Questions  | FYI 7 | 4368 | 4369 | 3533 |
| Who's Who on the Internet       | FYI 9 | 4370 | 4371 | 3535 |
| Gold in the Internet            | FYI10 | 4363 | 4362 | 3536 |
| ZEN and the Art of the Internet | ZEN   | 3624 | 3623 | 3321 |

(The Unix compressed version of ZEN requires a PostScript printer.)

Other files about the Internet can be found by searching for "INTERNET" while in the Unix libraries on page 160.

>>> IMPORTANT NOTICE ABOUT GENie's INTERNET GATEWAY PRICING <<<  
\*\*\*\*\*

The pricing for GENie's Internet gateway changed after GENie LiveWire Magazine went to print. The new pricing can be found on page 207, and in the file GENIE-INTERNET.INFO #4331. In summary, there is no longer a monthly \$9.95 fee but a one-time \$2 fee for registration with the Internet gateway, and the per-piece price has been reduced from 40 cents to 30 cents per 5,000 characters or part thereof, and applies to messages both sent and received via the Internet gateway.

CANADIAN INTERNET GATEWAY ANNOUNCED Today, GENie announced the expansion  
\*\*\*\*\* of its Public Beta Test of the GENie  
to Internet Gateway for Canadian members of GENie. The Canadian pricing is  
as follows:

- \$3.00 one time registration fee
- \$.40 cost for each 5,000 characters or portion thereof on each inbound or outbound message.

The beta test for Canadian users will be opened on Tuesday, DECEMBER 8, 1992. The keyword remains INTERNET, and can be gotten to on that date by typing INTERNET or moving to page 207, or by selecting the Internet option on the Unix RT menu.

For information about the Internet, select item 5 from the Unix RoundTable menu. As mentioned in this month's GENie LiveWire Magazine these files are good starter files for learning all about the Internet. And this month's GENie LiveWire Magazine contains a coupon good for one free hour in the Unix RT - a good chance to start learning for almost nothing.

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////  
/ "Ross Perot will be by shortly to point to a graph showing the /  
/ amount of national debt divided by the number of inactive /  
/ customers counted by online services :)" /  
////////////////////////////////////// P.COLLINS ////////////////////////////////////////

[EOA]  
[PDQ]//////////////////////////////////////  
PD\_QUICKVIEW /  
//////////////////////////////////////  
Eamon, Part II  
\*\*\*\*\*  
By Darrel Raines  
[D.RAINES]

YOURS FOR THE ASKING! Eamon is a Freeware gaming system allowing a



If you decide to download and play the graphical main hall, there are other shops available. I don't recommend doing business with them until after you have tried the first adventure. A note is appropriate here concerning the various scenarios. The key to Eamon is the flexibility of the gaming system. Every person who writes a game for the Eamon system is given total freedom to create whatever type of world he/she can dream up. This can also lead to chaos. Files can get mixed up, weapons may be inappropriate for certain scenarios, directories can become unmanageable, etc. All of these problems have been solved to some extent in the modern world of Eamon. Each separate scenario is given its own subdirectory under the main Eamon directory. Any files needed by that scenario must be contained in the subdirectory.

Every new character should start with the Beginner's Cave. This simple and not-to-dangerous adventure will get you started and produce reasonable gold and weapons. To choose a scenario, the new character must exit the main hall. This will bring up the prompt asking for the scenario that the character wishes to pursue. A listing of the various subdirectories can be obtained by pressing the return key when prompted.

Once the new character has selected the Beginner's Cave, the scene will be set by some introductory text and the adventure will begin! A question mark (?) will bring up a list of the commands that the current scenario understands. The inventory command (I) will list the items available to the character. The new character should attempt to explore the entire cave before returning to the Main Hall. If a character is unable to finish the Beginner's Cave in one outing, then the rest of the Eamon scenarios will be much too difficult to attempt. I will leave the budding Eamon game player with one final word of advice: Read descriptions completely and look for hints in the wording of those descriptions.

With this hint and the trusty question mark (?), the reader should be able to start discovering the wonderful world of Eamon on their own.

| No.   | File Name                                 | Type | Address     | YYMMDD | Bytes  | Access | Lib |
|-------|-------------------------------------------|------|-------------|--------|--------|--------|-----|
| 16728 | BEST.EAMONS.BXY                           | X    | T.ZUCHOWSKI | 910929 | 348544 | 100    | 36  |
|       | Desc: An incredible role-play experience! |      |             |        |        |        |     |
| 16750 | STARTER.KIT.BXY                           | X    | A2.DEAN     | 911002 | 331008 | 160    | 36  |
|       | Desc: Very Best role playing system!      |      |             |        |        |        |     |

Author Darrel Raines [D.RAINES] welcomes any feedback or comments via  
 "\*\*\*\*\*" electronic mail to the listed user name.

```

 //////////////////////////////////// GENIE_QWIK_QUOTE ////////////////////////////////////
 / "This is supposed to be a topic for zaniness to reign supreme! /
 / You know, swinging in the rafters with household appliances /
 / and everything. This place is almost becoming -mundane-. /
 / The PEZ Dispenser is not pleased." /
 //////////////////////////////////// R.MARTIN22 ////////////////////////////////////

```

[EOA]  
 [AII]////////////////////////////////////  
 APPLE II /  
 //////////////////////////////////////  
 Apple II History, Part 7  
 \*\*\*\*\*

By Steven Weyhrich  
[S.WEYHRICH]

>>> APPLE II HISTORY <<<  
\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1991, Zonker Software

(PART 7 -- THE APPLE IIE)  
[v1.1 :: 12 Dec 91]

INTRODUCTION With the advent of the Apple IIE, a significant event  
\*\*\*\*\* occurred in the life of the Apple II line. Realizing that  
this computer was NOT going to go away, Apple finally realized that it  
needed to improve its four-year-old design and bring it out of the 1970's  
in which it was born. The IIE's keyboard was influenced by that of the  
Apple III, and it is appropriate to take a brief look at that computer's  
development and problems to see why the Apple IIE came to exist at all.

[\*][\*][\*]

PRELUDE: THE APPLE III PROJECT As we continue our travels examining the  
\*\*\*\*\* history of the Apple II, let's fine tune  
the time-machine card on our souped-up Apple II to concentrate specifically  
on the next version of the II, the IIE. As before, just accelerate the  
microprocessor speed to 88 MHz, and watch out for the digital fire-trails!  
Destination: 1982.

Between the years 1979 and 1983, although no new versions of the Apple  
II were released, it enjoyed a broad popularity and annually increasing  
sales. The open architecture of the computer, with its fully described  
hardware and firmware function via the Reference Manual, made it appealing  
both to hardware and software hackers. Third-party companies designed  
cards to plug into the internal slots, and their function varied from  
making it possible to display and use 80-column text, to clocks and cards  
allowing the Apple II to control a variety of external devices. During  
this time there was also an explosion of new software written for this  
easily expandable machine, from the realm of business (VisiCalc and other  
spreadsheet clones), to utilities, to games of all types. Each month a  
host of new products would be available for those who wanted to find more  
things to do with their computer, and the Apple II was finding a place in  
the home, the classroom, and the office.

At Apple Computer, Inc., however, the Apple II was not viewed with the  
same degree of loyalty. By September 1979 the Apple II had continued to be  
a sales leader. However, few at Apple believed that the II could continue  
to be a best seller for more than another year or two. Since Apple  
Computer, Inc. was a business, and not just a vehicle for selling the Apple  
II computer, they began to enlarge the engineering department to begin  
designing new products.<1> These new design efforts had begun as far back  
as late 1978. Their first effort was an enhanced Apple II that used some  
custom chips, but that project was never finished. They also began work on  
a different, more powerful computer that would use several identical  
microprocessor chips sharing tasks. The main advantage would be speed, and  
the ability to do high precision calculations. This computer was  
code-named Lisa, and because it was such a revolutionary type of design,

they knew it would take many years to come to actual production. Because of the power it was to have, Apple executives felt that Lisa was the future of the company.<2>,<14>

Because they knew that the Lisa project would take a long time to complete, and because the Apple II was perceived to have only a short remaining useful life as a product, they began a new computer project called the Apple III. Instead of building upon the Apple II as a basis for this new computer, they decided to start from scratch. Also, although Wozniak made most of the design decisions for the II, a committee at Apple decided what capabilities the Apple III should have. They decided that the Apple III was to be a business machine, and not have the home or arcade-game reputation that the II had. It was to have a full upper/lowercase keyboard and display, 80-column text, and a more comprehensive operating system. They also decided that since it would be a while before many application programs would be available for this new computer, it should be capable of running existing Apple II software. In some ways this handicapped the project, since it was then necessary to use the same microprocessor and disk drive hardware as was used in the Apple II.<3>

Apple executives also decided that with the introduction of the Apple III they wanted a clear separation between it and the Apple II in regards to marketing. They did not want ANY overlap between the two. The III would be an 80-column business machine and was predicted to have ninety percent of the market, while the Apple II would be a 40-column home and school machine and would have ten percent of the market. Apple's executives were confident that after the release of the Apple III, the Apple II would quickly lose its appeal.<4>

Because of their desire for a strong and distinct product separation, the Apple II emulation mode designed into the Apple III was very limited. The engineers actually ADDED hardware chips that prevented access to the III's more advanced features from Apple II emulation mode. Apple II emulation couldn't use 80 columns, and had access to only 48K memory and none of the better graphics modes. As a result, it wouldn't run some of the better Apple II business software, during a time when there wasn't much NEW business software for the Apple III.

The Apple III engineers were given a one year target date for completion. It was ready for release in the spring of 1980, but there were problems with both design and manufacturing. (It was the first time that Apple as a company tried to come out with a new product; the Apple II had been designed and built by Wozniak when he WAS the engineering department). The first Apple III computers were plagued with nearly 100% defects and had to be recalled for fixes. Although Apple took the unprecedented step of repairing all of the defective computers at no charge, they never recovered the momentum they lost with that first misstep, and the III did not become the success Apple needed it to be.<3>

Although all of the bugs and limitations of the Apple III were eventually overcome, and it became the computer of choice within Apple, it did not capture the market as they had hoped. At that point, they weren't sure exactly what to do with the II. They had purposely ignored and downplayed it for the four years since the II Plus was released, although without its continued strong sales they would not have lasted as a company. In a 1985 interview in Byte magazine, Steve Wozniak stated:

"When we came out with the Apple III, the engineering staff cancelled every Apple II engineering program that was ongoing, in expectation of the Apple III's success. Every single one was cancelled. We really perceived that the Apple II would not last six months. So the company was almost all Apple III people, and we worked for years after that to try and tell the world how good the Apple III was, because we KNEW [how good it was] ... If you looked at our advertising and R&D dollars, everything we did here was done first on the III, if it was business related. Then maybe we'd consider doing a sub-version on the II. To make sure there was a good boundary between the two machines, anything done on the II had to be done at a lower level than on the III. Only now are we discovering that good solutions can be implemented on the II ... We made sure the Apple II was not allowed to have a hard disk or more than 128K of memory. At a time when outside companies had very usable schemes for adding up to a megabyte of memory, we came out with a method of adding 64K to an Apple IIe, which was more difficult to use and somewhat limited. We refused to acknowledge any of the good 80-column cards that were in the outside world--only ours, which had a lot of problems."<4>

Wozniak went on in that interview to say that at one time he had written some fast disk routines for the Pascal system on the Apple II, and was criticized by the Apple III engineers. They didn't think that anything on the II should be allowed to run faster than on a III. That was the mindset of the entire company at the time.

Apple has been much maligned for the attention they gave the Apple III project, while suspending all further development on the Apple II. They pegged their chances for the business market in 1980 on the Apple III. Even Steve Wozniak had stated in another interview, "We'd have sold tons of [computers in the business market] if we'd have let the II evolve ... to become a business machine called the III instead of developing a separate, incompatible computer. We could have added the accessories to make it do the business functions that the outside world is going to IBM for."<3> Part of the problem was the immaturity of the entire microcomputer industry at the time. There had NEVER been a microcomputer that had sold well for more than a couple of years before it was replaced by a more powerful model, usually from another company. The Altair 8800 and IMSAI had fallen to the more popular and easier to use Apple II and TRS-80 and Commodore PET, as well as other new machines based on the Intel 8080 and 8088 processors. It is entirely understandable that Apple's attitude between 1978 and 1980 would be of panic and fear that they wouldn't get a new computer out in time to keep their market share and survive as a company. However, during the entire time when Apple was working on the III as a computer to carry the company through until Lisa would be ready, and during the entire time that the Apple II was ignored by its own company, it continued to quietly climb in sales. It is a credit to both the ingenuity of Wozniak in his original design, and to the users of the Apple II in THEIR ingenuity at finding new uses for the II, that its value increased and stimulated yet more new sales. The Apple II "beat" the odds of survival that historically were against it.

THE APPLE II: BEGINNINGS      When Apple saw that the sales on the Apple II  
 "\*\*\*\*\*"                      were NOT going to dwindle away, they finally  
 decided to take another look at it. The first new look at advancing the  
 design of the II was with a project called "Diana" in 1980. Diana was  
 intended primarily to be an Apple II that had fewer internal components,  
 and would be less expensive to build. The project was later known as

"LCA", which stood for "Low Cost Apple". Inside Apple this meant a lower cost of manufacturing, but outsiders who got wind of the project thought it meant a \$350 Apple II. Because of that misconception, the final code name for the updated Apple II was "Super II", and lasted until its release.<5>

**THE APPLE IIE: HARDWARE** Part of the IIE project grew out of the earlier "\*\*\*\*\*" work on custom integrated circuits for the Apple II. When they finally decided to go ahead and improve the design by adding new features, one of the original plans was to give the Apple II an 80-column text display and a full upper/lowercase keyboard. Walt Broedner at Apple did much of the original hardware planning, and was one of those at Apple who pushed for the upgrade in the first place. To help maintain compatibility with older 40-column software (which often addressed the screen directly for speed), he decided to make 80-columns work by mirroring the older 40 column text screen onto a 1K memory space parallel to it, with the even columns in main memory and the odd columns in this new "auxiliary" memory. To display 80-column text would require switching between the two memory banks. Broedner realized that with little extra effort he could do the same for the entire 64K memory space and get 128K of bank-switchable memory. They put this extra memory (the 1K "80-column card, or a 64K "extended 80-column card") in a special slot called the "auxiliary" slot that replaced slot 0 (the 16K Language Card was going to be a built-in feature). The 80-column firmware routines were mapped to slot 3, since that was a location commonly used by people who bought 80-column cards for their Apple II's, and was also the place where the Apple Pascal system expected to find an external terminal. The auxiliary slot also supplied some special video signals, and was used during manufacture for testing on the motherboard.

The engineers that worked on the IIE tried hard to make sure that cards designed for the II and II Plus would work properly in the new computer. They even had to "tune" the timing on the IIE to be slightly OFF (to act more like the II Plus) because the Microsoft CP/M Softcard refused to function properly with the new hardware. A socket was included on the motherboard for attaching a numeric keypad, a feature that many business users had been adding (with difficulty) to the II Plus for years. The full keyboard they designed was very similar to the one found on the Apple III, including two unique keys that had first appeared with the III--one with a picture of an hollow apple ("open-apple") and the other with the same apple picture filled in ("solid-apple"). These keys were electrically connected to buttons 0 and 1 on the Apple paddles or joystick. They were available to software designers as modifier keys when pressed with another key; for example, open-apple-H could be programmed to call up a "help" screen. The newer electronics of the keyboard also made it easier to manufacture foreign language versions of the Apple IIE.<6>

Overall, Broedner and Peter Quinn (the design manager for the IIE and later the IIC projects) and their team managed to decrease the number of components on the motherboard from over one hundred to thirty-one, while adding to the capabilities of the computer by the equivalent of another hundred components.

**THE APPLE IIE: FIRMWARE** Peter Quinn had to beg for someone to help write "\*\*\*\*\*" the firmware revisions to the Monitor and Applesoft for the IIE. He finally got Rich Auricchio, who had been a hacker on the Apple II almost from the beginning. Quinn said in a later interview, "You cannot get someone to write firmware for this machine unless he's been around for three or four years. You have to know how to

get through the mine field [of unofficial but commonly used entry points]. He [Rick] was extremely good. He added in all the 80-column and Escape-key stuff." Quinn also got Bryan Stearns to work on the new Monitor.<6>,<7>

Changes were made in the ROMs to support the new bank-switching modes made necessary by having two parallel 64K banks of RAM memory. To have enough firmware space for these extra features, the engineers increased the size of the available ROM by making it bank-switched. This space was taken from a location that had previously not been duplicated before--the memory locations used by cards in the slots on the motherboard. Ordinarily, if you use the Monitor to look at the slot 1 memory locations from \$C100 through \$C1FF, you get either random numbers (if the slot is empty), or the bytes that made up the controller program on that card. Any card could also have the space from \$C800 through \$CFFF available for extra ROM code if they needed it. If a card in a slot did a read or write to memory location \$CFFF, the \$C800-\$CFFF ROM that belonged to that card would appear in that space in the Apple II memory. When another card was working, then ITS version of that space would appear. On the IIe, they made a special soft-switch that would switch OUT all the peripheral cards from the memory, and switch IN the new expanded ROM on the motherboard. The firmware in the new bank-switched ROM space was designed to avoid being needed by any card in a slot (to avoid conflicts), and much of it was dedicated to making the 80-column display (mapped to slot 3) work properly.

Also added were enhancements to the ESC routines used to do screen editing. In addition to the original ESC A, B, C, and D, and the ESC I, J, K, and M added with the Apple II Plus, Auricchio added the ability to make the ESC cursor moves work with the left and right arrow keys, and the new up and down arrow keys. The new IIe ROM also included a self-test that was activated by pressing both apple keys, the control key, and RESET simultaneously.<5>

THE APPLE IIE: SUCCESS      The new Apple IIe turned out to be quite  
 "\*\*\*\*\*"                    profitable for Apple. Not only was it more functional than the II Plus for a similar price, but the cost to the dealers selling it was about three times the cost of manufacture. They had gotten their "Low Cost Apple", and by May of 1983 the Apple IIe was selling sixty to seventy thousand units a month, over twice the average sales of the II Plus. Christmas of 1983 saw the IIe continue to sell extremely well, partly resulting from the delayed availability of the new IBM PCjr. Even after the Apple IIC was released in 1984, IIe sales continued beyond those of the IIC, despite the IIC's built-in features.<8>

THE APPLE IIE: MODIFICATIONS      Early Apple IIe motherboard's were labelled  
 "\*\*\*\*\*"                    as "Revision A". Engineers determined soon after its introduction that if the same use of parallel memory was applied to the hi-res graphics display as was done with the text display, they could create higher density graphics. These graphics, which they called "double hi-res", also had the capability of displaying a wider range of colors, similar to those available with the original Apple II lo-res graphics. The IIe motherboards with the necessary modifications to display these double hi-res graphics were labelled "Revision B", and a softswitch was assigned to turning on and off the new graphics mode.

Later versions of the IIe motherboards were again called "Revision A" (for some reason), although they HAD been modified for double hi-res graphics. The difference between the two "Revision A" boards was that the latter had most of the chips soldered to the motherboard. An original

"Revision A" board that had been changed to an Enhanced IIE was not necessarily able to handle double hi-res, since the change to the Enhanced version involved only a four-chip change to the motherboard, but not the changes to make double hi-res possible.<9>

THE APPLE IIE: THE ENHANCED IIE This version of the Apple IIE was introduced in March of 1985. It involved changes to make the IIE more closely compatible with the Apple IIC and II Plus. The upgrade consisted of four chips that were swapped in the motherboard: The 65c02 processor, with more assembly language opcodes, replaced the 6502; two more chips with Applesoft and Monitor ROM changes; and the fourth a character generator ROM that included graphics characters (first introduced on the IIC) called "MouseText". The Enhanced IIE ROM changes fixed most of the known problems with the IIE 80-column firmware, and made it possible to enter Applesoft and Monitor commands in lower-case. The older 80-column routines were slower than most software developers wanted, they disabled interrupts for too long a time, and there were problems in making Applesoft work properly with the 80-column routines. These problems were solved with the newer ROMs.

Monitor changes also included a return of the mini-assembler, absent since the days of Integer BASIC. It was activated by entering a "!" command in the Monitor, instead of a jump to a memory location as in the older Apple ][. Also added were an "S" command was added to make it possible to search memory for a byte sequence, and the ability to enter ASCII characters directly into memory. However, the "L" command to disassemble 6502 code still did not handle the new 65c02 opcodes as did the IIC disassembler. Interrupt handling was also improved.

Applesoft was fixed to let commands such as GET, HTAB, TAB, SPC, and comma tabbing work properly in 80-column mode.

The new MouseText characters caused a problem for some older programs at first, until they were upgraded; characters previously displayed as inverse upper-case would sometimes display as MouseText instead.<10>,<11>

THE APPLE IIE: THE PLATINUM IIE This version of the IIE, introduced in January 1987, had a keyboard that was the same as the IIGS keyboard, but the RESET key was moved above the ESC and "1" keys (as on the IIC), and the power light was above the "/" on the included numeric keypad (the internal numeric keypad connector was left in place). The CLEAR key on the keypad generated the same character as the ESC key, but with a hardware modification it could generate a Ctrl-X as it did on the IIGS. The motherboard had 64K RAM in only two chips (instead of the previous eight), and one ROM chip instead of two. An "extended 80-column card" with 64K extra memory was included in all units sold, and was smaller than previous versions of that memory card.

No ROM changes were made. The old shift-key modification was installed, making it possible for programs to determine if the shift-key was being pressed. However, if using a game controller that actually used the third push-button (where the shift-key mod was internally connected), pressing shift and the third push-button simultaneously causes a short circuit that shuts down the power supply.<12>

THE APPLE IIE: EMULATION CARD ON MACINTOSH LC In early 1991, Apple introduced a new version of the Apple IIE. This one was designed to be exactly like the 128K

Platinum IIe, with the modification that it had a color Macintosh attached to it. This Apple IIe cost only \$199, but the required Macintosh peripheral went for about \$2,495, which makes the combination the most expensive Apple II ever made. Apple engineers managed to put the function of an entire IIe onto a card smaller than the old Disk II controller card. With version 2.0 of the Apple II interface software, more of the memory allocated to the Macintosh can be used by the IIe (strange way of designing an Apple II!). However, unlike all previous versions of the IIe, there are no hardware-based slots on the IIe card; instead, there are software-based slots that are allocated by moving icons that represent various peripherals into "slots" on the Mac screen. (Oh, yes; it runs some Mac software, too).

To use 5.25 disks with this Apple IIe, there is a cable that attaches to the card. The cable splits into a game connector (for paddles or joystick operation) and a connector that accepts IIc and IIGS style 5.25 drives. The IIe card runs at a "normal" (1 MHz) speed and a "fast" (2 MHz) speed.<13> It has limitations, however. For a 1991 Apple II, it is limited in being unable to be accelerated beyond 2 MHz (a Zip Chip can run a standard IIe at 8 MHz), and the screen response seems slow, since it is using a software-based Mac text display instead of the hardware-based Apple II character ROM. As a Macintosh it lacks the power and speed of the newer Macintosh II models (which also run in color). But if having a Apple II and a Mac in one machine is important, this is the best way to do it.

[\*][\*][\*]

NEXT INSTALLMENT The Apple IIc  
 \*\*\*\*\*

NOTES  
 \*\*\*\*\*

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- <11> Weishaar, Tom. "Demoralized Apple II Division Announces Enhanced IIe...", Open-Apple, Apr 1985, pp. 1.25-1.27.
- <12> Weishaar, Tom. "Apple Introduces An Updated IIe", Open-Apple, Jan 1987, p. 3.1.
- <13> Doms, Dennis. "The Apple II as Mac peripheral", Open-Apple, Jul 1991, pp. 7.43-7.44.
- <14> This was an early version of the Lisa project. When the 68000 microprocessor became available from Motorola, it was decided to use that as a single processor for the Lisa. Also, after Steve Jobs paid a visit to the Xerox lab and saw the Xerox Star computer with its icon interface and mouse pointing device, he pushed strongly for the Lisa to work in that way.

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////////////////////////////////////// GENie_QWIK_QUOTE //
/ "This is the benefit of GENie - access to a broad spectrum of /
/ computer users that can help when a person has a problem." /
////////////////////////////////////// L.HINEK //

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[EOA]

[LOG]//////////////////////////////////////

LOG OFF /

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GENieLamp Information

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- o COMMENTS: Contacting GENieLamp
  - o GENieLamp STAFF: Who Are We?
    - o GET\_THE\_LAMP Scripts & Macros
      - o SEARCH-ME! Answers

GENieLamp GENieLamp is monthly online magazine published in the  
 \*\*\*\*\* GENieLamp RoundTable on page 515. You can also find  
 GENieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II  
 (645), A2Pro (530), Unix (160), Mac Pro (480), A2 Pro (530) Geoworks  
 (1050), BBS (610), CE Software (1005) and the Mini/Mainframe (1145)  
 RoundTables. GENieLamp can also be found on CrossNet, Internet, America  
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We welcome and respond to all GEmail. To leave messages, suggestions  
 or just to say hi, you can contact us in the GENieLamp RoundTable (515)  
 or send GE Mail to John Peters at [GENIELAMP] on page 200.

U.S. MAIL

\*\*\*\*\*

GENieLamp Online Magazine  
 Atten: John Peters  
 5102 Galley Rd. Suite 115/B  
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GENieLamp STAFF

\*\*\*\*\*

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|                       | o Bruce Faulkner      | [R.FAULKNER4]  | CrossNET BBS SysOp                     |
|                       | o Lloyd E. Pulley Sr. | [ST-REPORT]    | CPU Status Report<br>(ctsey. STReport) |

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~ COMPUTER NEWSCENTER: A WALK-THROUGH DEMONSTRATION ~
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Genie Lamp A2/A2Pro ~ A T/TalkNET OnLine Publication ~ Vol.2, Issue 10
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>>> WHAT'S HAPPENING IN THE APPLE II/A2Pro ROUNDTABLE? <<<
~ January 1, 1993 ~

- FROM MY DESKTOP [FRM] APPLE\_TALK [TAL]
Notes From The Editor. Changes, Changes, Changes.
CPU STATUS REPORT [CPU] HEY MISTER POSTMAN [HEY]
Late-Breaking News. Is That A Letter For Me?
A2/A2PRO\_ductivity [A2P] CowTOONS! [MOO]
What's Up Doc? Moooo Fun!
PROFILES [PRO] THE MIGHTY QUINN [QUI]
Who's Who In Apple II. Technomare.
HARDVIEW A2 [HAR] ONLINE FUN [FUN]
Floptical Drive For Your IIGS. Search-ME!
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Games People Play. Forget Me NOT!

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APPLE II ..... [AII]  
Apple II History, Part 8.

Genie ELSEWHERE! ..... [ELS]  
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LOG OFF ..... [LOG]  
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[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_  
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

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.....  
//////////////////// GENie\_QWIK\_QUOTE ////  
/ "...Twas the night before Christmas and all through the house /  
/ not a creature was stirring, not even a Replacement Mouse..." /  
//////////////////// J.MEEHAN3 ////

[EOA]  
[FRM]////////////////////////////////////  
FROM MY DESKTOP /  
////////////////////////////////////  
Notes From The Editor

By John Peters  
[GENIELAMP]

TOP OF THE PAGE The GENie RoundTables were a sure hummin' with activity  
during the month of December! Thousands of messages were posted throughout the system as well as many, many new files were uploaded to the libraries. How does one sift through them all? You're reading it! In this and every issue you will find the latest file highlights from the library and juicy messages from the hottest topics in the Computer bulletin boards. And as a bonus you get reviews, news and computer related information too, all in one easy to get download. Best of all, it's included in your GENie\*Basic package making GENieLamp an inexpensive means of staying in touch with what's happening in the Computer RoundTables here on GENie.

Can I Upload GENieLamp To... I'm still receiving GE Mail asking for permission to post GENieLamp on other BBS's and information services. Folks, not only do we allow GENieLamp to be uploaded elsewhere, we encourage it! See LOG OFF elsewhere in this issue for more details.

Changes Are Happening! The GENieLamp staff is undergoing some changes. As of the February 1st, Peter Bogert is resigning his position as editor of GENieLamp IBM. Taking his place is Robert Connors, a.k.a. Bob, a.k.a. BobC, a.k.a. Bobsie. Bobsie is a long time SysOp of the Wildcat! Orphanage and former co-editor of our original online magazine, TeleTalk Online.

My thanks to Peter for sticking with it as long as he did. (Peter was more or less drafted into the position. :) I am happy to say that Peter will remain on the GENieLamp IBM staff as a library program reviewer. Peter will also be doing the online interviews for GENieLamp.

In The Misc. Department Two other important changes have taken place in GENieLamp during December. Mike White took us up on our CowTOONS offer so many times, I appointed Mike to be our official Cowlumnist. We're still accepting CowTOONS from "guest CowTOONists" so if you would like to try your hand at ASCII art, drop us a line at GENIELAMP. Scott Garrigus has been doing the Online Fun column for so long we decided to make it official and invite him on as a permanent staff writer. Welcome Mike and Scott!

What? Another GENieLamp? That's correct! Last month we brought you GENieLamp MacPRO, next month it will be GENieLamp A2Pro. The last three issues of GENieLamp A2/Pro have easily gone over the 200K mark so it was time to look at splitting the magazine up into a more manageable size. The staff is now being assembled for the Apple II Developers RT magazine so if you're interested in joining the GENieLamp staff, now is the time to get your resume in. (GE Mail: GENIELAMP) Starting on February 1, 1993 GENieLamp A2Pro will make it's first appearance in the main menu in the GENieLamp (M515), the A2Pro (m530) and the A2 (m645) RoundTables. Watch for it!

NEW GENieLamp Macintosh MACROS The latest version of the GENieLamp Module is smaller with a new better interface, online help and options for multiple downloads. This newest

incarnation has been incorporated into Erik Thauvin's "GENie Navigator 1.1" for Microphone II. With GENieLamp Module 3.0e, you can capture the new GENieLamp MacPRO online or download its graphic version, as well as capture the online versions of any other Lamp, including the A2Pro issues starting in February.

GENie Navigator 1.1 will be uploaded to the GE-MUG library (m605;3) the first week of January. The GENieLamp Module will also be uploaded as a "stand-alone" module for Microphone II folks not using Navigator to GE-MUG and to the GENieLamp Library (m515;3.) We're still working on the White Knight version of the module and should release it before the end of January. If you like to see it sooner write me and let me know. :)

Also if you're not reading the DocMaker versions of GENieLamp Macintosh and GENieLamp MacPRO, you're missing color graphics, an excellent index, and screen shots of the products reviewed. Plus beginning with the January issue, the "GE-MUG Gallery" returns with artwork from our members and perhaps we'll even start running brand-new cartoons. And it's all available only in the graphic versions of the Mac Lamps. -Jim Flanagan

[\*][\*][\*]

Until next month...

John Peters  
[GENIELAMP]

[EOA]

[TAL]////////////////////////////////////

APPLE\_TALK /

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Changes, Changes, Changes!

\*\*\*\*\*

By Darrel Raines

[D.Raines]

>>> MORE GENieLamp CHANGES ARE ON THE WAY! <<<

\*\*\*\*\*

GREETINGS EVERYONE! I hope that Christmas this year was a time of joy for  
\*\*\*\*\* you and yours. I always enjoy the holidays as a  
chance to spend more time with my family.

More changes are in the works for the A2/A2Pro edition of GENieLamp. You may have noticed that the size of the 'Lamp has grown over the past year to the point where it is a sizable download. With an electronic newsletter, we are not constricted on space. Our goal has always been to provide good information, interesting articles, and probing interviews in a timely manner.

The recent expanded coverage of the A2Pro area has inflated our size to the point that we feel that some changes are in order. The A2Pro area has sufficient events, bulletin topics, and other happenings to warrant separate coverage in its own GENieLamp newsletter. Therefore, starting in February, we will have not one, but two separate issues of GENieLamp covering the Apple II! This newsletter will continue to cover all of the A2 news fit to print. Our sister magazine for the A2Pro area will cover a more focused subject matter: topics of interest to A2Pro Roundtable

participants.

Now you can have twice the fun on a monthly basis. GENieLamp for the A2 and GENieLamp for the A2Pro will be available separately starting in February.

Shareware Idea Exchange For those of you who were interested in the "Shareware Idea Exchange that I proposed in an earlier edition of GENieLamp, read on. Four topics have been created in category 13 (Independent Developers Online) to start a dialogue on this subject. The topics are listed below. Please drop into these discussions if you are a programmer or a user with an interesting idea for a program.

Category 13 - Independent Developers Online

```

No. Subject Msgs Status Author
18 Shareware Ideas - educational programs 1 Open P.SHAPIRO1
19 Shareware Ideas - games 7 Open P.SHAPIRO1
22 Shareware Ideas - utilities 23 Open P.SHAPIRO1
23 Shareware Ideas - miscellaneous 24 Open P.SHAPIRO1

```

Author and editor Darrel Raines (D.Raines) welcomes any feedback or comments via electronic mail to the listed user name.

```

////////////////////////////////////// GENie_QWIK_QUOTE //
/ "Hahahaha ahahahaha hahaha ah /
/ hahaha /
/ hahahahaha /
/ ahahahaha /
/ hahah /
/ THUD! /
/ "That was me, laughing so hard I fell off my chair and /
/ hit the floor. :-) To all, welcome to the wonderful /
/ world of programming. /
////////////////////////////////////// POTECHIN //

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[EOA]
[CPU]//////////////////////////////////////
CPU STATUS REPORT /
//////////////////////////////////////
Late-Breaking Industry-Wide News

Compiled By Lloyd E. Pulley, Sr.
[ST-REPORT]

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Ohio Researchers Develop New LCD Researchers at Ohio's Kent State University have developed a new smaller, lighter, more energy-efficient liquid crystal display that they say could revolutionize portable computing.

Researchers at the university's Glenn H. Brown Liquid Crystal Institute say it took two years to develop a different type of liquid crystal material -- namely, polymer-stabilized cholesteric liquid crystal -- that allows a display to operate without a backlight.

J. William Doane, one of the display's inventors, said, "This is a breakthrough in reflective, front-lit displays. (It) is important because virtually all flat-panel liquid crystal displays manufactured today require

backlights (and it) will allow the batteries of the terminal to last much longer. Backlights are bulky and power hungry, draining most of the power from batteries of laptop computers."

The researchers as saying their invention also has full memory, meaning, says the wire service, "an image can remain displayed indefinitely without requiring an additional electronic charge and offering better contrasting images."

In addition, the new material can be used in plastic displays; existing LCDs require a glass screen.

Doane says patent applications have been filed and work is under way to develop color displays and to achieve display speeds fast enough for television.

Japan Starts Project for Human-Like

Approaches to Computing Japan has launched a 10-year project to teach computers to mimic the human brain, an effort called Real-World Computing Partnership that backers say will benefit fields as diverse as agriculture, medicine and education.

Reports from Tokyo say the project "aims to develop software that would enable computers to escape from their traditional number-crunching role and think in the kinds of ways humans do."

Hajime Irisawa, executive director of the project, told a news conference, "Our computer will have quite excellent intuitive sensory power. The scientific impact, the industrial impact and the social impact will be quite significant."

The Japanese government is putting up 90 percent of the project funds and that 14 private institutions are taking part, including Hitachi Ltd., NEC Corp. and Fujitsu Ltd.

Microsoft Faces Injunction Action

Attorneys investigating Microsoft for the Federal Trade Commission have requested the agency's permission to seek a preliminary court injunction to stop alleged monopolistic practices, a Washington, D.C. news-letter has reported. The action was the latest move in a lengthy investigation into Microsoft's pricing practices and, if pursued by the FCC, could force the software manufacturer to change the way it deals with thousands of computer makers who buy its MS-DOS operating systems.

Novell Denies Apple Merger Talks

Novell Inc. is denying a report in the San Jose Mercury News that said the networking giant was negotiating a merger with Apple Computer Inc.

"There is no truth to that," said a Novell spokeswoman. "We're always in industry discussions with them, but we're not having discussions with them about merging."

An Apple spokesman declined to comment on the report.

The Mercury News said talks between Apple Chairman John Sculley and

Novell Chairman Ray Noorda were a closely held secret and only known by an elite group of senior executives at the two firms.

Chip Shipping Ratio Up In November The U.S. chip industry's book-to-bill ratio rose to 1.13 in November, up from 1.11 in October, according to the Semiconductor Industry Association trade group. A 1.13 book-to-bill ratio means that for every \$100 of products shipped, or billed, manufacturers received \$113 in new orders, or bookings.

Former Computer Whiz Kid Caught Kevin Poulsen, a former Silicon Valley computer whiz kid, has been charged with stealing Air Force secrets that allegedly included a list of planned targets in a hypothetical war. The 27-year-old Los Angeles resident was named in a 14-count indictment that includes a charge of gathering defense information. If convicted, he would face 7-1/2 to 10 years in prison.

In the early 1980s, Poulsen was accused of breaking into UCLA's computer network, but he escaped prosecution because he was a juvenile. He later went to work for Sun Microsystems. It was while Poulsen was employed by Sun that he illegally obtained a computer tape containing an order concerning a military exercise code-named Caber Dragon 88, the government said in court papers.

Poulsen was also charged in 1989 along with two other men with stealing telephone access codes from a Pacific Bell office, accessing Pacific Bell computers, obtaining unpublished phone numbers for the Soviet Consulate in San Francisco; dealing in stolen telephone access codes; and eavesdropping on two telephone company investigators. Sources say he remained at large until a television show elicited a tip that led to his capture in April 1991. He is scheduled to be tried in March on these charges.

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "...hot diggety, I can do what I want. This has got to be the /
/ best place in the world for help. :-) A very big thanks to /
/ everyone who helped." /
////////////////////////////////////// K.SPRINGER1 //////////////////////////////////

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[EOA]
[HEY]//////////////////////////////////////
 HEY MISTER POSTMAN /
//////////////////////////////////////
Is That A Letter For Me?

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By Darrel Raines  
[D.RAINES]

- o HOT TOPICS!
- o A2 ODDS & ENDS
- o F.Y.I.
- o WHAT'S NEW?

>>> HOT TOPICS <<<

\*\*\*\*\*

APPLE IIgs? Well friends & neighbors, I called the Apple Customer Assistance Center (1- 800-776-2333) twice today and around 4:50 p.m. I spoke to a guy named Shawn. Told me that Apple had gone and discontinued the IIgs, effective 12/14/92, apparently confirming our worse fears. I say apparently because when I called earlier today 10:00 p.m. EST, the guy I spoke to told me that he had heard that the IIgs was going to be discontinued but had no further info.

On the skeptical side, Shawn told me that a new price list had NOT been released as of close of business today. The rumor I had heard involved the IIgs being dropped from the price list on 12/15.

In the "what else is new dept.", he told me that there was no official confirmation from Apple (read "press release" or "bulletin"), as of yet. He could just offer the VERBAL confirmation.

Real Apple Information or Real Apple Misinformation? You decide.

TTFN, Larry ;-))

P.S.- I chose to post this here and NOT in "Confirmed News" for obvious reasons.  
(L.FAUST2, CAT2, TOP5, MSG:146/M645;1)

[\*][\*][\*]

!!!!!!!!!!!!!! Much shouting, name-calling and general anguish followed the speculation and then confirmation (of a sort) that the IIgs was going to be discontinued. One of the most discussed events involved a report by some of the Bay Area Apple User Group (BAAUG) members concerning a meeting with Apple representatives. The following posts exemplify the information you can find in this topic.

[\*][\*][\*]

REACTIONS TO THE NEWS Now that the cat's out of the bag, allow me to add a bit more information that I gleaned from that meeting {BAAUG and Apple}, and from talking to John Santoro later that evening at a user group meeting.

- o Apple wanted to do a IIgs Card for the Mac LC, and looked into it, but found that they couldn't make one for less than the cost of the Mac itself.
- o Apple will not license the Apple II ROMs to a third party for three major reasons:
  - I. It is proprietary technology.
  - II. Apple is now has a competing product to the Apple II, the Mac LC.
  - III. The Apple logo must be licensed with the ROMs. Any action that a third party takes while using the Apple logo reflects on Apple Computer, Inc., whether good or bad. This is unacceptable.
- o No new Apple II hardware is expected to be developed by

Apple Computer, Inc. after the Apple II Ethernet card is released.

- o System software tweaks such as printer drivers for new Apple printers are expected to continue. One large thrust will be continued network and printer compatibility.
- o HyperCard GS and Apple IIgs System Software 6.0 were done partially to give Apple IIgs users "a taste of the Mac" in the hope that they would eventually migrate to that platform.
- o Apple is actively investigating a PowerBook-style mail-in service plan for all Apple II users.
- o The much-rumored "ROM 4" Apple IIgs was to have the following features: Built-in 40MB hard drive, built-in SuperDrive, 2 Meg RAM, System 6.0 tools in ROM, DMA SCSI port, HyperCard GS bundled with the machine. It would have retained the 2.8 Mhz processor speed of the previous versions of the IIgs.
- o Part of the delay in the development and release of System 6.0 was because of the cancellation of the "ROM 4."
- o A re-engineered Apple IIgs was investigated, solely to lower production costs (continued production could be justified for a longer time with lower costs) but it never even got past the idea stage.

Finally, with all this darkness, I'd like to add a little light. Regardless of the actions of Apple Computer, Inc., A2 and A2Pro, the Apple II RoundTables on GENie, have pledged to do everything we can to support you, the Apple II user, for as long as you continue to call this system. We will be here, as strong as ever, and in fact growing in size as we continue to add direct online support from more third party Apple II companies, for many, many years to come. As long as you, the users of A2 and A2Pro, continue to support us by your presence here, we will support you in any way we can. There is no question as to where OUR loyalties lie. We all love our Apple IIs, and we will not give them up! Apple II Forever!  
-= Lunatic E'Sex (A2.LUNATIC, CAT5, TOP4, MSG:18/M645;1)

MORE REACTION TO THE NEWS... I'd like to add a few comments.  
"\*\*\*\*\*" First off, I attended the meeting at Apple as a representative and officer of two Apple II User Groups. I was not there to represent inCider/A+. (Of course, as soon as I left the meeting, I did call inCider/A+ and offered them "the scoop of the decade", and in a later phone conversation with an inCider staffer, John Santoro confirmed that the Apple IIGS would be "removed from the price list" before the end of 1992.)

Second...I grappled with it, and I made the decision to not broadcast this information. With the holiday season just starting, I didn't want to be thought of as the guy who announced the death of the IIGS. As anyone who knows me knows, I aspire to be known as the world's biggest supporter of the Apple II; I've often been heard to say that I want to be remembered as the person who saved the Apple II.

Third...To my great surprise, there was not a lot of anger at the meeting. In fact, everyone remained very civil. I personally want to say that I was not entirely surprised by Apple's decision to cancel the Apple IIGS. And, in an odd sort of way, I breathed a sigh of relief at the announcement.

I feel as if all of us, myself included, have spent entirely too much time over the past several years wondering about Apple Computer Inc, and what they were going to do. In many ways, it's been wasted energy.

As I left the meeting, I thought "now we know what Apple has planned, so to hell with them, and let's get on with, and back to, business".

IMHO, the Apple IIGS will not die. Over the past several years, I've often thought of the Apple II "as the computer that refuses to die". The fact that Apple intends to stop producing the IIGS makes no difference to me. My computer is just as powerful and fun to work with today as it was one month ago. Apple's decision will never take anything away from how I feel about the IIGS. It has, however, changed the way I feel about Apple Computer Inc.

As I have said often in the past year, it's very important for us as Apple II owners to support those who support us. That's even more important now. If we want Seven Hills and Quality and WestCode and Vitesse and Sequential Systems and TMS (and on and on...the battle lines are clear...you know who supports you) to remain with us over the years, we absolutely must support them now with our wallets!!

Now, speaking as a guy who has made 100% of my living for the past 6 years working with and for the Apple II...

I am personally obsessed with the Apple II. I do not have any intention of leaving the Apple II. I will continue to write for inCider/A+ and Softdisk G-S and anyone else that wants me. I will continue to make freeware and shareware disks available to my Shareware Solutions readers. I will continue to be involved with Apple II User Groups. I will continue to volunteer my time to assist non-profit organizations that use Apple II's. In short, I am in for the long haul.

I love the Apple II, and nothing that Apple Computer Inc does will change that! Long live the IIGS! Long live the Apple II family of computers. And, long live those who will continue to produce hardware and software for the Apple II. -Joe Kohn

(the above views are mine, and mine alone. I do not speak for any organization) (J.KOHN, CAT5, TOP4, MSG:23/M645;

>>> A2 ODDS & ENDS <<<  
\*\*\*\*\*

GOOD TIP! Sometimes one will get 3.5" disks, where the write protect tab "\*\*\*\*\*" has been permanently removed. Those disks can't be written to, because they are write protected permanently. No longer!! Just take a write protect strip from 5.25" disks, declare it to be a write enable strip and cover the hole on the 3.5" disk with it. You're now able to reformat the disk and store some information on it. If it's information that mustn't be changed in the future, just remove the strip covering the hole and the disk

will be write protected again and you don't risk losing your data. BTW, it has to be an opaque strip, see-through material won't do.

(U.HUTH, CAT2, TOP4, MSG:196/M645;1)

>>>> The trick with using 5.25" write protect strips to write enable a "\*\*\*\*\* 3.5" will also work when you have a Superdrive, and a High Density disk, but do not want it formatted High Density (HD). You just put the strip on the other side. (We've only tested this with the AE drives so far.) (A2.SUSAN, CAT2, TOP4, MSG:197/M645;1)

PRINTING DHR GRAPHICS To print out DHR graphics, you need a program \*\*\*\*\* called Photomatrix. It will work on IIe & IIc, but requires an ImageWriter printer. If you have something else, you could be out of luck for the printing part.

To view DHR graphics (& other kinds, too), you need the program Sneeze. It will work with any II & does lots of other neat stuff.

Both these files are in the library.

- 18768 SNEEZE.BXY V2.2 X K.BUNKER  
Desc: Popular file viewer/program launcher
- 14547 PHOTOMATRIX.BXY X T.KONCZAL  
Desc: Great double hires print utility

-Pat Kern (as forwarded by Tim Tobin)  
(A2.TIM, CAT3, TOP8, MSG:27/M645;1)

MORE DISK TIPS The SOS disk format is completely identical to the ProDOS \*\*\*\*\* disk format, except for a small difference in the boot block which is, for the most part, totally irrelevant. You can stick any SOS format disk into an Apple II and it will work just like a ProDOS disk, and vice-versa. GS/OS uses the ProDOS FST, and this will read SOS disks no problem (because ANYTHING that reads ProDOS disks can read SOS disks).

File types work exactly the same under SOS, too. Several file types are used by both machines, such as TXT and BIN. SOS has a few that are reserved for itself, but these are rare and basically not relevant.

I imagine that Apple Writer II would read Apple Writer III files automatically - in fact it probably couldn't even tell the difference (i.e. the file formats are almost certainly COMPLETELY IDENTICAL and neither version of Apple Writer would know the difference).

SOS was a really good operating system. Whole chunks of the ProDOS kernel are byte-for-byte identical with chunks of SOS in fact - since they're both 6502- based machines with a lot of shared architecture, that's not surprising. -Dean Esmay

(A2.DEAN, CAT7, TOP6, MSG:95/M645;1)

SOFTWARE LOST AND FOUND I always thought the same thing: that Police \*\*\*\*\* Quest II and Space Quest III were never even developed for the Apple IIgs, but a Sierra rep (who has a IIgs) at a Scorpia Roundtable Conference told me differently. According to him, those titles are not nonexistent, just very rare; I backordered them several years ago when they first appeared in advertisements (for the GS), but I got a letter saying they were discontinued. :-(  
(S.STUART2, CAT2, TOP22, MSG:84/M645;1)

DOLLARS AND SENSE    The marketing and development rights to Dollars and  
"\*\*\*\*\*"            Sense for all platforms (MS-DOS, MAC, DOS 3.3, and  
ProDOS) are now owned by:

Business Sense, Inc.  
6360 Moki Circle  
West Jordan, Utah 84084

Phone: 800-377-4954  
FAX: 800-377-5453

They are currently offering all versions at special promotional  
prices. Might be of interest to the Dollars and Sense fans lurking here.  
-Hank                    (H.WESSEL3, CAT8, TOP5, MSG:102/M645;1)

SPECIAL PRICE INFORMATION    Purchase one (Mac, IBM, Apple II) for \$39.95  
"\*\*\*\*\*"            and you can purchase any number more at "two"  
for \$39.95. It makes no difference if you mix Mac, IBM, or Apple II. I had  
two people in my church that wanted IBM versions so we split the total cost  
three ways. The more people you get involved the better the deal. They are  
backlogged on the Apple II orders. The person I talked with on the phone  
said they were swamped with orders from Apple II users. From what I  
understand they plan on continual upgrades and support for the Apple II  
version in the future. [\*] Vic B.[\*]  
                              (V.BENTLEY, CAT8, TOP5, MSG:119/M645;1)

LESS SOFTWARE? NOT!    Whoever above said he was sorry to see less and  
"\*\*\*\*\*"            less new software needs to look again - I see more  
new IIgs software coming out today than a year ago, or two years ago, or  
three, for that matter. We're in good shape, with a good computer.

Commodore hasn't {enhanced the} Commodore-64 in a good five years,  
yet THEY manage to maintain a thriving community and new software STILL  
comes out for that machine. And a C-64 isn't nearly as nice or as powerful  
as a IIgs. Think about it. :-)  
                              -Dean Esmay  
                              (A2.DEAN, CAT5, TOP4, MSG:34/M645;1)

>>> F.Y.I. <<<  
\*\*\*\*\*

ALTERNATIVE NETWORKS FOR GENIE    SprintNet is the new name for Telenet,  
"\*\*\*\*\*"            one of the major public data networks.  
It has many local nodes throughout the country. There's a \$2 per hour  
surcharge to use SprintNet for GENIE access, though. You dial up a local  
node, tell SprintNet what system you want to connect to, and it connects  
you. You can reach systems like Dialog, Knowledge Index, and Dow Jones  
News/Retrieval through SprintNet. It's well worth knowing about, even if  
you don't want to use it for GENIE.

You can get the details from GENIE for free under PHONES.  
-Bill Dooley            (A2.BILL, CAT3, TOP13, MSG:6/M645;1)

GENIE SLOWDOWN? HERE'S WHY    Here's an explanation of the problems we've  
"\*\*\*\*\*"            had with slow system response these last few  
                              days:

> GENIE User's RT    Category 1,    Topic 10

> Message 12            Wed Dec 02, 1992   JOHN.J [GEnie SysDev]  
> at 10:20 EST

> There is no question that system performance has been atrocious  
> the last two nights. We have been in the middle of a system  
> reconfiguration that (believe it or not) is intended to improve  
> GEnie performance. We were at least as surprised (and dismayed)  
> as you folks by the current results. There are a number of  
> things we can do to alter the new configuration to address the  
> current problems, and we will be making changes again today. I  
> wish I could say that all will be well tonight, but I can't. We  
> went with the intuitively correct configuration Monday and were  
> proven very wrong, so it may take us more than two tries (last  
> night's was clearly a bummer) to get it right.

> GEnie is a distributed system, and all of the bulletin boards,  
> software libraries and real time conferences are on different  
> systems (which we're not messing with) so you should see good  
> performance once you get there even if it's painfully slow  
> getting there. I'm convinced the changes we're making will  
> ultimately make for a better, more responsive, GEnie, but I  
> admit I grossly underestimated the difficulty of the transition.  
> My apologies to all who have been inconvenienced.  
> John

-Bill Dooley            (A2.BILL, CAT3, TOP13, MSG:12/M645;1)

{Sometimes the average GEnie user is not aware of happenings that  
affect them online. A2 strives to bring information of this sort the  
attention of all. Well informed users = Happy users. -Ed.}

>>> WHAT'S NEW? <<<  
\*\*\*\*\*

HYPER-PAST AND FUTURE    For general information: Roger Wagner Publishing,  
\*\*\*\*\*                    Inc. started under the name "Southwestern Data  
Systems" in August, 1978, and is, I believe, THE oldest operating company  
providing Apple II products other than Apple Computer, Inc.

Our newly announced HyperStudio for the Mac has been described as "an  
addition, not a transition", and it's as good a description as any of our  
current position.

We have a number of new Apple II-related products still under  
development, and only one Mac product: HyperStudio for the Mac. Our  
company mission at this point is to provide the best personal multimedia  
authoring tools available, particularly for K-12 education, but also suited  
for home and family users. In that direction, we also intend to continue  
our position as a valuable resource for anyone with questions about  
multimedia.

Regardless of what Apple Computer does with the Apple IIGS on their  
price list, the Apple IIGS remains the best bargain for personal  
multimedia, and offers the most capability for the vast majority of users.  
Sales of new Apple IIGS computers have been diminishing for some time now,  
primarily due to the success of those who would like to sell other models  
in convincing the public at large that the Apple IIGS is a dated and  
insufficient machine.

For myself, I will continue to use the Apple IIGS as my primary presentation tool, and show people what the machine offers. For those with eyes to see the value there, the machine remains an exceptional value.

I deeply appreciate the support given to me and my company over the past many years by computer users the world over, and hope to continue to earn that support by our continued enthusiasm for personal creativity and expression via the personal computer.

By the way, the summer of 1993 will offer the first "HyperStudio Festival", to be held in San Diego, California. I hope to see you there!  
-Roger Wagner (ROGER.WAGNER, CAT5, TOP2, MSG:24/M645;1)

[\*][\*][\*]

In the following sections we present a variety of interesting posts that have appeared during the last month in the bulletin boards for A2. These messages can be identified by the footer attached to each item. (See the introductory notes on how to interpret the footer.) If you find the topic, excerpt, or just the interplay between various people to be stimulating, then please jump to that topic on a weekly basis and read about developments in the Apple II community. Our hope is that you will find something new and interesting each month in the A2 bulletin boards. If you are serious about your APPLE II, the GENie Lamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

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// GENie_QWIK_QUOTE //
/ "Well, I have time on my hands every evening 6 'til Midnight. /
/ GENie is my girlfriend. :-(" /
////////////////////////////////////// MUSE //////////////////////////////////

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[EOA]
[HUM]////////////////////////////////////
 HUMOR ONLINE /
////////////////////////////////////
Quayle Season Is Almost Over!

By Charles Johnson
 [CODEHEAD]

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>>> POLITICAL PONDERINGS <<<
\*\*\*\*\*

WE'RE GONNA MISS YA! I always get a kick out of people who say, "The
\*\*\*\*\* media picks on Dan Quayle" and "Quayle's not so
bad!" Hey, just because everybody says he's a moron doesn't mean he isn't!

The fact that Dan Quayle could reach the second-highest office in the land says something deeply terrifying about American politics.

But in a way, his retirement from the vice presidency is also very

sad. Poignant, even. We've gotten some of the biggest laughs of our lives from Mr. Potatoe Head, and I, for one, will always be thankful.

How can we ever forget his chihuahua-like attack-dog strategy, in the debate with Al Gore? ("You know what you're doing? You're pulling a Clinton!!!") His wonderful way of paraphrasing fables and aphorisms? (Like the time he said, "Give a man a fish and he'll fish for a day; teach him to fish and he'll fish for life.") Or his monumental gaffs -- like when he posed for a picture in El Salvador with a grenade launcher aimed at his own elbow?

How can we ever forget that picture in Time magazine of J. Danforth Quayle with a fly resting between his eyebrows?

I had to stop typing for a while to laugh at that one again. He he he.

Or the time he visited the cleanup workers at the Exxon Valdez oil spill, and told them to "have a great day!" Or the fact that he voted for a special tax break ... for golf pros???

One of my favorites, Quayle explaining why he favors sending humans to Mars (this is a direct quote): "Mars is essentially in the same orbit. Mars is somewhat the same distance from the sun, which is very important. We have seen pictures where there are canals, we believe, and water. If there is water, that means there is oxygen. If oxygen, that means we can breathe."

This is funny, funny stuff, and it wasn't just every once in a while. Compilations of his hilarious misstatements and slapstick clowning fill books. Republican, Democrat, liberal, conservative, who cares? Danny boy, yer a certified stalk of broccoli, but arrr, we'll miss ye! - Charles (CODEHEAD, CAT18, TOP10, MSG:192/M475)

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////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "Oooooohhh Nooooo! Not the handles debate again!!! :-)" /
////////////////////////////////////// R.WATSON15 ////
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[EOA]
[A2P]////////////////////////////////////
 A2/PRO_ductivity /
////////////////////////////////////
What's Up Doc?

By Jim Couch
[J.COUCH]
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>>> A2PRO REORGANIZES <<<

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December was a busy month in A2 Pro. Probably the biggest news was the reorganization of the Roundtable. Most of the categories have remained essentially the same but some have changed a bit. Some topics have been moved to more appropriate categories. The biggest change is that Byte Works has formalized their support in A2 Pro and they have their own category.





Ultra Extras Becomes Ultra 4.1 Roger, as I've been telling folks  
" whenever possible, Ultra 4.1 is a  
updated Ultra 4.0 along with Ultra Extras. There is no separate UE disk, or  
separate U4.1 disk w/o UE. JEM Software now offers one product only, Ultra  
4.1, which is priced at the combined Ultra 4.0 and Ultra Extras price of  
\$60, apart from any special offers. In other words, you now have no choice-  
if you want Ultra 4, you will get Ultra Extras, like it or not. :-) Ultra  
Extras is dead, long live Ultra 4.1!

(BRANDT [Randy], Category 34, Topic 8, Message 21, M530;1)

Ultra 4.0 - 4.1 Changes > Can you list the bug fixes/new  
" > features/changes for 4.0 to 4.1?

Yes. Oh, you weren't just wondering if I could, you actually wanted me to  
do it? Here goes, off the top of my head:

- o updated clock init solves some early problems, displays according AW  
date/time settings
- o updated Debug 2.0 adds more power including breakpoint debugging
- o added oa-H init does screen shots to clipboard or printer
- o Macros2Menus lets you convert macro programs to TimeOut apps
- o macro titles allow you to pick a macro from a scrolling list without  
having to know the keystroke command; just press SA-Esc from the macro  
menu, paralleling OA-Esc for the TimeOut menu
- o 60 new dot commands add everything from handy menu stuff like boxes,  
scrolling lists, etc., to extended math for BIG numbers, new input  
commands such as .getvalue, .getstring, .getinput, commands to search  
and sort string vars, returns dates in various formats, draw  
thermometers to display macro progress, etc. You can even change the  
speed macros run at to create hands- off demos, and if you have a IIGs  
you can change screen colors, and get the time with seconds.

(BRANDT [Randy], Category 34, Topic 2, Message 7, M530;1)

Announcing GSTape version 2 County Line Technology announces a new  
" release of its premium tape archival  
program. GSTape is a fully file oriented, backup and restore utility for  
the Apple IIGS, offering the convenience that GS owners have come to expect  
in a desktop program, and providing power that advanced productivity users  
appreciate. Among the current users of GSTape include companies,  
government agencies, schools, bulletin boards, and others who demand the  
convenience of tape backup.

The new version continues to provide the original GSTape features such as:  
incremental backup, image backup, multiple backups per tape, point and  
click selection of files/directories/volumes, numerous restoration choices,  
backup logging, friendly prompts and warnings, etc.

Version 2 adds RamFAST support, System 6 and HFS compatibility, backup  
scripting, timed backups, and a new fast backup mode for ProDOS partitions  
and streaming tapes (4-5 megs per minute using a Teac or Archive drive and  
a DMA card).

System Requirements  
" "

- o Apple IIGS with 2 megs memory
- o GS/OS System 6
- o Apple SCSI card (rev C or HSDMA) OR
- o C.V. Technologies RamFAST SCSI card (Rom 3.0 required)

Tape Drives  
\*\*\*\*\*

- o Apple (3M) 40 meg
- o Teac SCSI 60 or 150 meg
- o Teac SASI (CMS/Sider, RamFAST required)
- o Archive Viper 150/250

Availability GSTape can be purchased directly from County Line Technology for \$35 US, check or money order, shipping included. Rev 1 owners may upgrade for \$15 (include serial number). Demonstration disk available for \$5. Add \$5 for shipments outside of the USA.

Tim Grams County Line Technology  
P.O. Box 462283 Garland, TX 75046 USA  
(214) 495-7675

(TGRAMS [Tim], Category 1, Topic 4, Message 49, M530;1)

Jim Murphy to Intern at Apple I am pleased to do another "Local Boy  
\*\*\*\*\* Makes Good" announcement with his  
permission, even though I had little to do with it:

Our own Jim Murphy (A2PRO.JIM) has accepted an intern position with the Apple II Continuation Engineering group beginning in January.

Jim is a junior at Drexel University in Philadelphia, PA, studying computer science. Through the normal Apple intern program, he'll be helping our friends Dave Lyons and Tim Swihart and company produce things like 6.0.1 and beyond before returning to Drexel sometime in late 1993 to continue his studies.

(At least in theory -- I started out on a five-month internship in March 1988 and I never went back. Go figure.)

Jim's been responsible for the past six months (has it been that long already?) for helping answer questions here in the bulletin board, maintaining our product support and beta-test areas and generally being helpful. He's also the author of Big Edit Thing, Big Crunch Thing and is the chief designer and author of ScriptEdit and HexEdit, the generically-useful editing parts of Foundation, Lunar Productions' resource editor for the Apple IIgs.

Jim will be continuing his work here in A2Pro before and after his move to California later this month, because he knows that since he'll be local, I'll pummel him about the upper torso if he tries to quit.

Please join me in congratulating Jim on taking on a lot of thankless work for not nearly enough credit. :)

--Matt (I speak for myself, not for Apple)  
(M.DEATHERAGE, Category 1, Topic 17, Message 44, M530;1)

Softdisk Looking for Programmers Softdisk Publishing is now accepting  
\*\*\*\*\* applications for in-house programmers.  
If you can program in 6502 or 65816 assembly, enjoy short-term projects and are willing to relocate to Shreveport, LA, send your resume to:

Softdisk Publishing
ATTN: Lee Golden
606 Common Street
Shreveport, LA 71101

(btw: Just think you might be able to work alongside Jay and Bryan ;- )
(SOFTDISK.INC [Zak], Category 13, Topic 8, Message 91, M530;1)

Why You NEED those Tech Notes Believe it or not a common mistake a lot
Toolbox References are Correct. In fact, the technotes are just as, if not
more important than having the references. There are tons of
corrections, examples, clarifications in the technotes that you really
need to know.

If you have trouble downloading, you can purchase (and when you
consider that you are paying \$6 an hour to download, the price isn't that
bad) the entire set of technotes (over 200 of them) from Resource Central.
You can also just get specific groups: only GS/OS or only IIGS, but I
recommend getting them all just to be safe. The price for all of them is
about \$60 and well worth it.

(SOFTDISK.INC [Zak], Category 15, Topic 14, Message 40, M530;1)

Jim Couch
Tacoma, Washington

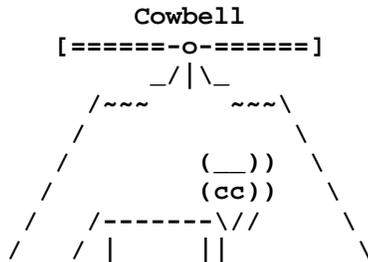
//////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////
/ "The last 10% always takes 90% of the time. I think it's some /
/ unwritten programmer's law. :-} " /
//////////////////////////////////// DITEK //////////////////////////////////

[EOA]
[MOO]////////////////////////////////////
CowTOONS! /
////////////////////////////////////

Moooooo Fun!
By Mike White
[M.WHITE25]



" Last Bull Moon of 1992 "
~~~~~





much so that a few months later I asked for a printer for Mother's Day and a modem for our anniversary one month later.

The modem opened up worlds unknown. I lost neighborhood friends but gained online ones. My phone was constantly busy, the common things that a stay-at-home mom normally did, suddenly didn't get done. I got active in my local user group and took on the editorship of the user group newsletter. I had taught school full time before I had children and very part time afterward but I must admit that doing the editing thing grabbed me in a way that I hadn't been grabbed before. I'd found myself.

Well, I'd found myself but my husband felt like he was losing me. "If you're going to fool around on the computer all day long," he said, "why don't you find a way to be paid for it?" This was getting serious. He meant it. So my brain went into gear.

GENieLamp> When and how did you come to work for Resource Central?  
\*\*\*\*\*

Ellen> A fitting second question. <grin>  
\*\*\*\*\*  
When we first got that Laser 128, I started reading inCider and A+ magazines. I believe that was the time that inCider (or was it A+?) cited A2-Central as the best Apple II publication around and noted that its publisher and founder Tom Weishaar, lived in Overland Park, Kansas. Incredible, I thought. I'm living in the same town as this famous newsletter publisher! I called and asked for the two issue free trial subscription, but decided after perusing the publication that it was "too technical" for me. I passed on paying for a yearly subscription.

Well, I guess that A2-Central and I were meant to be, because a few months after my free trial ended, I won a year's subscription at our user group's summer picnic. The more I read, the more it all made sense. While I might not have understood everything in every issue, it was beginning to seem less daunting.

This was all about the time that laundry was piling up at home, home-cooked meals were becoming scarce and my family was becoming more jealous of the time I spent with my computer. We traded in the Laser 128 for a used Apple IIgs that a neighbor was selling. Had it been left up to me, we would have kept the Laser 128. But selling it was conditional to buying the IIgs.

My husband continued to complain about my hours on the computer and I knew that I'd have to find a way to make a living at this or else. It seemed more than ironic that A2-Central's office was a few miles from my house. At that time the KansasFest conference was a few months away. I was drooling to go but knew it wasn't in the budget.

There had to be a way. I knew a couple of the guys from the user group who worked at A2-Central, but had never met Tom Weishaar. I decided to write a letter to him and for months composed clever letters in my head. Finally, one day I took a deep breath, sat down and wrote (actually typed) an unsolicited plea for employment. I didn't know the guy and if he read my letter and laughed cruelly as he threw it in the trash, I'd never know it and he'd never know me.

To my surprise, a few days after I wrote that letter he called. We met for lunch and the rest is history. I started work at the end of April,

1991 as a "front end" type person doing, among other things, low-level customer support. After six or seven months Tom asked me to take over the editorship of A2-Central. Big city girl makes good in small town. I still say that the unedited version of this story would be a great article for one of those Good Housekeeping success stories.

GENieLamp> Many admirers of A2-Central would be keen on hearing how the  
"\*\*\*\*\*" publication is put together each month. Can you tell us  
briefly about what goes into assembling the publication each  
month? What are the parts of the work you like best?

Ellen> I get submissions from various people or former editor Dennis Doms  
"\*\*\*\*\*" writes an article or two. After looking over the submissions, I  
decide what I'm going to use each month. Once that decision has been made,  
I usually edit the copy in Classic AppleWorks on my IIgs. I write the  
Miscellanea column and the Ask (or Tell) Uncle Dos section that way as  
well. When the text approaches printable form, I dump it all into  
QuarkExpress on the Mac and do the fine print stuff like bold-facing and  
other style details. I try to remember to change the page numbers and the  
issue dates on the templates and only have slipped twice in the year that  
I've been doing this. (That's a record, I think. Or I may be tied with Tom  
Weishaar, but he's been publishing newsletters for years and years.) Before  
the newsletter leaves our office, Tom always give it the final once over.  
Then it goes to a commercial art service to be readied for the printer.

GENieLamp> Any amusing anecdotes about office life at Resource Central?  
"\*\*\*\*\*"

Ellen> Lots of amusing anecdotes really, but I wouldn't want to spoil our  
"\*\*\*\*\*" image! I have the pleasure of working with an exceptional bunch  
of people and most days don't seem like work at all.

GENieLamp> Most unusual phone call? Most extraordinary letter? Most  
"\*\*\*\*\*" distant Apple II user? (i.e. Tibet? Nepal?)

Ellen> We get a variety of unusual phone calls and letters. Mostly from  
"\*\*\*\*\*" people who want technical help and want it now. One person who  
called recently was indignant because I couldn't tell her which version of  
the system software she was using without her reading the label on the disk  
which she didn't have with her. We have subscribers literally all over the  
world. Australia is probably the furthest away but we've got customers in  
lots of little countries in Europe, South America, Africa and Asia as well.

GENieLamp> Which person do you think has had the greatest influence on  
"\*\*\*\*\*" your choosing to pursue a career in computers?

Ellen> I can't really say that anyone really influenced me to pursue this  
"\*\*\*\*\*" career, except for maybe my husband who threatened to divorce me  
if I didn't start getting paid for what was becoming an all-consuming  
hobby. Of course, if it hadn't have been for Tom Weishaar, I wouldn't be  
answering these questions, either. <grin>

GENieLamp> Your role as editor of A2-Central, the leading national  
"\*\*\*\*\*" publication for Apple II programmers, places you with one  
foot in the "humanities" and one foot in the "hard sciences." Do you have  
any thoughts about whether these two intellectual "modes of thought" are  
reconcilable or not?

Ellen> First of all, we don't consider A2-Central to be a publication for  
"\*\*\*\*\*" programmers. We feel that it's a newsletter aimed at all Apple  
II users who want to get the most from their computer. This includes  
everyone from the novice to the power user. Our slogan, so to speak, is  
that we're a "journal and exchange of Apple II discoveries." An  
international clearinghouse of ideas and innovations.

Humanities and hard sciences are indeed reconcilable. Technology has,  
and is, giving the arts new means of expression. It's hard to even  
envision how far and how wide computers can take us into seemingly  
unrelated fields.

GENieLamp> In the computer industry, both hardware and software companies  
"\*\*\*\*\*" are overwhelmingly populated by men. Even Apple Computer  
itself has just a handful of women in the company's upper echelon. What  
are your ideas for helping bring greater gender equity in the profession?  
What can schools do to help?

The role of women in the computing fields is probably changing for the  
better, as it is in all fields of business. I read recently that the  
majority of small businesses today are owned by women. We bought an  
expensive computer software program to run the business earlier in the year  
from a local company owned by a woman. Things are looking up.

Schools should reinforce positive feelings about computers and the  
computer field in general as well as other non-traditional areas for women.  
Positive role models and mentorships are essential.

GENieLamp> Soon you'll be editing A2-Central from your new home in Texas.  
"\*\*\*\*\*" Do you have any comments to share about how tele-  
communications has had a liberating effect on the workplace? What are the  
down sides to working from your home, do you think?

Ellen> I feel incredibly lucky that I'll be able to take my job with me  
"\*\*\*\*\*" when my family moves to Dallas sometime early in 1993. It's one  
of the things that will make the move more bearable. Naturally, without  
telecommunications, I probably wouldn't be afforded this luxury.

This opportunity will probably have some good and some bad points. It  
will be great to work from home, to be there for the kids when they get  
home from school or when they're sick and have to stay home. It probably  
will require a good deal more discipline than comes naturally for me,  
though. I'll miss going into the office everyday and I'll definitely miss  
the interaction with my coworkers. I'll miss answering the phone and  
chatting with customers. I'll miss the office birthday parties too.

I will have more time to explore my computer again, the way I did  
before I started working. This may end up being the best of both worlds.

GENieLamp> Favorite authors? (Any good books you've read recently?)  
"\*\*\*\*\*"

Ellen> Read? Read? Who has time to read anymore? I used to read  
"\*\*\*\*\*" voraciously but now feel like I'm ahead of the game if I get to  
read the headlines. Maybe when I get to Dallas...

I do listen to National Public Radio almost exclusively these days,  
though. Unless I'm in the car with my daughter who has to listen to the

local rock stations.

GENieLamp> How about a few words on what GENie has offered to A2-Central,  
"\*\*\*\*\*" and vice-versa?

Ellen> I think the A2 RoundTable on GENie does an extraordinary job of  
"\*\*\*\*\*" supporting Apple II computers and the people who use them. The  
technical level of expertise here is as good and solid as it can possibly  
be. As the support from developers and mail order houses diminish, the  
online services (and user groups) become all the more important. More and  
more, we're recommending that our customers get hold of a modem and  
telecommunications software in an effort to get quick answers to their  
questions.

A2-Central will be around as long as we're supported by the users. We  
have to face the fact that many Apple II users are either moving on to, or  
adding another platform to their computer desks. Tom is starting a new  
publication, Fishhead's Children, to address the needs of our subscribers  
as they learn other systems. But we're not about to give up on the Apple  
II until our subscribers tell us that it is financially ridiculous to do  
so.

```
////////////////////////////////////// GENie_QWIK_QUOTE //
/ "I've always known you to be the king of rhetoric, but I never /
/ knew you could do contortionist gymnastics in ASCII. ;^)" /
////////////////////////////////////// WALLY.W //
```

[EOA]

```
[QUI]//////////////////////////////////////
THE MIGHTY QUINN /
//////////////////////////////////////
```

The Guru of My Dreams  
\*\*\*\*\*

By Mark Quinn  
[NEWSIE]

"A Whole Buncha Milliseconds with Mark"  
by Mark Quinn, DOA  
GENie address: NEWSIE

"The Guru of My Dreams"  
\*\*\*\*\*

The time comes for all good (or bad) computer users: that fateful  
middle-of-the-night-on-a-Sunday hardware/software problem that rears its  
head(s). Perhaps your problem is that you just want to install a  
program/device, and are biting your nails over whether it will mesh  
properly with the rest of your system. Staying productive means keeping  
your system happily crunching bytes into bits, and it also means keeping  
your hardware 'current'.

Let's face it: a mere mortal such as I can't give you an answer as to  
how to proceed in such situations. You need a guru. No, let me amend  
that. You need a Guru, with a capital "G". What is the difference between  
a guru and a Guru?

A guru will "seem to know everything"; a Guru will have some

solutions.

A guru will find excuses; a Guru will find solutions.

A guru will always do the job "next week"; a Guru will do it ASAP.

A guru will meditate and make things worse; a Guru will fix the problem.

A guru gives out a lot of bad advice; a Guru checks other sources to make certain his advice is up to date.

A guru finds working with hardware/software 'mysterious and challenging', but hates it with a passion -- yeah, and it's going to be a minor miracle if your system survives his/her tomfoolery; a Guru loves her job most of the time, and will be aware of most of the problems which she will encounter. At the very least, she will return your system to you in the same condition she found it.

A guru will plunge right ahead in tricky situations, sometimes with disastrous results; a Guru will admit that she needs help, and get on the phone/modem until she gets it.

A guru will either trash or "half-repair" your system, get it "half-working", and let it sit there for a couple of months/indefinitely; a Guru will see your problem through to an end which satisfies both of you.

A guru will sometimes tell you "There is no problem. Your system worked the last time I left it, and is working now. YOU'RE the problem"; a Guru will try to the best of his ability to explain things/get your system working to your satisfaction, and failing that, refer you to a person/source of information which can.

A guru will make appointments that he doesn't have any intention of keeping, and generally avoid you like the plague when he's confronted with problems he can't handle -- he'll never admit defeat; a Guru will tell you flat out: "Look, this is out of my field. You need the advice of another Guru." (This may seem contradictory. After all, why should a true Guru refer you to another Guru? The first expert should know everything there is to know about hardware/software. Sorry, folks, but that's patently impossible, given the amount of information that your basic Guru has to weed through.)

A guru can never be a Guru. The two are like oil and water.

(I have yet to meet a Guru, at least, in the IBM realm. If you know of one of these gallant and magical beings who just happens to live in my neck of suburbia -- GET HIM THE HE\*\* OVER HERE!)

////////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////////  
/ "This looks like 'The People's Court', without da judge!" /  
////////////////////////////////////// J.P.C. //////////////////////////////////////

[EOA]

[HAR]////////////////////////////////////

HARDVIEW A2 /

////////////////////////////////////  
 Floptical Disk Drive For The IIGS  
 .....

By John B. Wilson  
 [JBWILSON]

>>> TEST DRIVING TULIN'S NEW FLOPTICAL DISK DRIVE <<<  
 .....  
 ~ On My IIGS ~

Last summer I started thinking that I was missing out on computing in the 90's by staying with my 1979 Apple ][+. So, when a member of the local Apple user group said that he was selling his Apple IIGS, I decided it was time to move. After all, his machine had all the trimmings - - a 20 megabyte Applied Engineering (AE) Vulcan hard drive, an AE 8 MHz Transwarp accelerator card, an AE 2400 Datalink internal modem, a 1.75 Meg AE GS-Ram card, and an AE PC Transporter card. What more could I possibly need?

Well, I've had the new system for six months and I now know what I desperately need - - - MORE STORAGE. Twenty megs of storage seemed like a lot when compared with an Apple ][+ with a 20 Meg Sider that was only 60 percent full. I knew that GS/OS programs were big but I did not truly appreciate that big data files go with big programs.

In the two operating system environment, MS-DOS and GS/OS-ProDOS, in which I operate I quickly filled up the Vulcan and faced the decision of how to add additional storage. My choices included a 105 Meg SCSI hard drive, an Apple 1.4 Meg Super Drive, or a 21 Meg floptical drive. All three options required another interface card and I was running out of slots - only 4 and 5 were still available. And, the winner was -- the 21 Meg floptical drive from Tulin connected to a RamFAST SCSI card. The Tulin won over the Applied Engineering floptical (which uses the same internal mechanism) because for about the same price, Tulin included two 21 Meg disks formatted with System 6.0, a \$25 value.

One of the factors that led me to chose the Tulin floptical was the drive's ability to read and write 1.4 Meg disks, giving me more disk storage options. Backing up my 20 Meg Vulcan could be done with 14 (1.4 Meg) disks rather than 25 (.8 Meg) disks. Of course, I could use just one 21 Meg floptical disk. The other factor was the forecast that Apple would be releasing in early 1993 a new version of GS/OS System 6 (V6.01) which would include a File Structure Translator (FST) that would enable ProDOS to read (and maybe write, but that's another rumor) MS-DOS disks. However, only the Apple SuperDrive would be able to use the new FST unless one considers the floptical. Since the floptical uses the same disk format as MS-DOS drives, all that was needed to read a MS-DOS disk was the new GS/OS FST. With the FST and the floptical, I could bring home a 1.4 Meg MS-DOS disk from work, insert it into the floptical, and using AE's PC Transfer program, I could move the data to the MS-DOS partition on my Vulcan. Actually, I can do that with my current 800k disk drive but I am restricted to the 720k MS-DOS disks. Being able to do all of this remains to be proved after the new MS-DOS FST is released. Maybe that will be material for another story.

When my new drive arrived I immediately pulled out the manuals for the drive and the RamFAST SCSI card and read them cover-to-cover (that's what everyone does first, isn't it?) before installing the card. The

installation was smooth and uneventful once I had decided to use slot 4. (As a side comment, setting slot 4 to "YOUR CARD" in the Control Panel meant that I would not be able to use the mouse in any ProDOS 8 programs or with the PC Transporter. GS/OS programs, however, can see the mouse regardless of the setting of the Control Panel.)

The RamFAST card comes with its own installation program built into the card's firmware and will install the SCSI driver and RamFAST.System file on to the drive that you select. All went as advertised until I tried to startup the system. Then, everything came to a screeching halt. After a long-distance call to Tulin (they do not have an 800 number) and a long discussion with Francis, it was finally decided that I needed to turn DMA (direct memory access) off because my AE-GS Ram was not DMA compatible. Once the proper setup was established, I was off and running with another 21 Megs of storage. Now that I have broken the ice by getting a SCSI interface card, the possibilities for chaining a CD-ROM drive or replacing my Vulcan (freeing up slot 4) becomes an option.

For the RamFAST and the floptical to work together properly requires ROM V3.00k on the card. If you have already upgraded your RamFAST to ROM V3.00 but do not have a "k" then I understand that CV Technology will provide the necessary upgrade without charge. Otherwise, a full upgrade from rev C boards to rev D V3.00k is available by returning your card to CV Tech along with a check for \$79.00.

Most of my experiences to date have been positive. I have divided one floptical disk into a 10 Meg volume for ProDOS and a 10 Meg volume for the PC Transporter. ProDOS recognizes the drive on the Finder as a removable hard drive allowing the disk to be ejected by dragging it to the Trash Can. Changing disk from within a program, however, requires a "straightened" paper clip inserted into the tiny hole below the disk window, like the original 128K Mac's because the Tulin drive does not have an eject button. From the pictures in the magazine ads, it appears that the AE floptical does have an eject button.

The PC Transporter is not as flexible. It sees the drive as a fixed hard drive (/:D, in my case) and goes ballistic if the disk is removed. One of these days, I am going to format a 1.4 Meg disk as a small MS-DOS (/:D) drive with the same PCT volume name as the floptical and see if I can make the switch.

I thought that two disks (42 Megs) would be plenty but disks make an easy way to sort programs and data. And, if one has a lot of data, like sound files for HyperStudio from Roger Wagner Publishing, the flopticals can put a large quantity of storage on line without committing large sections of your hard drive. In fact, depending on the level of sampling (5 to 10 K per second), one floptical disk could provide 25 to 35 minutes of digital sound.

I had one problem with one of the floptical disks. It somehow lost its configuration block so the Finder would not recognize it asking if I wanted to initialize it. If, however, I ran RamFAST.SYSTEM and reset the partitions, it would work until I removed or rebooted the machine. To solve the problem, I backed up the two partitions (ProDOS and MS-DOS) using the Finder Archiver and repartitioned the disk using RamFAST.SYSTEM. After I restored the two volumes, everything was back to normal.

As I mentioned, Tulin sells additional disks for \$25 but I have been

able to find the same brand, InSite Peripherals, locally at CompUSA, which sells a SCSI floptical for the MS-DOS world. Their price was \$29.95.

In closing, let me relate my experience at the new Computer City Super Store when I asked them about floptical disks. When I told the salesperson that I had put a floptical disk drive on my Apple IIGS, he asked, "Why would you want to put such new technology on such an old machine?" My answer was, "because I can!", which to me says it all. The Apple IIGS (properly equipped with a hard drive, System 6.0, and an accelerator) is a powerful machine. As long as I can do the things I want a computer to do, it will remain the computer of choice.

```

////////////////////////////////////
/ 21 Meg Floptical Drive /
/ Price: $489 /
/ SCSI Card extra /
/ /
/ Tulin Technology /
/ 2156H O'Toole Avenue /
/ San Jose, California 95131 /
/ 408-432-9057 /
/ /
////////////////////////////////////

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[Thanks are owed to Steve Weyhrich for suggesting the idea for this article, and to Tulin Technology for their steadfast support of the Apple II.]

```

//////////////////////////////////// GENie_QWIK_QUOTE ////
/ "I have no comment on anything at this time. /
/ Well, maybe not anything." /
//////////////////////////////////// POTECHIN ////

```

[EOA]

[FUN]////////////////////////////////////

ONLINE FUN /

////////////////////////////////////

Search-ME!

\*\*\*\*\*

By Scott Garrigus

[S.GARRIGUS]

WELCOME BACK! Well, the holiday season has come and gone. Did everyone  
\*\*\*\*\* get what they wanted from Santa? Oh, and I hope you all  
made some really good New Year's resolutions! I've decided to spend more  
time keeping in touch with my friends. :-)

Now on to this month's puzzle. Just cause the holidays are over  
doesn't mean we can't have some fun, right? :-) This month I visited the  
GENie Livewire Chat Lines. This is the place to be if you want to find  
some new friends this year! Here you'll find people who are interested in  
all the things you could possibly be interested in and more. There's even  
a Chat lines library with pictures from some of the Chat lines regulars.  
So check out the GENie Chat lines and make a few new friends! To get there  
type M400 or use the keyword CHAT. But before you do, be sure and solve  
this months puzzle! It'll help you to remember those Chat Line commands!  
Happy New Year! :-)

>>> LIVEWIRE CHAT LINES <<<  
\*\*\*\*\*

R L L M W H K Z H H F C R W L C V M Q R E G N  
U Z L T O Q Y X U L D D T I N X K N A L B X S  
H E Y D K S S N J M R B E X I T U M V Q M C V  
Y A X P Q D R U V A D Y Y X A P M P W T R B X  
T J N H Z S E N O Z B E E N F D H O A A M O C  
D T H D B Y S N U Q A C V H J I H T M T R T Q  
J T L Y L W U X X I H L D L U S R B N G G Q K  
A I L R L E H V N O D I L N G R L X P V K V R  
S B Q O X T G F J B B E Q E B E H K X F P A D  
R D R L T X C O L V H G T V V N B L T F L B V  
G G Y M L H S A K J J A B G S F I I B Z E J X  
K S S G A P N J A L V E T L V U U L Q J H K H  
A Q Z N F K F R G I W C Q S H Q T Y E G A C R  
N G N T P J S L R L Y H S E N D Z A X N H V O  
N E K W B M A P N H I O I O Z K D P T D F X T  
L T P C S N C G L R D H E M O K T D J S Z N I  
B V T Z L L F F L L V Z Q W G N R G H D E H N  
V Y E H C O K D B U A H C L E U Q S R S A N O  
L Z F A B H S U K E G C Z F O I J Y Q N L Z M  
J V F G V W R P R G W G R Y F E M I T R R U M

BLANK           BYE           CALL  
CHANNEL         ECHO         HANDLE  
HELP            MONITOR     PRIVATE  
SCRAMBLE        SEND         SHOW  
SQUELCH         STATUS        TIME  
USERS           WHO            XBLANK  
XECHO           EXIT           QUIT

[\*][\*][\*]

GIVE UP?        You will find the answers in the LOG OFF column at the end of  
\*\*\*\*\*        the magazine.

This column was created with a program called SEARCH ME,  
an Atari ST program by David Becker.

////////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////  
/ "It's teeth that dissolve in Coke, not bolts. /  
/ Topic, people, topic..." /  
////////////////////////////////////// BAREFOOT //////////////////////////////////

[EOA]  
[DIG]//////////////////////////////////////  
                  DIGITAL DIVERSIONS /  
//////////////////////////////////////  
Games People Play  
\*\*\*\*\*  
By Darrel Raines  
  [D.RAINES]

Program Name    :   Solarian GS

Filename : SOLARIAN.GS.BXY V1.0.1
Library Area : 21
Program Number : 19761
File Size : 262528
Program Type : Arcade Game
Version Reviewed: 1.0.1
File Type : Shareware

[\*][\*][\*]

\*\*\* WARNING: Addictive material contained within! \*\*
\*\*\*\*\*

Solarian GS This is a very likely candidate for the best shareware arcade
" style game to ever be created for the Apple IIgs. This game
claims to be patterned after a similar game on the Macintosh. I have never
seen the Mac game, but this one is a real winner. Warning, Warning:
Solarian is deceptively addictive. Great quantities of time may be wasted
by the unwary player who thinks, "Just one more crack at it before I go to
bed." Play at your own risk.

The object of the game is to clear a level of attacking aliens. They
come in different shapes, sizes and attack characteristics. Some of them
will simply float around and do nothing. Some will shoot at you. Some
will drop bombs at you. And some will even try to dive down and crash into
your ship. What does our fearless player have to defend himself/herself
with? Not much, actually.

The initial craft that the player starts with moves and shoots very
slowly. The ship will only fire one gun at a time and takes a while to
reload. The shields to protect the ship are not fully charged. This
doesn't sound like a picnic, for the good reason that it is not. All of
these deficiencies can be cured during the course of a game by catching
presents that fall from the sky. One present will fall (fully wrapped)
during each level. The ship's defensive powers are improved by catching
these presents. The presents sometimes give extra points, as well. The
presents aren't all positive, though. Watch out for the dreaded "Nothing"
present.

You can build up your ship's powers until you have quite a powerful
craft. However, if you manage to allow the aliens to destroy your ship,
then you must start over with one of the dismally plain vanilla ships.
Lose three ships and you are out - - - game over.

On the other hand, if you manage to clear a level, then another level
will provide you with more of the nasty aliens to wipe out. A top ten
scores list is maintained to stroke your ego. Sound and visual effects are
equal to the best game software that I have ever seen on the IIgs market
(including commercial software). Online instructions and a worthy cause
(elementary education) for the shareware payments round out a very nice
offering for the IIgs gaming crowd.

Every IIgs owner should download this file. Just be sure to remember
the warning posted at the first and last of this section.

\*\*\* WARNING: Addictive material contained within! \*\*
\*\*\*\*\*

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "There seem to be more off topic than on topic messages. /  
/ Therefore, don't sweat it; but don't do it again [grin]." /  
////////////////////////////////////// BRIAN.H ////

[EOA]

[CLA]//////////////////////////////////////

A2 CLASSICS /

//////////////////////////////////////

Forget Me NOT!

\*\*\*\*\*

By Darrel Raines

[D.RAINES]

Blackjack Tutor V3.0 This is a somewhat older upload that needs to be  
"\*\*\*\*\*" mentioned from time to time so that it is not  
forgotten. Blackjack Tutor is much more than a Blackjack game for the  
Apple IIgs. It is a Blackjack training system that will teach you how to  
play, assess appropriate hit/stand decisions, and even count cards.  
Spending a few hours with this program will get you ready for the Vegas  
Blackjack tables. You may even be able to play for many hours without  
losing your shirt.

One of the integral features of Blackjack Tutor is the ability to  
learn "proper" playing techniques by having the Tutor prompt the player  
during the game. The rules that this program uses for making its decisions  
are completely modifiable. Therefore, you can use a system described in a  
book, or even one that you create yourself. After entering all of the  
pertinent information in the preference lists, you can even test out your  
latest set of rules by turning on the automatic play option.

During automatic play you can watch as the computer keeps track of  
your winnings (or lost money, as the case may be). A graph can be drawn if  
you wish to get a visual image of your status. You can also adjust the  
rules used by the computer for the amount of each bet. Virtually unlimited  
control is available to the user of this program.

If you are planning a trip to the Blackjack tables anytime soon, then  
you need to download a copy of this program. If you like to play Blackjack  
and want to improve your play without going to Vegas, then this program is  
for you. If you just like to play card games, then how can you possibly go  
wrong by downloading this game. Be sure not to miss this all time favorite  
Tutor program.

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "Thanks.. I learn something new, here on GENie everyday..." /  
////////////////////////////////////// T.EVANS21 ////

[EOA]

[PDQ]//////////////////////////////////////

THE ONLINE LIBRARY /

//////////////////////////////////////

Yours For The Downloading

\*\*\*\*\*

By Phil Shapiro  
[P.SHAPIRO1]

```

Program Name : Shove It GS
Filename : SHOVEIT.BXY
Library Area : 21
Program Number : 19544
File Size : 68096
Program Type : Addictive Puzzle Game
Author : Peter Brinkley [P.Brinkley]
Version Reviewed: 1.0
File Type : Freeware

```

[\*][\*][\*]

If you like sliding piece logic puzzles and you own an Apple IIGS computer, you're bound to find the new Shove It GS freeware game absolutely captivating. In some ways Shove It is reminiscent of the popular Sokoban puzzles that are available on other computer platforms. But Shove It goes way beyond any other version of Sokoban you might have seen.

Not only does Shove It give you fifty mind-teasing puzzles to solve. You can also download complete solutions to all of the puzzles and watch the puzzles solve themselves, in a "puzzle movie," right on your computer screen. Or you can watch an "instant replay" movie of your own attempts to solve any of the puzzles.

The object of Shove It is simple: push the colorful rainbow colored apples one-by-one around the mazes to the storage areas. The difficulty is that you're only allowed to push one apple at a time. Moving all the apples over to the storage area therefore requires some circuitous pushing.

Invariably you'll find yourself getting into one kind of jam or another, with the apples getting stuck in corners or against each other. But if you persevere you'll encounter great delight in discovering the solutions to some of these fiendishly fun puzzles.

You say challenging puzzles are not your bag? No problem. You can easily design your own puzzles using Shove It's built-in puzzle editor. Designing puzzles itself can be an interesting exercise in creativity and reasoning.

My own preference is to modify existing puzzles, simplifying the difficult puzzles by replacing some of the apples and storage areas with bare floor space. Editing existing puzzles saves yourself the chore of creating your own original maze walls.

The other day I had a chance to play Shove It with an energetic third grader. We played the puzzles for almost forty-five minutes before I suggested that we try designing some of our own puzzles. The young fellow's eyes lit up on this suggestion.

We proceeded to load puzzle number 49, one of the most difficult puzzles on the Shove It disk. It took us no more than three to four minutes to simplify the puzzle by removing apples and storage areas. (Please note: You need to always remove an equivalent number of apples and storage areas. Otherwise Shove It will not allow you to save and play your edited games.)

We were somewhat disappointed to discover that the puzzle we designed did not have any possible solutions. But after loading the puzzle back up into the puzzle editor, we were able to easily modify the puzzle to make it solvable.

Having tasted the fruit of puzzle design, my young friend insisted on trying his hand at designing a puzzle from scratch. Fifteen minutes later, to my amazement, this young fellow had designed his own puzzle from scratch. The entire puzzle was created with about seventy to eighty mouse-clicks - - - well within the capability of a third grade puzzle designer.

I must admit that I was a little surprised to find that my young friend's puzzle was solvable without going back to make further modifications to his original design. It appears this young fellow has an equal talent at solving puzzles as he has at designing them.

Speaking from a teacher's point of view, Shove It GS can be very beneficial in teaching younger and older students about the concept of forces in physics. One of the wonders of the microcomputer is that it can bring alive such vital scientific concepts in a game format.

The analysis skills that Shove It develops would certainly be transferable to any type of higher level mathematics, as well. But you don't need to tell your third grader this game is preparing him or her for advanced algebra and calculus. Chances are the child is having too much fun to notice, anyway.

A big thanks is owed to Peter Brinkley, the inspired programmer who created Shove It. While Peter does not explicitly request a shareware fee in his freeware notice, chances are he wouldn't refuse a monetary gift you sent his way. Programmers like Brinkley deserve both our gratitude and financial support.

One final note: The gorgeous color graphics from Shove It GS do not show up well on a composite color monitor. So if your Apple IIGS has a composite color monitor, rather than an RGB color monitor, you may find it difficult to see the shapes in the game.

-Phil Shapiro

[\*][\*][\*]

[The author takes a strong interest in the social dimensions of communications technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro; and on Internet at: pshapiro@pro-novapple.cts.com]

```

////////////////////////////////////// GENie_QWIK_QUOTE //
/ "HELP! I just received my copy of Straight Fax! today and I /
/ can't even install it! I don't know if its 'Komputer Karma' /
/ or what, but if there is a problem when it comes to /
/ installing anything, I run into it! /
////////////////////////////////////// J.NYMAN //

```

[EOA]

[AII]//////////////////////////////////////

APPLE II /

////////////////////////////////////

Apple II History, Part 8  
\*\*\*\*\*

By Steven Weyhrich  
[S.WEYHRICH]

>>> APPLE II HISTORY <<<  
\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1991, Zonker Software  
(PART 8 -- THE APPLE IIC)  
[v1.1 :: 12 Dec 91]

INTRODUCTION Apple II historian Steven Weyhrich brings us yet another  
\*\*\*\*\* detailed and informative chapter in his 23 part series on  
the history of the Apple II. This month, the intriguing story of the Apple  
IIC.

[\*][\*][\*]

PRELUDE: STEVE JOBS AND MACINTOSH Rewind back to 1982, before the Apple  
\*\*\*\*\* IIE was introduced, and adjust the  
tuning on our Flux Capacitor-enhanced peripheral card. Before dealing  
specifically with the smallest Apple II, the IIC, it would help to take an  
aside and look at some other events happening at Apple Computers, Inc. at  
this time that affected its development.

If you recall, the Lisa project was designated as the computer that  
was considered to be the future of Apple. From a series of parallel  
processors and a "bit slicing" architecture, to a focus on the Motorola  
68000 microprocessor as the controller of this advanced computer, the  
project had been progressing very slowly. It was begun back in 1979 with  
the same focus as any other Apple product: "Both [Apple III and Lisa] had  
been conceived of as nifty pieces of hardware rather than as products to  
appeal to a specific market: At Apple you designed a box and people bought  
it because it was neat, not because any thought had been given to what it  
would do for them."<1> However, a significant change occurred in 1979 when  
Xerox bought a large chunk of Apple stock. In return for being allowed  
this stock purchase, Xerox allowed some of their research ideas to be used  
in designing an office computer. After Steve Jobs visited the Xerox Palo  
Alto Research Center in 1979 and saw the user-interface on their Alto  
computer--icons, graphics-based text characters, overlapping windows, and a  
pointing device called a "mouse"--the Lisa took on a distinct personality  
that made it possible to become the ultra-computer Apple needed. This was  
important, since by 1981 Apple executives were getting sweaty palms  
worrying about the future. The Apple III was clearly NOT taking the  
business world by storm.

Unfortunately for Jobs, who was excited about using the Xerox  
technology in designing a new computer, he was excluded from the Lisa  
project. After the problems associated with the introduction of the Apple  
III, a reorganization in 1980 moved the Apple II and III into one division,  
and the Lisa into another. Lisa was put under the control of John Couch,  
and Jobs was not allowed to participate. Since Lisa had been taken away,  
Jobs in 1981 began to assemble a team to "out-Lisa the Lisa" by creating a  
smaller, less expensive computer that would do the same thing. Jef Raskin,

the engineer that helped design it, called it Macintosh.

While the Macintosh developed as a pirate project with a smaller team and less money than Lisa, the concept of an "appliance" computer also emerged. Instead of those messy slots and a lid that popped off (which made the Apple II so popular with the hacker community), Jobs' team was sold on the idea that all necessary features should simply be built-in and the case sealed. It would be something that you just plugged in, turned on, and started using. With the Xerox Alto mouse/icon/window interface it would not only be easy to set up and turn on, but also easy to use.

THE APPLE IIC: BEGINNINGS      What was happening with the Apple II during  
 "....."                              this time? The efforts to make it less  
 expensive to build were progressing, and the Apple IIe was in the formative  
 stages. In the summer of 1981 someone proposed a portable Apple II, a  
 book-sized computer. It wasn't until Steve Jobs became interested in it as  
 engineering challenge, well after Macintosh was under way, that anything  
 came of the idea:

"...one day late in '82, Paul Dali showed him [Jobs] a photograph  
 of a Toshiba portable and they started fooling around with the  
 idea of an Apple II that would look like the Toshiba but come  
 with a built-in disk drive. They took out a IIe circuit board  
 and a disk drive and a keyboard and played with them until they  
 arrived at a promising configuration--keyboard in front, disk  
 drive in back, circuit board in between. What got Jobs excited  
 about this idea was the engineering difficulty of squeezing it  
 all into a package not much bigger than a notebook. And a  
 machine so small wouldn't have the expandability that  
 characterized all the other II's. Like Macintosh, it could be  
 taken out of the box, plugged in, and put to work--no extra parts  
 to buy, no cables to figure out. It was the II reinvented as an  
 appliance."<2>

As with all Apple projects, the IIC went by various code names during  
 its development, for the sake of internal communications and to keep  
 outsiders from knowing what was going on. The various names used included  
 VLC (Very Low Cost), Yoda, ET, IIb (for "Book"), and Teddy (which stood for  
 "Testing Every Day"). Also, following a long standing tradition at Apple,  
 some of the code names assigned to the project at various times were names  
 of children of people at Apple: Chels, Jason, Lolly, Sherry, and Zelda.  
 These names persist in the source code for the firmware for the IIC as  
 later printed in the technical reference manual; the serial port driver is  
 called a "Lolly" driver.<3>

During the time the IIC was under development, Apple was working on a  
 change in the look of their products. They planned a more European  
 styling, and a color scheme called "Snow White". The IIC would be the  
 first product with the new appearance and color.

THE APPLE IIC: HARDWARE      As mentioned earlier, the IIC had its origins  
 "....."                              while the IIe project was going on. When Steve  
 Jobs became involved, he felt they should continue with the open IIe as  
 they had planned, but do this other Apple II as a product "focused" to a  
 specific group of customers, primarily new users. Originally he had  
 planned a closed Apple II that had a built-in mouse port, one serial port,  
 and some other features. What they ended up with at that point was just a  
 computer and a keyboard. Walt Broedner, the engineer who pushed for the



the firmware code for the IIe, plus code for the disk controller, serial cards, mouse card, and 80 column card into 16K of ROM space.

The firmware for the IIC was written by Ernie Beernink, Rich Williams, and James Huston. They designed it to look (to a software application program) exactly like a IIe with an Apple Super Serial Card in slots 1 and 2, an 80-column card in slot 3, a mouse in slot 4, and a Disk II in slot 6 (though there were NO slots in hardware). Since these first IIC's had nothing emulated in slot 5, the firmware authors immortalized themselves by making a "ghost" peripheral appear to be present in that slot. Entering this Applesoft program:

```
100 IN#5 : INPUT A$: PRINT A$
```

and running it would print the names of the authors. (They used a decoding scheme to extract the names, character by character, so a simple ASCII scan of the ROM would not show their little trick). This "feature" had to be removed in later revisions of the IIC ROM, because an actual disk device was added then to slot 5.<4>,<5>

What about the unassigned slot 7? Here they put a small piece of code to allow booting from the external 5.25 drive by typing "PR#7" from Applesoft.

The programmers fixed some known bugs in the IIe ROMs, and added 32 graphics characters they called MouseText. To make MouseText fit they removed the ability to use flashing characters (when in 80 column mode) and replaced those characters with MouseText. Apple veteran Bruce Tognazzini designed the MouseText characters, which included a picture of a running man (perhaps to suggest "running" a program). He later sent a letter to Call-A.P.P.L.E. magazine to warn programmers that the Running Man characters (assigned to "F" and "G") had been determined to be unnecessary and would probably be replaced eventually. (This did eventually happen, but not with the IIC).

Beernick, Williams, and Huston also made some minor changes to the Applesoft part of the ROM. They fixed things so Applesoft commands could be entered in lowercase (and translated into uppercase). They removed the Applesoft commands that were specific to the obsolete cassette interface (which was absent in the IIC) and made Applesoft more compatible with 80 columns.<4>,<6> They did NOT go so far as to make any major changes in Applesoft to use the newer 65c02 commands and therefore fix known bugs or add features to this seven year old language. Their reluctance stemmed from the fact that historically many BASIC programs had made use of undocumented assembly language entry points in Applesoft, and any changes they would make here made it more likely that older programs would crash unexpectedly.<4>

THE APPLE IIC: PRODUCT INTRODUCTION     Apple's introduction of the new IIC  
 "\*\*\*\*\*"     came at an "event" at the Moscone  
 Center in downtown San Francisco on April 24th, 1984. It was entitled  
 "Apple II Forever", and was described as "part revival meeting, part  
 sermon, part roundtable discussion, part pagan rite, and part county fair".  
 Apple's objectives here were to introduce the Apple IIC, describe how it  
 fit into the company's marketing strategy, show off new software that was  
 made to work with the new computer, and emphasize that Apple was still  
 firmly behind the Apple II line of computers. (Steve Jobs also took some  
 of the time to report on the sales of the Macintosh in its first 100

days).<7>

One of the interesting things they did at the "Apple II Forever" event was the actual introduction of the IIC. Giant video screens were used to show previews of Apple's TV commercials for the IIC, as well as slides and images of the speakers, including Wozniak, Jobs, and Apple's new president, John Sculley. Sculley spoke of "sharing power", and then demonstrated that in a unique way: "After holding up the tiny IIC for everyone to see and eliciting a response that they'd like to see it better, Sculley ordered the house lights on. As the light burst forth, nearly every fifth person in the audience stood up, waving high a IIC. As startled dealers cheered uproariously, the Apple plants passed the IICs to them. Within seconds of its introduction, more than a thousand Apple dealers had a production-line IIC in their hands."<7>

When Jobs gave his report on the Mac, it revealed some interesting statistics. He told them that the first industry standard was the Apple II, which sold fifty thousand machines in two and a half years. The second standard was the IBM PC, which sold the same amount in eight months. Macintosh had done sold its fifty thousand machines only 74 days after its introduction. Although sales would not be nearly as good, Apple took orders that day for fifty thousand Apple IIC's in just over seven HOURS.

At the "Apple II Forever" event, they also had a general software exhibition and a setup called the Apple II Museum. This contained Apple memorabilia, and included Woz's original Apple I, and a reproduction of Steve Jobs' garage where it was built. Although not on the schedule, "Apple II Forever" included an early-afternoon earthquake centered south of San Jose that measured 6.2 on the Richter scale.

THE APPLE IIC: SUCCESS? Their original goal had been to sell the IIC for  
 "\*\*\*\*\*" \$995. As production costs turned out, they found that they couldn't hit that price, so they came up with \$1,295, balancing the decision with the number of people who were predicted to buy the optional Monitor IIC or an external Disk IIC drive.

The only problem was that although the IIC was a technological breakthrough in miniaturization, customers at that time didn't value smallness. They viewed something that was too small as also being cheap and lacking power. Although the Apple IIC was equivalent to a IIE loaded with extra memory, a disk drive, two serial cards, and a mouse card, most customers seemed to want the more expandable IIE. Apple marketing went to much effort to make the IIC attractive, but it didn't sell as well as the IIE. Just as IBM overestimated the market when producing its PCjr (which eventually failed and was discontinued), so did Apple when producing the IIC (and the original Macintosh).<7>

THE APPLE IIC: OVERCOMING LIMITATIONS Although the IIC did not have any  
 "\*\*\*\*\*" slots for plugging in peripheral cards that had traditionally been used in the Apple II, the ports that were built-in had the capability to do much of what the slots had often been used for. The serial ports were compatible with any serial device; this included common ones such as printers and modems, and uncommon ones like security controllers, clocks, and speech synthesizers. Some third party companies also supplied serial-to-parallel converters for IIC owners who wanted to use parallel printers made by Epson, Okidata, and C. Itoh that were popular elsewhere in the computer world.

There was, of course, the AppleMouse IIC sold by Apple. It plugged into the game port on the IIC. Also available were two types of touch tablets: The Power Pad (Chalkboard) and Koala Pad (Koala Technologies), though the latter sold best. The Koala pad would appear to a program to be the same as a joystick, but could not emulate the mouse.<8>

The disk port on the original IIC was only designed to control an external 5.25 disk drive. Apple sold the Disk IIC for \$329, and other companies later sold similar drives for less. Despite this firmware limitation, Quark Engineering released a 10 MB Winchester hard drive called the QC10 that would work with this disk port, and was the first hard disk available for the IIC.<8>

The video port worked with a standard monitor, but had access to all video signals. Included with the original IIC was an RF modulator that allowed it to be connected to a standard television (for color games). An RGB adapter box attached to the video port would allow a true RGB monitor to be attached, giving color and sharp, readable 80 column text on the same monitor. Apple also sold a flat-panel liquid crystal display for the IIC that attached to this video port. It was capable of 80 columns by 24 lines, as well as double hi-res graphics. Apple's price was about \$600, but it looked somewhat "squashed" vertically, and did not sell well. Another company marketed a better flat panel liquid crystal display called the C-Vue.

With a battery attached to the 12V input, and a liquid crystal display, the IIC could be made into a truly portable computer.<8>

THE APPLE IIC: ENHANCEMENTS      The earliest change made available for the  
"\*\*\*\*\*"      IIC was a motherboard swap that fixed a hardware bug causing some non-Apple modems to fail if used at 1200 baud. This modification was made only if the owner could show they needed the change (that is, they owned a 1200 baud modem that wouldn't work).

The first significant upgrade available for Apple IIC owners was also available as a free upgrade for previous owners. Changes were made to the disk port firmware to accommodate the new 800K UniDisk 3.5. Using Apple's Protocol Converter scheme (later called "Smartport"), this new IIC could handle four 3.5 disk drives, or three 3.5 disk drives and one 5.25 drive.

With the UniDisk 3.5 upgrade, the internal 16K ROM was increased in size to a 32K ROM that was bank-switched to make space for the extra code necessary to implement the Smartport. Also added were additional serial port commands to improve compatibility with the older Super Serial Card. The Mini-Assembler, absent from the Apple II ROMs since the days of the original Integer BASIC Apple II, was added back in, with support for the extra commands provided by the newer 65c02 processor (the disassembler had always supported those new commands). The STEP and TRACE Monitor commands made a comeback, having also been a casualty of the 1979 Autostart ROM for the Apple II Plus. Lastly, the new IIC ROMs included a built-in diagnostic program to do limited testing of the computer for internal failures, and had improved handling of interrupts.<9>

The next Apple IIC upgrade was known as the Memory Expansion Apple IIC. This came as a response to requests for the ability to add extra memory to the IIC. Applied Engineering had already produced a Z-80 coprocessor for the IIC (to allow access to CP/M software), and an expanded memory card, up to 1 MB, which would either act as a RAMdisk for ordinary

ProDOS applications, or as extra memory for the AppleWorks desktop (through a special patching program). Seeing the popularity of this, Apple released this third version of the IIC ROMs and motherboard, this time with a RAM expansion slot included. The Apple IIC Memory Expansion Card could take up to 1 MB of RAM, in 256K increments. The firmware in the new ROMs made it work as a RAMdisk automatically recognized by ProDOS and following the Smartport protocol that had been designed for the UniDisk 3.5. Apple even included code in the new ROM to patch DOS 3.3 so it could be used as a RAMdisk with that system (400K maximum size), and did the same with Pascal v1.3. Also, because this firmware was in the motherboard ROM, ANY company could make memory cards to attach to this version of the IIC.

Other changes made in this version of the IIC ROM included moving the mouse firmware from slot 4 to slot 7, and putting the RAMdisk firmware into slot 4. Also fixed was a bug that caused a write-protected 3.5 disk to be incorrectly identified with early versions of the UniDisk 3.5.<9>,<10>

Since code as complex as ROM firmware rarely makes it out the door without at least one bug, Apple had to make one final improvement to the IIC ROM. The Revised Memory Expansion Apple IIC (ROM version 4) included changes which made it easier to identify if no RAM chips had been installed on the memory card. A problem with keyboard buffering was also fixed. Lastly, this version of the ROM resolved an obscure bug in the slot 2 firmware that was supposed to allow the IIC to function as a simple terminal (with a modem attached to that port). The previous version of the IIC ROM had been assembled with a couple of wrong addresses in the code, and the terminal mode produced garbage. Few people used this feature, so it was not noticeable to most users, and the corrected ROM chip was therefore not as quickly available as the original Memory Expansion upgrade.

[\*][\*][\*]

NEXT INSTALLMENT: Disk Evolution / The Apple IIC Plus

NOTES

\*\*\*\*\*

- <1> Rose, Frank. WEST OF EDEN: THE END OF INNOCENCE AT APPLE COMPUTER, 1989, p. 48.
- <2> Rose, Frank. WEST OF EDEN: THE END OF INNOCENCE AT APPLE COMPUTER, 1989, pp. 110-112.
- <3> Hogan, Thom. "Apple: The First Ten Years", A+ MAGAZINE, Jan 1987, p. 45.
- <4> Williams, Gregg. "'C' Is For Crunch", BYTE, Dec 1984, pp. A75-A78, A121.
- <5> Little, Gary. INSIDE THE APPLE //C, 1985, pp. 1-7.
- <6> Weishaar, Tom. "Miscellanea", OPEN-APPLE, Aug 1985, pp. 1.61.
- <7> Durkee, David. "Marketalk Reviews", SOFTALK, Jun 1984, p. 120.
- <8> Baum, Peter. "Expanding The Unexpandable IIC", SOFTALK, Jun 1984, pp. 95-97.

<9> -----. "Preface: The Apple IIc Family", APPLE IIC TECHNICAL REFERENCE MANUAL, 1984, 1986, pp. xxiii-xxv.

<10> -----. APPLE IIC MEMORY EXPANSION CARD OWNER'S GUIDE, 1986, pp. 2-4.

////////////////////////////////////// GENie\_QWIK\_QUOTE ////  
/ "I did discover that the game can be paused with the /  
/ (ta-da) 'P' key." /  
////////////////////////////////////// M.ALLEN14 ////

[EOA]

[ELS]//////////////////////////////////////

GENieLamp ELSEWHERE /

//////////////////////////////////////

Computer NewsCenter On GENie

\*\*\*\*\*

By John Peters

[GENIELAMP]

~ W E L C O M E T O ~

C O M P U T E R & E L E C T R O N I C S N E W S C E N T E R

\*\*\*\*\*

COMPUTER NEWSCENTER NOW AVAILABLE So, what exactly is the Computer  
\*\*\*\*\* & Electronic NewsCenter? The Computer  
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latest product announcements, software and hardware reviews, editorials and  
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others contain the full text.

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(contains more than 500 consumer, business and professionally-oriented  
newsletters,) physics journals from the INSPEC database and software  
reviews from Microcomputer Software Guide.

That's the good news. The bad news is that having all this power at  
your fingertips isn't free. If you don't plan your searches carefully, you  
can easily run up a large bill in a matter of minutes. Clearly, this is  
not a place for browsing or window shopping!

One of the disadvantages of owning an Atari ST (and I have heard the  
same said for other GUI systems as well) is that GUI users tend to develop  
the bad habit of jumping into the program head first and only resorting to  
the documentation when all else fails. Well, being the GUI lover that I  
am, I ignored the above warnings, threw caution to the wind and jumped into  
the Computer NewsCenter headfirst. In hindsight, I strongly recommend  
that you do not do the same! However, you can take advantage of my  
boldness, (and lack of common sense :) and learn from my mistakes.

But before we do, let's jump to the bottom line. The Computer  
NewsCenter is a GENie\$Professional service which means that there are

additional charges over and above your normal online charges. To search through the millions of records and to provide a list of those sources will cost you \$2.50. It's another \$4.50 to view up to the first 10 record titles per source on your topic. For each group of up to 10 titles, sources marked 'Summaries' cost \$4.50 and sources marked 'Fulltext' cost \$6.00. Full records that include a summary of the article cost \$4.50, and those that contain the fulltext of the article cost \$6.00 for each full record. If by some chance your search request comes up with no hits, you are charged \$1.25.

Fortunately, a practice area is available so that you can learn the basics of fulltext online searching at a greatly reduced cost. Note however that the Practice Area does \*NOT\* include all sources or all years. The charges which apply to practice searching, in addition to GENIE's hourly connect rates are Groupsearch - \$1.00, Title Review - \$1.00, Fulltext Review - \$1.00 and a No-Hit Search - \$1.00.

Still with me? Let's get online! (I'll use a >>>> prompt to indicate my comments as we go.)

[\*][\*][\*]

>>>> First off, we pick option #14 from the GENIElamp RoundTable menu  
 """""" located on page 515. Here is the first menu:

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- 4.[\*]Disclaimer & Warranty Limitations
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- 6.[\*]Send Computer & Electronics NewsCenter FEEDBACK """""" [\$] prompt!
7. GENIE Computing RTs and Services

>>>> Option #5 is the where the action is, so...  
 """"""

Computer & Electronics NewsCenter (Staff) Main Menu

- 1 Begin your search
- 2 See description of Computer NewsCenter (Staff)
- 3 See rates for Computer NewsCenter (Staff)
- 4 Return to GENIE
- 5 Practice in Computer NewsCenter (Staff) TRAINING AREA

Your Computer NewsCenter (Staff) charges: \$0.00

>>>> Computer NewsCenter keeps track of your charges as you go along.  
 """""" Nice touch. We forget the practice area, damn the torpedoes, full speed ahead and we dive directly into the search area.

Computer NewsCenter (Staff)

- 1 Search by Subject
- 2 Focus by Year

Your Computer NewsCenter (Staff) charges: \$0.00

>>>> Here I need to set up the search pattern so I pick option #1. I  
"""""" want to search for Atari articles (might as well make it difficult  
:) and I limit the years from 1989 to 1992.

Computer NewsCenter (Staff)

- 1 Search by Subject ATARI
- 2 Focus by Year 1989:1992
- B Begin your search

Your Computer NewsCenter (Staff) charges: \$0.00

>>>> I enter B and hit the return key. Here we go!  
""""""

IMPORTANT LEGAL INFORMATION: We have no reason to believe that errors exist  
in the data or services furnished. If there are any such errors the parties  
hereto have no liability for any consequential, incidental or punitive  
damages. No warranty, either expressed or implied, including but not  
limited to those of merchantability or fitness for a specific purpose is  
made. Any liability is limited to amount paid by you to GENIE.

\* \* \* \* \*

Hi, I am a Knowbot... your computerized online librarian. My job is to help  
you find information on your topic. While you're reading this, I'm already  
working -- checking all my sources to find the best places to start.

I'm searching thousands of publications to find the articles and reports to  
find which ones are best for your question. In fact, I'm already working  
on your request.

Next, I'll provide you with a menu which informs you which sources have  
information on your topic. Select one of these and I'll show you up to 10  
titles.

You can select from the list of titles and I'll get the full record for  
you. You can always come back to the list of titles and select other full  
records...or back up a menu and see titles from another source.

I'm looking for the information...

I'm still looking...

>>>> I envision Knowbot running around a  
"""""" bunch of file cabinets frantically  
searching for the data. :)  
After approx. 3 or 4 minutes, Knowbot  
appears with the following report:

Computer NewsCenter (Staff)

| Source               | Results             |
|----------------------|---------------------|
| 1 Computer Magazines | (summaries).....213 |
| 2 Newsletters        | (fulltext).....181  |
| 3 Computer Magazines | (fulltext).....175  |
| 4 Physics Journals   | (summaries).....113 |
| 5 Byte Magazine Plus | (fulltext).....3    |

6 Engineering/Technology Journals (summaries).....3  
P Modify this search

>>>> 688 hits! Not bad. Of course, it would cost a minor fortune to  
"\*\*\*\*\*" download all of these hits and I really should back up a menu and  
enter in a couple of variables to narrow the search field. Naaaa... I go  
with number 3, Computer Magazines.

Your Computer NewsCenter (Staff) charges: \$2.50

I'm looking for the information...

There are 175 records which match your search requirements.  
I will display the first 10 records now.

Record 1

12834517 COMPUTER ASAP FILE 675 \*Use Format 9 for FULL TEXT\*  
Is the reverse true? (court case involving Nintendo of America Inc., Atari  
Games Corp. and Tengen Inc.; reverse engineering) (Law) (Column)  
AVAILABILITY: FULL TEXT ONLINE LINE COUNT: 00074  
SOURCE FILE: CD File 275

Record 2

12659129 COMPUTER ASAP FILE 675 \*Use Format 9 for FULL TEXT\*  
Multiplayer VR-like games for Atari ST demonstrated. (virtual reality;  
Barefoot Software's Midi Maze computer game)  
AVAILABILITY: FULL TEXT ONLINE LINE COUNT: 00030  
SOURCE FILE: NW File 649

Record 3

12653824 COMPUTER ASAP FILE 675 \*Use Format 9 for FULL TEXT\*  
Atari takes multimedia to extremes with Falcon30. (Atari Corp. introduces  
new multimedia microcomputer) (Product Announcement)  
AVAILABILITY: FULL TEXT ONLINE LINE COUNT: 00037  
SOURCE FILE: CD File 275

>>>> and so forth... Knowbot then sends out a Copyright notice and one  
"\*\*\*\*\*" more menu to navigate. I choose #2, Get full record(s) Note that  
our current charges so far are \$8.50.

Trade Magazines OPTIONS

- 1 Get more record titles Titles not yet displayed: 165 of 175
- 2 Get full record(s)
- 3 Redisplay items already seen
- 5 Return to the Groupsearch menu

Your Computer NewsCenter (Staff) charges: \$8.50

Enter the record number(s) you would like to see, or type P for previous  
screen. (For example: 1,3,7,9-12): 3

I'm looking for the information...

Record 3

12653824 COMPUTER ASAP FILE 675 \*This is the FULL TEXT\*  
Atari takes multimedia to extremes with Falcon30. (Atari Corp. introduces  
new multimedia microcomputer) (Product Announcement)

Computergram International PAGINATION: CGI09250004
PUBLICATION DATE: Sept 25, 1992
ARTICLE TYPE: Product Announcement
AVAILABILITY: FULL TEXT ONLINE LINE COUNT: 00037
SOURCE FILE: CD File 275
OPERATING PLATFORM(S): Motorola 68030
PRODUCT NAME(S): Atari Falcon030 (Microcomputer) - Product introduction
COMPANY NAME(S): Atari Corp. - Product introduction
DESCRIPTORS: Multimedia Technology; Microcomputers; Product Introduction
SIC CODE: 3571; 3944
ISSN: 0268-716X

ATARI TAKES MULTIMEDIA TO EXTREMES WITH FALCON030

Atari Corp's new Falcon030 multimedia computer sounds like the ultimate Christmas present for anyone that can afford \$800. The Sunnyvale, Press <RETURN> or <S>croll? S

>>>> Since we are dealing with copyrighted material, I'll stop here.
I can say that the information received is accurate and informative.

Your Computer NewsCenter (Staff) charges: \$14.50

[\*][\*][\*]

Is It For You? So, as you can see, the total cost of our Computer NewsCenter adventure was \$14.50. Too expensive? Well, that depends on how quickly you need the information the Computer Newscenter offers. In my opinion, that is the whole point of Computer NewsCenter. If I had an editor breathing down my neck looking for an article on the new Atari computer, then yes, having quick access to this data could mean the difference between making the deadline or not. However, there was nothing in this particular NewsCenter article that couldn't be found elsewhere, (like the ST RoundTable for example). But keep in mind that this was a fairly basic search. Where Computer NewsCenter would really shine is when you are looking for facts and/or information on a specific product or perhaps an obscure computer related topic.

The Computer Newscenter is available from the GENieLamp RoundTable menu (Page 515, option #14).

////////////////////////////////////// GENie\_QWIK\_QUOTE ////
/ "Super Thanks to all who've responded to my ???s about .INFs. /
/ I had no idea there was so much out there, or in here as the /
/ case may be. I am so new to all this power and to know that /
/ there is a host of knowledgable help here online is /
/ reassuring and gratifying." /
////////////////////////////////////// D.GILLOGLY1 ////

[EOA]
[LOG]//////////////////////////////////////
LOG OFF /

//////////////////////////////////////
GENieLamp Information
\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp
  - o GENieLamp STAFF: Who Are We?
    - o GET\_THE\_LAMP Scripts & Macros
      - o SEARCH-ME! Answers

GENieLamp GENieLamp is monthly online magazine published in the  
 "\*\*\*\*\*" GENieLamp RoundTable on page 515. You can also find  
 GENieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II  
 (645), A2Pro (530), Unix (160), Mac Pro (480), A2 Pro (530) Geoworks  
 (1050), BBS (610), CE Software (1005) and the Mini/Mainframe (1145)  
 RoundTables. GENieLamp can also be found on CrossNet, Internet, America  
 Online and many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail.To leave messages, suggestions  
 or just to say hi, you can contact us in the GENieLamp RoundTable (515)  
 or send GE Mail to John Peters at [GENIELAMP] on page 200.

U.S. MAIL  
 "\*\*\*\*\*"

GENieLamp Online Magazine  
 Atten: John Peters  
 5102 Galley Rd. Suite 115/B  
 Colorado Springs, CO 80915

>>> GENieLamp STAFF <<<  
 "\*\*\*\*\*"

- |                       |                    |                |                     |
|-----------------------|--------------------|----------------|---------------------|
| GENieLamp<br>"*****"  | o John Peters      | [GENIELAMP]    | Editor-In-Chief     |
| ATARI ST<br>"*****"   | o John Gniewkowski | [J.GNIEWKOWSK] | Editor              |
|                       | o Mel Motogawa     | [M.MOTOGAWA]   | ST Staff Writer     |
|                       | o Terry Quinn      | [TQUINN]       | ST Staff Writer     |
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|                       | o John Hoffman     | [JLHOFFMAN]    | ST Staff Writer     |
| ATARI TX2<br>"*****"  | o David Holmes     | [D.HOLMES14]   | TX2 Editor          |
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|                       | o Bill Garrett     | [BILL.GARRETT] | Mac Staff Writer    |
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|                       | o Chris Innanen    | [C.INNANEN]    | MacPRO Staff Writer |

Apple II Computer Info

|          |                 |              |                       |
|----------|-----------------|--------------|-----------------------|
|          | o Paul Collins  | [P.COLLINS]  | MacPRO Staff Writer   |
| APPLE II | o Darrel Raines | [D.RAINES]   | Editor                |
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|          | o Mel Fowler    | [MELSOFT]    | A2/A2Pro Staff Writer |
|          | o Jim B. Couch  | [J.COUCH2]   | A2/A2Pro Staff Writer |

A2Pro  
\*\*\*\*\*

|          |             |             |               |
|----------|-------------|-------------|---------------|
| INTERNET | o Jim Lubin | [JIM.LUBIN] | GenieLamp IBM |
| *****    |             |             |               |

|       |                       |               |                                        |
|-------|-----------------------|---------------|----------------------------------------|
| ETC.  | o Jim Lubin           | [JIM.LUBIN]   | Add Aladdin                            |
| ***** | o Scott Garrigus      | [S.GARRIGUS]  | Search-ME!                             |
|       | o Bruce Faulkner      | [R.FAULKNER4] | CrossNET Support                       |
|       | o Mike White          | [M.WHITE25]   | Cowlumnist (CowTOONS!)                 |
|       | o Lloyd E. Pulley Sr. | [ST-REPORT]   | CPU Status Report<br>(ctsey. STReport) |

GenieLamp CONTRIBUTORS  
\*\*\*\*\*

|                     |              |
|---------------------|--------------|
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| o Steven Weyhrich   | [S.WEYHRICH] |
| o Robert M. Connors | [R.CONNORS2] |
| o John B. Wilson    | [JBWILSON]   |
| o David Hindman     | [D.HINDMAN2] |

>>> SEARCH-ME! ANSWERS <<<  
\*\*\*\*\*

```

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H + + + + + S + + + + B E X I T + + + + C +
+ A + + + + R + + + + Y + X + + + + W + R + +
+ + N + + + E + + + + E E + + + + O + A + + +
+ + + D + + S + + + + C + + + + H + M + + + +
+ + + + L + U + + + H + + + + S + B + + + + +
+ + + + + E + + + O + + + + + L + + + + + +
+ + + + + + + + + B + + + E + E + + + + P + +
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+ + N + + + + + P + + + O + + + + + T + + + T
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+ + + + + + + + + L + + + + + + + + + N
+ + + + + O + + + + A H C L E U Q S + + + + O
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[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing
..... system to help make reading the magazine easier.
To utilize this system, load GENieLamp into any ASCII word processor
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed
..... here in GENieLamp, you will find all the information you
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|-----| |-----| |-----| |-----| |-----|
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and
..... weekend access to more than 100 services including
electronic mail, online encyclopedia, shopping, news, entertainment,
single-player games, multi-player chess and bulletin boards on leisure
and professional subjects. With many other services, including the
largest collection of files to download and the best online games, for
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie
service, call (with modem) 1-800-638-8369. Upon connection type HHH.
Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system
will then prompt you for your information.

.....

//////////////////////////////////// GENie\_QWIK\_QUOTE ////
/ A A A I I I I
I I
I E
E
E
E
!
!
!
SPLAAT!
//////////////////////////////////// R.MARTIN22 //////////////////////////////////

[EOA]
[FRM]////////////////////
FROM MY DESKTOP /
////////////////////

Notes From The Editor
\*\*\*\*\*

By John Peters
[GENIELAMP]

FROM MY DISKTOP When chatting online or when leaving messages to other
\*\*\*\*\* RoundTable members, sometimes problems, misunder-
standings or downright angry confrontations are created simply because the
other person doesn't understand what you're \_really\_ trying to say. If
you're not careful in how you convey your thoughts via the keyboard, what
you meant as a joke or wrote in jest, can sometimes be taken the wrong way
or blown entirely out of context.

The problem is it's not \_what\_ you say that creates this situation,
but it is \_how\_ you say it. For instance, a sentence said with a smile can
take on a whole new meaning than if it was said with a frown or angry look.
Facial movements and voice inflections are difficult to interject into your
writing, especially when you're writing on the fly as in an informal
RoundTable Conference or when writing a message or reply online. Since the
reader can't see your face or body-language, he or she may not know that
you're making a joke or that you are teasing.

There is a solution. Over the years a "modem-language" has developed
to help take care of this predicament. By interjecting a smiley face, " :)
" within your message or a descriptive word in brackets, such as [grin] or
[laugh], you can tell the other person, "Hey, don't take this seriously,
I'm just having fun." A well placed [grin] can go a long way to help stop
a misunderstanding.

Another reason this modem-language developed is to help minimize the
amount of typing it takes to convey a message to someone else while online.
For example, it is much quicker to type, "BTW" then to type, "By The Way"
or "IMHO" instead of "In My Humble Opinion."

Confusing? Not really. As you become more familiar with the lingo,
the strange characters and funny faces will be easier to figure out. If
you do come across an unusual cluster of letters and you don't understand
what they mean, by all means ask the person who sent them. To help you get
started, here's a partial list of some of the more popular modem-phrases
being used today on GENie. (Note: The following has been collected from
online posts, unofficial dictionaries and other sources.)

>>> THE UNOFFICIAL GENieLamp ONLINE DICTIONARY <<<
\*\*\*\*\*

- b4 - before BCNU - Be See 'N You
brb - be right back BTW - By the way
chuckle - something was kinda funny channel hoppers - someone who
jumps from one channel to
another

|                                                                                                 |                                                                   |
|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
| c u l8tr - see you later                                                                        | go pri - go into private                                          |
| GR8 - that's great                                                                              | grin - something was humorous                                     |
| groan - I can't believe you said that                                                           | hahaha - something was funny                                      |
| HAHAHAHAHAHAHA - something was REALLY funny                                                     | MORF - Male or Female                                             |
| OIC - Oh, I see                                                                                 | re - about (as in re last night)                                  |
| rehi - hi again                                                                                 | TTFN - Ta Ta For Now                                              |
| turbo sta - doing a /sta * to get a list of all Chat Lines users                                | UR- you are                                                       |
| wave - to someone monitoring (like "Waving at Fuzzball on channel 15)                           | yawn - I've heard that before                                     |
| ???? - I don't understand... or What?                                                           | [ ] = hugs                                                        |
| :) - a sideways smiley face                                                                     | ; ) - a winking smiley face                                       |
| :P - a smiley face sticking tongue out                                                          | :( - a sad face                                                   |
| :/ - frustrated/perturbed                                                                       | =:0 - surprise                                                    |
| :-I - Indifferent smilie. Better than a Frowning smilie but not quite as good as a happy smilie | :-> - User made a really biting sarcastic remark. Worse than a :) |
| >:-> User just made a really devilish remark.                                                   | >;-> Winky and devil combined. A lewed remark was made.           |
| [SMILE]                                                                                         | [LAUGH]                                                           |
| LOL - Laughing Out Loud                                                                         | ROFL - Rolling On the Floor Laughing                              |
| IMHO - In My Humble Opinion                                                                     | WTG - Way To Go!                                                  |

Think about what you're typing. Does what you write really say what you mean?

[\*][\*][\*]

PARTING SHOTS GENieLamp Script users take note! The GENieLamp RoundTable "\*\*\*\*\*" (M515) is undergoing some major menu changes. Unfortunately, this means that your script files will no longer work. Once the changes are in place we will be uploading new scripts to the GENieLamp Library. We're sorry for the inconvenience, but we think you'll like the new menus. (Hint: Lots of new goodies in store! :)

NEW BBS ONLINE NEWSLETTER February 1, 1993 marks the start of a new
\*\*\*\*\* online newsletter for members of the BBS
RoundTable. How the newsletter will be distributed is still undecided.
For more information, drop by the BBS RoundTable on page 610.
(Keyword: BBS)

ASK DOCTOR BOB Do you have a question about operating systems, GENie or
\*\*\*\*\* anything concerning computers? If so, you can get your
questions answered here in GENieLamp by Doctor Bob. Any question is fair
game...and if the good Doctor Bob doesn't know the answer, he'll find
someone who does. Stop wandering around in the dark, send your question
via GE Mail to GENIELAMP.

Until next month...

John Peters
[GENIELAMP]

////////////////////////////////////// GENie\_QWIK\_QUOTE ////
/ "First thing is don't panic!! And, don't give up until you have /
/ found help from someone more knowledgeble than I!" /
////////////////////////////////////// R.MOSHER1 ////

[EOA]
[TAL]//////////////////////////////////////
APPLE\_TALK /
//////////////////////////////////////
Apple II Corner
\*\*\*\*\*
By Darrel Raines
[D.Raines]

IT'S NOT JUST A JOB! As we begin to get settled into 1993 most people
\*\*\*\*\* are starting to forget the New Year's resolutions
that they made. These resolutions were probably made with the best of
intentions, but eventually the monotony of carrying out the pact has caused
us to forget our resolve. It is my job to make sure that this newsletter
stays on its toes for the whole year. I want to continuously examine the
product of our efforts and assess how well we are following our New Year's
resolution to be the best we can be.

With this said, I now want to request your help. As a reader of this
newsletter we need your feedback. I can see that hundreds of GENie
subscribers are getting their free copy of A2 GENieLamp. Great! Now we
need to know what you think about our efforts. Even if we think that
things are going well, it is ultimately the decision of the average GENie
user as to whether or not the results are readable and informative.

Therefore, take some time to write us and let us know what you think.
If you like an article, then say so. If you think that we don't have
enough Cowtoons (although I can't image why you would think this), then
tell us. If you believe our coverage is biased and therefore unfair, then
blast away. If you think that an article is especially good, then let both
the author and the editor hear about it.

I received more mail concerning GENieLamp when I was writing individual columns for this newsletter than I have since becoming the editor. We need more feedback than this to better meet your needs. It only takes a few seconds to give us this type of information. The mail menu is part of GENie\*Basic services for composing online messages. You don't even have to find a stamp and get your tongue sticky to give us feedback on GENie.

Consider this to be an "Are you out there" feeler. I really want to hear from a lot of people about this month's GENieLamp for the Apple II. If we continue to have sufficient letters coming in, then I will consider starting a section devoted to letters. With your input we can climb on to greater heights. Let us hear from you.

Author and editor Darrel Raines (D.Raines) welcomes any feedback or comments via electronic mail to the listed user name.

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "How do you kill the Mother Fester in Xenophobe? /
/ No hints, just tell me straight. /
/ I can take it! <G>" /
////////////////////////////////////// ZRATH-SMILEY //////////////////////////////////

```

```

[EOA]
[HEY]//////////////////////////////////////
 HEY MISTER POSTMAN /
//////////////////////////////////////
Is That A Letter For Me?

```

By Darrel Raines  
[D.RAINES]

- o APPLE II ODDS & ENDS
  - o WHAT'S NEW?
    - o THROUGH THE GRAPEVINE...
    - o MESSAGE SPOTLIGHT

>>> A2 ODDS & ENDS <<<  
\*\*\*\*\*

LEARNING DTP The Robin Williams who wrote "The Mac Is Not A Typewriter"  
\*\*\*\*\* is a woman.

Lots of folks at my local user group love that book, and feel as if it's a good intro primer to DTP. To tell the truth, I looked at it recently, and felt that it was just too elementary for my needs.

I feel that there are 2 aspects to DTP...the first, and easiest aspect, is learning how to use a DTP program. IMHO, the much harder part has to do with presentation. Anyone can learn how to use a DTP program, but not everyone is artistically inclined enough to make their DTP project look good.

I'm one of them.

But, I recently got a great book out of the library called "Looking Good in Print". It's by Roger C Parker, and it doesn't say a word in nearly 400 pages about how to use software. Instead, it's more involved in what I imagine is called "elements of design". There's lots of examples, and many "makeovers". Those show a before and after picture. The before examples look like lots of DTP projects I've seen. The makeovers show exactly what can be done to give those projects a professional look to them.

Roger C Parker has another book, but I'm not sure of the name, and it's devoted strictly to the before and after examples.

They're both published by Ventana Press. Looking Good In Print is \$23.95. I highly recommend it for anyone who knows how to use DTP software but who lacks an artistic sense.

(J.KOHN, CAT2, TOP4, MSG:38/M645;1)

MY NEXT COMPUTER "My next computer" turned out to be a IIGs, purchased  
"\*\*\*\*\*" through this RT.

I decided to get another Apple II rather than a Mac for a number of reasons: Cost; I already have a lot of software and files for the Apple II series; learning curve; and the IIE (which I'm keeping for the kids) does practically everything I want, except feed my ego.

I get the feeling the driving force behind MS-DOS sales (and the Mac, too) is ego: "Gotta have the latest, the greatest, the biggest, the fastest."

If memory serves, it was my questions that prompted this topic, so I thought I'd do the follow-up, as we'd say in the news biz.

(L.DEVRIES, CAT2, TOP5, MSG:97/M645;1)

SHRINKWRAP LICENSE Generally speaking, a "shrinkwrap" license is illegal  
"\*\*\*\*\*" when it attempts to restrict YOUR rights under the copyright laws.

Those parts of the "shrinkwrap license" which are in agreement with the copyright law are enforceable, NOT because they are in the license, but because they are in the law. Those parts of the "shrinkwrap license" which restrict rights granted to YOU under the law (such as the making of archival copies) are NOT legal, or enforceable.

Those parts of the license which are not covered, in any way, under the copyright law may or may not be enforceable, but in any case, will be a civil matter, i.e. violation of any part of a "shrinkwrap license" which is not backed up by the copyright laws is NOT illegal. You cannot be arrested and prosecuted for it. You MAY be sued, but that is relatively unlikely. (Depends on how seriously, and how blatantly, you are in violation.)

Unfortunately, in the language quoted above, wherein the company refuses to transfer your "rights" in the program to a new owner, there is nothing you can do. You CAN sell the program, but the new owner cannot get support from the company, etc, and there is not a darned thing either you or the new owner can do about it.

(GARY.UTTER, CAT2, TOP8, MSG:6/M645;1)

IS MUSIC WRITER GS STLLL AROUND? Yes. I have had MW GS for a little over  
"\*\*\*\*\*" two years, and I love it. As to Pyware

support, it has been good. I received an offer to upgrade (either to the professional level - 32 staves, or across platforms) about two months ago. As the majority of the music I write is for small choral groups and a pep band, the 8 staves of the intermediate level is more than enough. If you want to print music, I heartily recommend Music Writer GS.

(EBR2, CAT6, TOP7, MSG:69/M645;1)

CRASHES & FILE-COPYING PROBLEMS Update on crashes, file-copying problems, etc. in GS/OS: In our last installment I was unable to copy large batches of files across hard-drive partitions using Finder, and I was getting frequent crashes in GS/OS applications. Received many helpful suggestions, tried many things including swapping Zip cards between two systems, disabling RamFAST driver, reinstalling system 6.0, burying dead cat at midnight, etc.

My hard-won discoveries:

I can complete batch-copying operations if I: 1) Turn Zip speed down one notch, or, 2) disable the RamFAST driver in the System folder. On another, nearly-identically set up GS, neither of these steps is necessary. Go figure. Current theory is that on the one machine that needs fiddling with, there is some sort of timing incompatibility between the RamFAST and the Zip that is cured by slowing either down, even a slight bit.

Regarding other crashes, I found and deleted three (count 'em, three!) icons in my ICONS folder that were set to match type \$00, auxtype \$0000, which, if I understand this correctly, can cause some problems. The specific problems I was having that seem to have been cleared up by this action were: the "calculate" function in the "Get info" window was crashing; I was also occasionally getting garbage characters in Finder windows and some system sounds weren't playing when they should have. The whole system seems more reliable since deleting these icons, but that may just be the placebo effect at work.

The third change I made that seems to have improved the behavior of the system is installing the Pointless 2.01 upgrade. Now GraphicWriter and other DTP programs no longer hog huge gobs of memory.

I also tossed out a couple of DA's and inits that were of questionable integrity.

Hard to measure the effect of the cat funeral, but the windows do seem to whoosh open and closed with a bit more snap since then.

Lesson I've learned from all this fooling around: If it's not one thing, it's probably another...

(D.CRUTCHER, CAT9, TOP6, MSG:1/M645;1)

MNP ISN'T A PERFECT WORLD... As you explained your problem, it sounds like it should all work but if you have line noise and invoke MNP, its not going to make the world perfect. MNP as you know is just an error checking protocol and if data is transferred that is not correct, it is retransferred until it is correct. What that translates to is: If you are sending at 2400 BPS its working. But if you send at 9600 and noise effects the transfer and you have to use MNP to make the 9600 work, it has to keep re-sending until its correct (or it gives up). You could find 9600 w/MNP slower than 2400.

If you have a line noise problem, it can be detected by the phone company. Call the repair service and ask. If they say it may be in your house wiring and you don't have the repair service insurance, get yourself a long piece of phone wire extension (called base cord) and take it directly from your modem to the interface box on the outside of your house. Unplug the modular interface plug (this disconnects all the phones in the house) and plug your modem in directly. Try the call and see if you still have problems. If you do, its not on your end, ask the phone company to assist you. Tell them you are using the phone for data transmission - its legal. If they tell you to buy a special line, just ask them for a clean voice quality line, that is all you really need.

If the noise disappears when you plug in outside, remove all of the coverplates on your phone jacks and loosen and tighten all screws and check again. Dissimilar metals (screws and wires) sometimes interact and loose good contact.

You asked about a special line. They are pricey and are referred to as "balanced lines." Of all the Tech Support calls we have ever taken, not one person has ever said they have one of these "special" lines.

If you have line noise it often looks like -- }{f/g} - kinda stuff. You can even hear it a crackling hissing sound when the phone is quiet. Dial one digit and listen. Radio Shack sells a device for less than \$10 that indicates if your wires are reversed. It seems that is a problem some of the time, but I am not sure when and why it sometimes seems to affect the modem and sometimes does not??

Re; your question about the buffer and percentage display, if you would like to try a demo version of ProTERM 3 we would be glad to send it to you or you can d/l it from the Library here on GENie. If you would like us to send it, let me know your address and the disk size via EMail or whatever is easy for you.

InSync Software, Inc.  
3035 E Topaz Cir  
Phoenix, AZ 85028-4423  
Voice 602/992-1345  
BBS 602/992-9789  
FAX 602/992-0232  
GENie InSync.SW  
(INSYNC.SW, CAT10, TOP2, MSG:56/M645;1)

SOUND FILES HELP  
\*\*\*\*\*

> How can I adapt sound files for the Sound CDev in System 6? Is there a way to take Mac Soundmaster files and adapt them?

There is a file here in the A2 library somewhere entitled rSounder. This will take raw sound files and/or HyperStudio sounds and turn them into rSounds which will work on the Sound CDev.

(D.MILLER132, CAT9, TOP12, MSG:68/M645;1)

PROPERLY WRITTEN? A properly written 8-bit program will NOT copy a file "\*\*\*\*\*" with a resource. It will instead kick up an "unknown storage type" error. It should refuse to do anything at all with a resourced file. Only 8-bit programs specifically written in a way that ignores Apple's rules on this, such as Copy II+, will copy resourced files

and leave the resource behind.

A properly written 8-bit file copier will simply refuse to copy the file. ProTerm 3.0 is such a program; you will find that it will refuse to manipulate a resourced file.

PT3 is an excellent file utility program in an 8-bit environment. IIgs users can use it with confidence whenever convenient, bearing in mind that it just won't copy certain files. It WILL copy ShrinkIt archives and text files, which are the types of file you'd most often want to copy from within your modem software. ;-)

(A2.DEAN, CAT9, TOP15, MSG:75/M645;1)

TAKE A DEEP BREATH...

\*\*\*\*\*

TO: ALL  
RE: Zip GS and Self-Test

Everyone take a deep breath and then repeat after me...

- "My Apple IIgs will not EVER pass the self-test with a Zip GS installed."
- "My Apple IIgs will not EVER pass the self-test with a Zip GS installed."
- "My Apple IIgs will not EVER pass the self-test with a Zip GS installed."
- "My Apple IIgs will not EVER pass the self-test with a Zip GS installed."
- "My Apple IIgs will not EVER pass the self-test with a Zip GS installed."

Now that you've gotten that out of your system, you don't need to worry about it. The tests on the GS are designed to run a 2.8 MHz. Even if you turn OFF the Zip GS, most likely the tests will not pass correctly. THERE IS NOTHING WRONG WITH YOUR GS, OR WITH YOUR ZIP GS CARD IF THE TESTS FAIL! IT IS NORMAL.

The Zip GS card is pretty simple, when it comes right down to it. I used to work for Zip, I know. If the Zip GS is bad, most likely your computer won't work for longer than 3 minutes at all. If you are worried your GS itself is bad, remove the Zip, put in the normal CPU, and THEN run the self-test. Hope this alleviates the concern over bad self-testing.

(M-RYAN, CAT12, TOP5, MSG:154/M645;1)

DISCOUNT MAIL ORDERS While we're on this subject, let me offer my unsolicited feelings about the discount mail order system and how it affects a company. MDG has been doing direct mail-order to customers with excellent speed and service for over five years. At one time, we offered our products through Roger Coats, Programs Plus, and Preferred Computing. We didn't gain anything by distributing our products through vendors -- in fact we lost income because they demanded a substantial discount off the retail price so that \*they\* can make a profit. I could not artificially increase prices so that we recover what our products are worth.

That's why you'll only see MDG products in magazine news and reviews sections- -not in mail order ads. Mail-order distribution is for suppliers that don't have the resources to do their own sales, packaging and shipping to their customers. For that service, they pay the price in the form of 40% to 70% discounts offered to their distributors.

Years ago, if you could get a one-liner in a full page ad, you were doing well. Today the distributors ask suppliers to PAY big dollars for

large chunks of ad space within their ads! The free one-liners, now cutting into space that could be paid for by a supplier, have dropped in number (not to mention point size). So relatively small to medium sized companies, like MDG, get the squeeze and end up staying out of the mail-order vendor mess.

In the last two years, we've streamlined our ordering, production and shipping capabilities so we can cut out the middle-man approach. We're fast-- we can ship within 12 hours of receiving an order--but we don't move enough volume to offer overnight shipping like big companies. However, we can get you your products in just two days or less. Plus, we've integrated a CASS- certification ZIP+4 Postnet bar code system into the addressing of everything we mail, which lets the post office instantly route mail where it should go. We used this last month to quickly and accurately deliver thousands of Groupnews newsletters to our customers and friends. (See the HISTORY BUFFER topic for more details). And we use it on all of our packing lists and address labels.

/\ \\  
/ /\_\_\ Morgan Davis -----  
(MORGAN-DAVIS, CAT27, TOP3, MSG:5/M645;1)

USES FOR SPARE COMPUTER CHIPS  
\*\*\*\*\*

- 1) Scarecrow for centipedes
  - 2) Dead cat brush
  - 3) Hair barrettes
  - 4) Cleats for mice
  - 5) Self-piercing earrings
  - 6) False eyelashes
- (A2.HANGTIME, CAT4, TOP10, MSG:94/M645;1)

>>> WHAT'S NEW? <<<  
\*\*\*\*\*

NEW PRODUCT ANOUNCEMENT! Although most of my programs have been  
\*\*\*\*\* utilities, I've also written one game for the  
IIGs: FloorTiles. FloorTiles has been quite successful as shareware, and  
has gotten good reviews in A+/InCider and elsewhere.

I have just released Ant Wars, my new game for the IIGs. According to my wife (the real game-playing expert in our household), Ant Wars is "even better than FloorTiles".

Ant Wars is a strategy/arcade game in which you maneuver red ants around a grid, attempting to kill -- and avoid being killed by -- black ants. You will need both quick reflexes and careful planning to chalk up the high scores. Watch for Ant Wars in the A2 download library, and give it a try.  
(K.BUNKER, CAT13, TOP10, MSG:30/M645;1)

SWITCH-IT! - A MULTI-APPLICATION SWITCHER FOR THE APPLE IIGS  
\*\*\*\*\* Littleton, CO, December 25, 1992 -- Procyon Enterprises, Inc.  
of Littleton, Colorado announced today that they have released Switch-It!,  
an extension to Apple Computer, Inc.'s GS/OS, that brings Macintosh  
MultiFinder style capabilities to the Apple IIGS. Switch-It! allows the  
user to load any number of desktop programs (limited only by main memory)  
and switch between them instantly. The addition of this important new

ability makes the Apple IIGS computer one of the most versatile and cost effective personal computers on the market today.

Switch-It! is fully compatible with the most popular applications for the IIGS, including AppleWorks GS, Platinum Paint, DreamGrafix, Medley, Finder, GraphicWriter III, HyperCard and HyperStudio, and many more. Matt Gudermuth, President of Procyon, Inc., said "For anyone who finds themselves moving between a lot of different GS/OS desktop programs, you'll save an amazing amount of time. Switch-It! allowed us to produce the documentation in roughly half the time it normally takes. Switch-It! is the perfect way to increase your productivity."

Switch-It! is closely integrated with System Software 6.0 via its Inter-Application Communication features, turning the plain IIGS Finder into a MultiFinder. "When you launch a program from the Finder, the Finder remains resident. This not only greatly speeds up launching and quitting, but means the Finder is always handy in the event one needs to format a disk or do other Finder operations from another program.", Jawaid Bazyar, Vice-President and Chief Technical Officer, explained. "With Switch-It!, those long periods waiting for a program to load or for a program to quit back to the Finder are gone. This is especially beneficial to users without hard disk drives.", Mr. Bazyar continued. "Switch-It! also makes cutting and pasting between applications quick and easy."

Switch-It! is fully compatible with and requires GS/OS System 6.0. It comes with several desk accessories that help exploit the power of switching technology. Switch-It! also comes with Apple IIGS Installer scripts, so putting Switch-It! on a hard drive is a simple operation. Product support is provided by telephone and online through InterNet, America Online, GEnie, and Delphi.

Switch-It! has a list price of just \$79.95 and will be available from mail order houses by the third week of January. For more detailed information, contact Procyon Enterprises, Inc. - P.O. Box 620334 - Littleton, CO 80162-0334 - (303) 933-4649. Distributors please contact Sequential Systems - 1200 Diamond Circle - Lafayette, CO 80026 - (303) 666-4549.

Procyon, Inc.  
P.O. Box 620334  
Littleton, Colorado 80162-0334  
(314) 334-7078  
Contacts: Matthew Gudermuth, Jawaid Bazyar  
(PROCYON.INC, CAT2, TOP27, MSG:1/M645;1)

APPLE EXPO WEST      Event Specialists, in association with the Bay Area Apple  
\*\*\*\*\*              II Users Group & BMUG proudly present:

The Apple Expo West  
April 23-25, 1993  
@ Brooks Hall in San Francisco, CA

Three exciting days (compromising one weekend) are planned for all Apple II and Macintosh users throughout the world meeting in one prime location - San Francisco. Located near SiliCon Valley, the San Francisco expo will feature MANY events, all offered at one very low and economical price. All seminars offered through the duration of the Expo will be offered to all attendees at no extra charge. This is the best opportunity

for Apple users to see what the future holds for them, and should be considered an event NOT to be missed. Apple II users will have a few special treats in store for them as this will be an invaluable chance for them to check out all the new products which will be unveiled at the show first hand, and possibly get a chance to walk away with some of these products at one-time, show special pricing. Over 12,000 people are expected to attend this premier event.

For more information on this event, see the bulletin board item listed below. (A2.LUNATIC, CAT5, TOP2, MSG:29/M645;1)

I HAVE SEEN THE FUTURE! Last summer, a challenge was issued to the Apple  
"\*\*\*\*\*" IIGS community. That challenge was in the form of a contest. With the backing and support of Olivier Goguel of the FTA, we at inCider/A+ urged the IIGS community to seek greater heights, to have fun and to go where no one had gone before.

Some answered the challenge and some rose to the occasion. I personally came online and said "blow my mind and make my day". And, guess what?

Yes, indeed, the first Bouncin'Ferno entries are starting to arrive in SillyKohn Valley.

I have seen the future. I have tasted greatness. I have feasted on the next generation of IIGS superstardom. I have climbed to new peaks. I have played new Bouncin'Ferno levels. I have gotten blisters on my fingers. I have smiled at the little bouncin fernos, and I have cursed at frustratingly insane new Ferno games.

You rose to the challenge and you have succeeded. You did make my day. And my night, as well. Thank you, thank you, thank you.

Over the next several weeks, I'll be sorting through the contest entries, and choosing the winners. And, prizes will be announced.

But, will that be it? Is Bouncin'Ferno really the last of its kind? Have we seen the last works of The FTA? Is the fun and excitement that the FTA generated for us over? Are memories of the FTA all that remain?

I think not!

Coming soon to Shareware Solutions: The Lost Works of the FTA!

You ain't seen nothing yet!  
(J.KOHN, CAT28, TOP4, MSG:157/M645;1)

GEM IS NOW FREWARE! Well, it's about time we announced this.  
"\*\*\*\*\*" Those of us who run A2 have recently finalized a deal with Tom Hoover to license GEM.

For those of you who are interested, GEM is now available as freeware. The \$20 shareware fee no longer applies. :-)

We are in the process of rewriting the GEM documentation, and are planning on adding a couple of minor additional features, though they will be of no use to current GEM users.

Tom Hoover hopes to continue to update and expand GEM, but such updates will still undoubtedly be shareware upgrades - i.e. you'll be able to have the current one for free, but if Tom Hoover does a major updates he can still charge for it. ;-)

Anyhow, if anyone out there has been hesitating to start using GEM, now's a good time. We'll soon be uploading an unlocked version with revised documentation, but anyone who'd like the program now can write to me for the unlocker program to get all GEM features functioning.

We think GEM is a great product and hope many people who've been hesitant up to now will give it a try.

(A2.DEAN, CAT29, TOP5, MSG:41/M645;1)

>>> THROUGH THE GRAPEVINE... <<<  
\*\*\*\*\*

WHAT YOU WANT IS...  
\*\*\*\*\*

> Where do I get a crystal to upgrade from 8/32 to 9 or 10 mhz? Where do  
> I put the crystal or crystals? Thanks Dan, thanks for your earlier help!  
> Fritz

>>>> What you want is a crystal oscillator. These are available from  
\*\*\*\*\* companies such as Jameco, JDR Microdevices, and DigiKey. Sorry, I  
don't have the numbers or prices handy, but you can call 1-800-555-1212 for  
the phone numbers. For 9 MHz, you need a 36.00 MHz oscillator. For 10  
MHz, you need 40.00 MHz. For any other speed, simply multiply the  
processor speed by 4. You can get a CMOS oscillator, but it's not  
required. I don't know about pricing; the figure of \$15.00 sticks in my  
head though.

Now take a look at your Zip card. With the card "fingers" at the  
lower right, you should see a little silver box in the top left corner.  
Among other markings, you should see "32.000 MHz". VERY CAREFULLY unsolder  
this box, and solder the new one in its place. ORIENTATION IS IMPORTANT!  
If you get a CMOS oscillator, it should have a notch in one end. Install  
it with the notch up. If you didn't get a CMOS oscillator, there should be  
a painted dot on one end; install it with the dot toward the top.

You should also install a new CPU that's rated for the speed you want  
to run at; I understand these run \$95 from WDC in Mesa, AZ at 602-962-4545.  
You want the 44-pin PLCC version, not the 40-pin DIP version.

WARNING: I have not done this myself. The information in this post  
was compiled from prior posts here, on the Internet, and other sources. I  
do believe it to be accurate; however, I can't guarantee that.

(D.BROWN109, CAT22, TOP10, MSG:149/M645;1)

LET US HELP YOU! AE's attention to this topic -- probably to this whole  
\*\*\*\*\* RT -- is spotty, at best. I had major problems with my  
Serial Pro, too....finally got them to swap it with another that had some  
different alphabet soup that the rep never bothered to explain to me.

But there are a lot of smart technically-minded people on this board,  
so why not detail your problem here (even if it is with another on-line  
service)?

If I buy a piece of hardware, and it doesn't work, I won't just toss it aside and buy another brand. I don't have that sort of money to waste. I eventually had to call AE's main number and ask for the president (Robert Carroll) before getting satisfaction. I wasted more than the cost of the Serial Pro on that )(\*&^%! 900 number before making that much cheaper call to {214} 241-6060.

(L.DEVRIES, CAT14, TOP11, MSG:2/M645;1)

REGARDING YOUR FLAKY TWGS... A friend and myself both had problems with a flaky TWGS which were solved by replacing the short cable that goes from the board to the CPU socket. I got a plug that had gold pins and I soldered the connections on the connector so there would be better reliability of the connections. I have not been aware of any problems due to the TWGS for the several years since I made the cables. It was my assumption that non-corroding gold would be more reliable than the tin (?) plating on the original connectors.

(W.SHUFF, CAT, TOP9, MSG:6/M645;1)

OPTION KEY TIP Hold down the Option-key, while selecting "About" from the Apple menu in AppleWorks GS. You'll see a screen with some memory information and information about your GS.

(U.HUTH, CAT17, TOP17, MSG:23/M645;1)

WHY A USER GROUP? There are advantages to being an "official" Apple User Group. Among the advantages are:

- A free license to distribute Apple II System Software.
- Being listed with the 800 User Group Locator Service, so that when folks in your area call Apple to find out where the nearest group is located, they'll give your group as a contact.
- A monthly mailing from Apple.
- A subsidized account on AppleLink.
- A free hour of connect time each month on AOL.
- A yearly Christmas card from Apple.

I can't think of any disadvantages to registering with Apple, except that whoever is listed as the contact person will start getting lots of Mac oriented junk mail. And, I do mean Junk Mail.

(J.KOHN, CAT31, TOP5, MSG:25/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 5, Topic 3  
Message 16 Fri Jan 08, 1993  
S.WEYHRICH [ Historian ] at 21:29 EST

Here is a reproduction of part of my upcoming A2 News Digest that I thought deserved posting immediately:

[\*][\*][\*]

--Zip Continues Zippin' Along

Out of the blue, there was a report from the National AppleWorks User Group posted in their category on the A2 RT on GENie. It read as follows:

"Zip Technology no longer sells Zip Chips, replacement processor chips

that dramatically increase the speed of Apple II+, IIe, and IIC computers. According to J. P. Hayes, President of Zip, the company can no longer find a manufacturer capable of producing these 'hybrid' chip products. When NAUG contacted Ms. Hayes in early December, she reported that Zip had a single Zip Chip in stock that would be kept by the company. She indicated that the company is operating under Chapter 11 bankruptcy protection from its creditors.

"Although Zip Chips were recently sold with a one year guarantee, the company originally advertised an unlimited 'satisfaction guarantee' on the product. According to Ms. Hayes, Zip can no longer replace defective chips and, under the terms of their Chapter 11 protection, cannot refund customers' payments for these products.

"Ms. Hayes reports that Zip continues to manufacture accelerator products for the Apple IIgs. However, NAUG suggests that its members consider the company's financial condition carefully before buying a Zip product."

Naturally, this raised some concerns among Apple II and IIGS users who read the message. In my preparations for this article, I decided to contact Zip myself and see exactly where things were at this time. On January 8, 1993, I called Zip and Ms. Hayes spoke to me. In our discussion, I found a some major inaccuracies in the NAUG article. Ms. Hayes stated that she is Zip's CEO (not president), and that they have been in Chapter 11 for two years, and actually went OUT of it four months ago. That means that they are NO LONGER in Chapter 11 at this time! (For those who don't know, a Chapter 11 declaration simply provides protection from creditors, while a company reorganizes itself to change its operations to a more profitable situation. It is NOT the same as a company declaring bankruptcy and going out of business).

Secondly, and of similar importance, she said that Zip had indeed lost their previous manufacturer for the Zip 8 Chips, but they HAVE located a new company for doing this work. It is not a trivial operation to create a Zip Chip, and it will take another four to eight weeks until they will be back at full production again; however, Zip Technologies WILL still be making the 8 MHz Zip Chip for 8-bit AppleII computers, as well as the Zip GS card for the AppleIIGS.

Now, it concerns me greatly that there could be such a discrepancy between what NAUG says it learned in talking to Ms. Hayes in December, and what I learned in talking with her on January 8th. If we can assume the best, that no one was INTENTIONALLY deceiving anyone else, we DO have a serious miscommunication here. It is so serious that just the RUMOR that Zip was in Chapter 11 could easily have mutated into a rumor that they WERE out of business (perhaps the rumor has done so by now). Press coverage like that can kill a company. If we who write news articles (such as NAUG and myself) are going to be helpful to the AppleII community, we need to make things absolutely clear. The people that PROVIDE information should try to make sure that whatever they said was understood (the correct message was transmitted), and we who try to write up this information must take care to ensure that we have REALLY heard what we think we have heard (the correct message was received). It may simply require a phone call to clarify things.

The whole situation reminds me of the inCider/A+ "announcement" that indicated a major change in direction was in the works, and then their

subsequent correction that stated that, no, they were NOT decreasing AppleII coverage. I was just as guilty as any in transmitting the incorrect information; I assumed (erroneously) that the statements made by Cameron Crotty were an accurate reflection of upcoming corporate policy. As it turned out, whether minds at inCider were changed because of the ruckus that was raised by the suggestion of such a radical change, or whether the statements made by Crotty WERE incorrect at the time, things did NOT change for the worse, and all that hand-wringing and name-calling was unnecessary.

The bottom line for this situation is this: If you were interested in a Zip accelerator for YOUR AppleII, rest assured. For the time being, at least, Zip Technologies will stay in business and continuing producing products for both the 8 and 16 bit platforms. And it doesn't hurt to point out that if you want them to STAY in business, it would be a good idea to plunk down some money and buy an accelerator from this company.

Zip Technology  
5601 W. Slauson Avenue, Suite 190  
Culver City, CA 90230

(310) 337-1313  
Fax: (213)-337-9337

-----

Thought y'all might like to know...

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your AII, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////  
/ "Techies write and writers go hungry. And users are baffled." /  
////////////////////////////////////// W.LIVELY ////////////////////////////////////////

[EOA]

[HUM]//////////////////////////////////////

HUMOR ONLINE /

//////////////////////////////////////

Safe Fax  
\*\*\*\*\*

>>> THE FRIENDLY GUIDE TO SAFE FAX <<<  
\*\*\*\*\*

Dr. B. Comfortable answers some of your questions....

Q.: Doctor, I am new to fax, I have not had much fax, and I am worried.  
Is it safe to have fax?

A.: Fax is perfectly safe, providing both you and your partner maintain your equipment in good order, keep it clean and have a regular check-up by a qualified consultant. Do not be embarrassed at your lack of experience. There are many excellent fax manuals available, including my own "The Joy of Fax".

Q.: About how often should I fax?

A.: Those who are new to fax often can't get enough, and do it all the time. We usually find, however, that as we get older and the novelty wears off, the desire for fax decreases rapidly, particularly if we still have the same old machine. (It is not unknown for jaded faxers to have a brief "fling" with a new, exciting machine, but this, too, will usually burn out quite quickly.)

Q.: Can I have fax with more than one person?

A.: By all means. This is perfectly normal, even necessary in most circumstances. It is time we cast aside our hang-ups about fax, feel free to "let it all hang out" and share your true self with the world.

Q.: Do I have to be married to have fax?

A.: Good Lord, no. People who hardly ever fax their wives will spend most of their working lives faxing complete strangers.

Q.: My parents say they never had fax when they were young, and were only allowed to write memos to each other until they were twenty-one, is this true?

A.: Yes, but why worry about boring old twits like them?

Q.: If I fax something to myself, will I go blind?

A.: Certainly not, as far as I can see.

Q.: There is a place on our street now, where you can go and pay to fax, is this legal?

A.: Yes. Many lonely people have no other outlet for their fax drives and must pay a "professional" when their need for fax becomes too strong.

Q.: What are the consequences of indiscriminate fax?

A.: Very high telephone bills

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////  
/ " >Good thing you're almost done! Ultima Underworlds II is out!" /  
/  
/ "Oh no! :)" /  
////////////////////////////////////// J.JIMENEZ ////

[EOA]

[REF]////////////////////////////////////

REFLECTIONS /

////////////////////////////////////

Thinking Online Communications

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO1]

>>> APPROACHING A MORE PERFECT STATE OF HUMAN COMMUNICAION <<<

\*\*\*\*\*

~ Part I ~

COMMUNICATION BARRIERS Have you ever stopped to consider the many types  
"\*\*\*\*\*" of barriers that exist in human communication?  
Some barriers are barriers of cost. Some are barriers of inconvenience.  
And some are barriers of time delay.

It's interesting to take a closer look at these barriers to see how  
online communication helps eliminate or minimize them.

The Barrier of Cost The barrier of cost takes on two principal forms:  
\*\*\*\*\*

- 1) The cost of transmission, and,
- 2) The cost of production.

The cost of transmission usually involves first class or second class  
postage costs. And the cost of production usually involves editing costs,  
page-layout costs, printing costs, and paper costs.

Online communications radically minimizes both transmission costs and  
production costs. In some cases the transmission costs of sending ASCII  
text can amount to a small fraction of the cost of sending the same text  
via the postal service. This is especially true if people take full  
advantage of flat-rate electronic mail.

Of all the many barriers, the barrier of production costs is the one  
that most severely restricts useful information from passing between human  
beings. The restrictive barrier of production costs was recently brought  
to mind in a very personal way. Just last week a national magazine sent my  
software publishing company a strongly favorable, but extremely brief,  
review of my company's new educational software product.

Despite the positive tone of this review, I could not help but be  
disappointed about the brief length of review. One can only speculate that  
their production and transmission costs were so exceedingly high that they  
had to condense each of their reviews to the absolute minimum number of  
words. Another consideration could be that they wanted to give equal space  
to fifteen or twenty new software products. The only way to be fair-handed  
would be to give short shrift to each product.

Had this same publication been published online, the production and  
transmission costs would be a fraction of their current costs. The editors  
of the publication would then have no problem in "printing" complete and  
informative reviews of new educational software products. The beneficiary  
of such improved communication would include not only the software  
publishers (who might benefit from increased sales), but also the teachers  
and students who ended up using the software. In a very real sense,  
society as a whole benefits from the opening of improved communication  
channels.

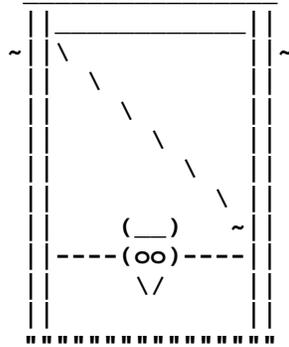
Another example of the barrier of production costs can be seen in  
newspaper classified ads. Whether it be employment, for-sale, or housing  
classifieds, the content is almost always boiled down to twenty five or  
thirty words, with each word so radically abbreviated as to constitute a





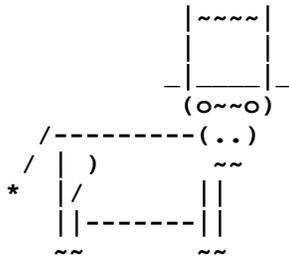
Sir Thomas Mooer  
1478 - 1535

A Cow for All Seasons  
~~~~~  
Moovie starring Paul Scowfield, 1966



Moorie Antoinette  
1755 - 1793

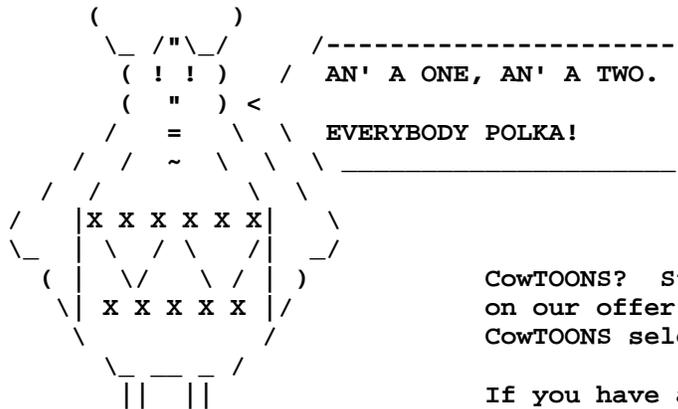
"Let them eat cake."  
~~~~~  
200 years later, all cows agree



Watch for another thunderin' herd of  
Moo Fun from Mike White in the next  
issue of GENIElamp.

Abraham Lincown  
1809 - 1865

"...all cows are created equal."  
~~~~~



CowTOONS? Stephen Litwin took us up  
on our offer and sent in this month's  
CowTOONS selection.

If you have an idea for a CowTOON, we

|| ||  
]| |[

would like to see it. And, if we pick your CowTOON for publishing in GENieLamp we will credit your account with 2 hours of GENie non-prime time!

A Pol-Cow

~~~~~  
Playing His Cow-Certina  
By Stephen Litwin  
[S.LITWIN2]

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////  
/ "Just think how boring life would be without you guys... /  
/ energize... 8^)" /  
////////////////////////////////////// D.HARRIS8 //////////////////////////////////

[EOA]

[PRO]//////////////////////////////////////

PROFILES /

//////////////////////////////////////

Who's Who In Apple II

\*\*\*\*\*

By Phil Shapiro  
[P.SHAPIRO1]

>>> WHO'S WHO? <<<  
\*\*\*\*\*

~ A GENieLamp Profile of Mike Westerfield ~  
~ of ByteWorks ~

GENieLamp> ByteWorks is a long time supplier of programming software for  
\*\*\*\*\* the Apple II line of computers. We were able to tag up with  
Mike Westerfield, owner and chief software guru for ByteWorks,  
and asked him a few questions. The results of that interview  
are reprinted below.

GENieLamp> How did you get started writing software for Apple II  
computers?

Westerfield> By accident, really. At my first assignment in the Air  
\*\*\*\*\* Force, I was sent to a computer school to learn assembly  
language for the IBM 360. The year was 1977, just as home computers were  
starting to get fun. I bought an Apple II, and decided to write a chess  
program. As a warm-up exercise, I wrote an Othello program, but none of  
the assemblers could handle the job -- so, as a "brief" aside, I wrote my  
own. Not knowing that it "couldn't" be done, I implemented the full  
assembly language and macro language I was most familiar with, the one from  
the IBM 360. I've been at it ever since.

GENieLamp> When did you decide to start up business with the Byte Works?  
\*\*\*\*\* How did the Byte Works get started?

Westerfield> The Byte Works got started as a software development  
\*\*\*\*\* company. The original goal was to sell the ORCA/M  
assembler and related products, which I did. Hayden Software published the  
DOS 3.3 version of ORCA/M in January of 1982. A couple of years later,  
just before the ProDOS version was ready, Hayden started to slide. A

friendly product manager at Hayden saw this, and set things up so we got the rights to ORCA/M, rather than getting stuck in the process of the company folding, and it was then that we started publishing our own products.

Like most startup companies, we began business in the house. Steve Jobs and Steve Wozniac started their business in a garage. Software is, of course, a more refined activity -- we started our business in a bedroom.

GENieLamp> What kind of products does the Byte Works produce?  
 \*\*\*\*\*

Westerfield> We've tried from time to time to publish just about  
 \*\*\*\*\* everything, but most of our products are for programmers.  
 We've published compilers, assemblers, programming utilities, and most recently, self-study courses.

GENieLamp> When Apple started preparing for the introduction of the Apple  
 \*\*\*\*\* IIgs, how was Byte Works selected to produce the software development environment that was eventually introduced at the same time as the computer?

Apple's engineers wanted a broad-based, flexible environment that could handle more than one language. ORCA/M did that. The fact that the assembler was so powerful helped in the decision, but as I understand it, the main reason for picking ORCA over the other programming products available at the time was that it was already set up to handle multiple languages.

GENieLamp> How do you rate the ORCA development environment in  
 \*\*\*\*\* comparison to what is available on other personal computer platforms?

Westerfield> These days, there are certainly better development  
 \*\*\*\*\* environments on other computers, but strangely enough, I still think the ORCA environment is the best one anywhere for the audience it has to satisfy.

Let's look at that for a moment. If you are an advanced hobbyist or professional programmer, there are better environments available. The stuff that comes with the IBM compatible machines is very extensive, and MPW is a fine system; both are more capable than ORCA. I would estimate that ORCA has about 95% of the features any given professional would be likely to use, and about 60% of the features that you would find in the most advanced IBM or Mac development systems. When you consider the number of people involved in developing those other systems -- MPW took 10 man years for the \_first\_ release -- I feel pretty good about what we have on the GS.

For the beginner and hobbyist, though, the most advanced system is too big and complicated. Even a lot of the professionals will choose THINK Pascal or THINK C on the Mac, even though MPW is unquestionably more powerful, because the compilation speed is more important to them than all of the features. The ORCA languages have a nice, simple environment in PRIZM that gives even the least experienced programmer a quick and easy start, so they don't have to worry about spending hours of time learning the environment.

It's also pretty unusual to be able to tie these two environments

together. MPW is the only other system I know of that fully integrates a shell with a graphical environment, so you can mix window/menu based work with typing shell commands. MPW does a better job than ORCA in this area, mostly because you can script the menu commands and even add new menu commands to run scripts. The ORCA environment, though, beats MPW when it comes to debugging a program. The ORCA debugger is faster, and it's integrated with the environment. The MPW debugger has a lot more features, but for the hobbyist or student that makes up the bulk of our customers, the ORCA debugger works a lot better, simply because of the smooth integration with the environment.

On the Macintosh and IBM computers, the market is big enough to support more than one version of each language, so you have systems specialized for different needs. The specialized systems are certainly better at what they do than ORCA. I can't think of a single system that serves as diverse a market, from rank beginners through professional developers, as well as the ORCA system does, though. And, while there are better systems than ORCA, ORCA still stacks up pretty well. Outside of mainframes and the Mac and PC worlds, we have some of the best tools anywhere, and our tools are by no means outclassed.

GENieLamp> What languages are available for the Apple II from Byte Works?  
 \*\*\*\*\*

Westerfield> We currently have four languages on the Apple IIGS and one  
 \*\*\*\*\* for the 8 bit Apple II family. The ORCA/M macro assembler  
 is available for both the Apple II and the Apple IIGS. On the Apple IIGS,  
 we also have ORCA/Pascal, ORCA/C, and ORCA/Integer BASIC.

GENieLamp> What other products are available from your company?  
 \*\*\*\*\*

Westerfield> I think the best way to answer that is with a complete list  
 \*\*\*\*\* of the products and prices. (The ByteWorks product list  
 follows this interview text.)

GENieLamp> With all of these wonderful products that you have created  
 \*\*\*\*\* for the Apple II, which is your favorite, and why?

Westerfield> A lot of people may think this is strange, but I don't have  
 \*\*\*\*\* one. I also don't have a favorite language. What I have  
 is a favorite activity -- creating programs. Each of our products is a  
 different tool, with one begin better for one task, and some other product  
 being better for a different task.

And, contrary to a very widely held opinion, I don't think Pascal is a better language than C. I just think Pascal is a more appropriate choice for most of the kinds of programs people actually write than C. I react very quickly when I see some guy trying to use C, and getting himself in trouble, when Pascal would do the job as well or better and not get him in trouble. C is a great language for some kinds of jobs, though, and I use it myself.

GENieLamp> With the recent decision by Apple to finally drop the IIGs  
 \*\*\*\*\* from their price lists, many Apple II users are feeling  
 somewhat frustrated. What do you see as the future for the Apple II and  
 its owners?

Westerfield> The Apple II is clearly not a big factor in new computer  
 \*\*\*\*\* sales, due mostly to the way Apple handled the machine. I

was very frustrated at that, too. Still, removing the Apple IIGS from the price lists isn't that big of a deal. Apple stopped selling the machine two years ago, they just didn't make it official until the last price list.

Like all computers that are no longer sold, the Apple II will slowly fade away. I think that, five or six years from now, there won't be many people still using Apple II computers. The ones that are left will probably be in schools or charitable organizations, with a few people still using the computer in their home.

On the other hand, there is still a very viable market for software on the Apple IIGS. The publishers that have stuck with the machine and been flexible enough to change with the changing market have done pretty well. I expect you will see major new software packages released for the Apple IIGS for two or three years, at least.

Look at it this way: All of the big companies are experimenting with entrepreneurial units, trying to find and serve the small, profitable niche markets that they have seen make so much money when they are tapped properly. The Apple II and Apple IIGS are perfect niche markets. There are still a lot of people using the machine. In fact, our active customer list is still growing, not shrinking. Publishers have left the Apple IIGS a lot faster than the people who own the machine, which has helped those of us who stayed around. A few companies have even started to discover that the products they release on the Apple II do pretty well. They seem surprised, but the only thing that surprised me was that they were surprised!

I still use and enjoy my Apple IIGS, and I know a lot of other people do, too. As long as there are a lot of us around, and as long as we keep buying new hardware and software for our computers, there will be publishers and manufacturers who will give us the hardware and software we want.

GENieLamp> Do you still have a good relationship with Apple Computer?  
\*\*\*\*\*

Westerfield> Yes. I certainly don't have as much contact with Apple  
\*\*\*\*\* anymore, but on a personal level, the ones I do have are a lot closer than they ever have been. On a business plane, I still do a lot with Apple, when you consider how much emphasis Apple puts on the Apple IIGS. Publishing "Programmer's Reference for System 6.0" is the latest in a long line of collaborations.

GENieLamp> How long does the Byte Works plan on supporting the Apple II  
\*\*\*\*\* computer?

Westerfield> Tim Swihart, when asked when System 6.0.1 would ship, gave  
\*\*\*\*\* the only honest answer anyone could: "When it's ready." I liked that, so I'll follow his lead.

I intend to continue producing and supporting Apple IIGS programs for as long as people keep buying enough of them to pay the bills.

I can't tell you how long that will be. I can tell you that we have definite plans to release several new products this year, though. In fact, the Apple IIGS is a part of our plans for as far in the future as we make plans.

GENieLamp> Did you ever have an urge to create software for any of the  
 "\*\*\*\*\*" Macintosh computers?

Westerfield> Yes. Someday I'll probably do something about that urge,  
 "\*\*\*\*\*" but I'm sort of busy with the Apple IIGS at the moment.

GENieLamp> We understand that ORCA/C version 2.0 is ready for release.  
 "\*\*\*\*\*" Can you tell us what improvements are available over older  
 versions of the package?

Westerfield> Not in the space I expect you would allow me. :) I'll hit  
 "\*\*\*\*\*" some of the high points, though.

First, ORCA/C ships with the 2.0 environment that you've seen with ORCA/M 2.0. This includes a new shell that takes advantage of System 6.0 and has a lot of new features; a new editor that supports editing multiple files, editing files up to the size of available memory, and a new dialogue based interface; and it comes bundled with Rez and DeRez.

You also get PRIZM 2.0. This is the first version of PRIZM that works with the 2.0 shell. Besides the obligatory changes, though, PRIZM has been reworked to take advantage of System 6.0, using all of the new dialogues features and disk handling procedures. But the biggest change is in the debugger: it supports structures, and does a mot better job with pointers. You can look at some pretty complex values, like this one, for example:

```
document->points[5].theRect.h1
```

The major changes to the compiler are internal, but they really are major! The code generator got a complete overhaul, with the addition of loop invariant removal and common subexpression elimination, plus major changes to the existing optimizers. Most programs are about 15% smaller and faster with the new compiler, although I've seen some programs that don't change much at all, and some that run in well under 10% of the time it takes with any other Apple IIGS compiler.

The other major internal change is the addition of precompiled headers. With precompiled headers, the compiler remembers some of the things it figured out on a compile, saving the results in a special file that is read the next time the program is compiled. The result is that programs that use a lot if header files -- like just about any toolbox program does -- compile about twice as fast as they did with ORCA/C 1.3.

There are several small enhancements, too. Just to name a few, there is direct support for HyperStudio NBAs and HyperCard XCMDs, several new pragmas to control the compilation process, new library calls, and new command line options for those people who use shell scripts.

GENieLamp> Do you have any new products under development with which you  
 "\*\*\*\*\*" can whet our appetites?

Westerfield> Sure. The obvious product for us to do next is ORCA/Pascal  
 "\*\*\*\*\*" 2.0; stay tuned, it will be here sooner than you think.  
 We're also working with Peter Easdown, an Australian, who is in the final stages of developing a Modula 2 compiler for the Apple IIGS.

GENieLamp> The Byte Works is located in sunny Albuquerque, New Mexico.

\*\*\*\*\* Is New Mexico weather conducive to software development?

It's not the weather that's conducive to programming -- it's the surroundings. Looking out across the mesa, you see sand, tumbleweeds, rocks, and for variety, more sand. Heck, what else is there to do but program? :)

Seriously, it's a great place to live, and I like it a lot. People talk about cultural diversity, but we live it, here. People are friendly, curious, and neighborly -- a great example of what I hope the whole country is growing towards.

GEnieLamp> Do you have any favorite programs (other than your own) that  
\*\*\*\*\* you have spent significant time using or playing?

Westerfield> I used to, but I've been working too much lately! I still  
\*\*\*\*\* like the old classics, myself. Space Eggs, Alien Rain, Alien Invader -- they are great, timeless programs. I still think Pinball Construction Set is one of the best programs ever written, especially when you consider the state of human interfaces when it was designed. And, of course, Battle Chess is a must. I don't use my GS for desktop publishing, but I've seen some great looking software for the GS. I use ShrinkIt a lot, and I think it's a great program. SuperConvert is very nice, too, and it's been very handy for moving screen dumps to the Macintosh for manuals.

GEnieLamp> Do you spend much time using GEnie or any of the other major  
\*\*\*\*\* computer information services?

Westerfield> I spend about equal time on GEnie and America Online, and  
\*\*\*\*\* spend a little time on AppleLink. All total, I guess I spend about 10 hours a week either online or doing offline processing to support the online time. Almost all of that time is spent doing customer service, although I do occasionally prowl around the libraries.

GEnieLamp> Any words of wisdom for the hordes of people still happily  
\*\*\*\*\* sitting down to use their Apple II computers?

Westerfield> Keep with it. If you like it, and if it is doing what you  
\*\*\*\*\* want, it's still the perfect computer for you. And, of course, you're in good company!

>>> ByteWorks Apple IIGS Programming Products <<<  
\*\*\*\*\*

|                                                 |       |
|-------------------------------------------------|-------|
| ORCA/M Macro Assembler                          | \$125 |
| ORCA/Pascal Compiler                            | \$150 |
| Learn to Program Pascal Self-study Course       | \$50  |
| Toolbox Programming in Pascal Self-study Course | \$75  |
| ORCA/C Compiler                                 | \$150 |
| Learn to Program C Self-study Course            | \$50  |
| Toolbox Programming in C Self-study Course      | \$75  |
| Design Master                                   | \$95  |
| ORCA/Disassembler                               | \$50  |
| ORCA/Debugger                                   | \$50  |
| ORCA/Integer BASIC Compiler & Source            | \$40  |
| Talking Tools                                   | \$60  |
| ORCA/Subroutine Library Source                  | \$40  |
| Merlin to ORCA Translator                       | \$40  |

Apple II Computer Info

|                                           |      |
|-------------------------------------------|------|
| Utility Pack #1                           | \$40 |
| System 6.0 with Release Notes, Interfaces | \$40 |
| Programmer's Reference for System 6.0     | \$45 |

Other Apple IIGS Products

\*\*\*\*\*

|                                 |      |
|---------------------------------|------|
| Ugly Duckling Talking Storybook | \$50 |
|---------------------------------|------|

Apple II Programming Products

\*\*\*\*\*

|                          |      |
|--------------------------|------|
| ORCA/M Macro Assembler   | \$95 |
| MON+ Symbolic Debugger   | \$30 |
| ORCA/M O/S Source        | \$40 |
| Floating Point Libraries | \$40 |

Other Apple II Products

\*\*\*\*\*

|                                                 |      |
|-------------------------------------------------|------|
| Crypto File Encryption Program                  | \$30 |
| Byte Paint Double-Hi-Res Amper and Draw Program | \$30 |

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "And be careful! Wear rubber gloves! Stand on a rubber mat! /
/ Call 911 _before_ you open the case. ;-)" /
////////////////////////////////////// D.A.BRUMLEVE //////////////////////////////////

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[EOA]

[QUI]//////////////////////////////////////

THE MIGHTY QUINN /

//////////////////////////////////////

Random Access

\*\*\*\*\*

By Mark Quinn

[NEWSIE]

"A Whole Buncha Milliseconds with Mark"

by Mark Quinn, DOA

Genie address: NEWSIE

VIRTUAL REALITY CHECK Most of us have heard about, seen, or even  
 "\*\*\*\*\*" partaken of today's crude "goggles and gloves"  
 brand of virtual reality. The attraction and benefits of the  
 many-generations-removed grandson of such a technology are obvious,  
 especially at a time when ads for laser disc players proclaim that the  
 medium is "60% closer to reality", and during the year that Congress is due  
 to make a decision on which brand of HDTV (High Definition Television)  
 we'll all be drooling over in the closing years of this century.

The "goggles and gloves" forays into VR seem almost laughable when  
 compared to visions concocted by futurists and science fiction writers. No  
 one knows what shape tomorrow's VR will take. Speculations of VR couches  
 complete with Medusa-like helmets, or biochip interfaces, or simple  
 headsets are nice, but are merely icing on the VR cake: the importance of  
 VR lies in its applications.

So here are some of the obvious and the not-so-obvious applications  
 for virtual reality that occur to this tech-crazed modem monkey.

- 1) Medicine. How about training interns on virtual patients instead of real ones? Or teaching someone who has recently broken a leg how to walk on crutches? Or spurring the memories of an amnesiac? Or bringing out the true personality of someone with split personalities? Listening to white noise in the background is comforting, but how about actually being in a picturesque setting for as many hours as it takes the hurt to disappear? How about letting a paraplegic have the experience of climbing a virtual Mount Everest? Letting a (however base and hackneyed it sounds) neutered person have a universe-shattering orgasm? How about having people relive experiences in their lives in a positive way -- actually going back to childhood and stifling that mouthy person or bully?
  
- 2) Education. It is said that experience is the best teacher, and virtual reality ought to be at least second best. Virtual reality field trips could range farther afield than any mundane one. Students could descend miles into the earth, and leap light years into space while in the comfort of a virtual reality classroom. Students flying in a VR spaceship could see relativistic physics at work, witness the birth of our galaxy, and preview its eventual demise. Or they could wing above a Jurassic landscape on the backs of pterodactyls, phone home on a re-creation of the set of E.T. to see how movies of our time were made, or peek over Segovia's sheet music as he sight-reads Estudio Sin Luz.
  
- 3) Military. Entire battles could be planned in virtual reality. It's raining brickbats, the terrain is muddy/rocky, the enemy is approaching from the east, your men are fatigued -- don't kiss your corporal goodbye, mister, DO something!

I might as well stop here. What I'd like to leave you with as you're reading this on your screen or from a printout is that the idea is the important thing. First comes the idea, then the hardware, then the applications for that hardware. (So we're leap-frogging the middle step? Who knew?) You've undoubtedly thought of other uses for virtual reality, too. Uses which are as varied as virtual reality promises to be. And I hope I've (very quickly) outlined some you haven't thought of.

What intrigues me so much about cyberspace/virtual reality is not how it will take us where we will go, but what we will do when we get there.

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ ">(Have anything against being quoted in print?) ;)" /
/ "Nah, anything I say is PD. :)" /
////////////////////////////////////// G.FUHRMAN //////////////////////////////////

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[EOA]
[A2P]//////////////////////////////////////
 A2/PRO_ductivity /
//////////////////////////////////////

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Calling All Beginners!  
\*\*\*\*\*

>>> A2 UNIVERSITY STARTS SPRING TERM WITH RESOURCES FOR BEGINNERS! <<<  
\*\*\*\*\*

JUST FOR BEGINNERS! A2Pro, the Apple II Programmers and Developers  
\*\*\*\*\* forum, is pleased to announce the start of the  
spring term of A2 University (A2U) with a class on resources just for  
beginners!

A2U is the educational arm of A2 and A2Pro -- A2U presents courses of  
interest to those wanting to learn in-depth material about their Apple II  
computers. All courses are free -- no charge other than normal GENIE  
connect charges!

A2U's fall term is winding down -- Certified Macro Whiz Will Nelken  
has just completed his A2U course "Ultra 4 -- to the MAX!" detailing how to  
squeeze every ounce of power out of AppleWorks and Ultra 4.1 that you could  
possibly want. If you missed the course, don't worry! The entire course  
and all the messages are available in the A2Pro libraries for you to  
download and study at your own pace, at any time. Andy McFadden's course  
on "Hacking Data Compression" has only one remaining lesson -- how to write  
modules for Westcode's upcoming HardPressed transparent disk-compression  
program. Since McFadden is the author of HardPressed, you can be sure to  
get all the details this way when HardPressed is released. The other 11  
lessons takes students through explanations of data compression algorithms  
from the simplest to the powerful LZW and LZSS algorithms used in today's  
best commercial programs.

Now the spring term is starting with a course any Apple IIgs owner  
can find an interest in -- resources!

You've heard about them, you know they're there in some kind of "fork"  
thing, and you know you can edit them if you have a resource editor,  
whatever that is. But what are they really? How do they work? Who put  
them there? Do they ever get lonely? Why doesn't ProDOS 8 like them?  
What is the "Resource Manager," and who appointed it manager? Do resources  
have collective bargaining or is their manager a tyrant?

Wonder no more -- A2U's has a new short course on resources starting  
FEBRUARY 15TH that will answer all of these questions in six easy lessons!

You'll learn what a resource is, and how a resource fork makes a file  
different from a file without a resource fork, including why ProDOS 8  
doesn't like resource forks. You'll learn why resource forks are mostly  
like completely separate files, and the later lessons will cap off with an  
explanation of the Apple IIgs Resource Manager and how programmers use it  
in simple ways to create and retrieve resources.

Sound educational? It is! And it's going to be followed later this  
spring with another course that extends this knowledge for people who have  
some programming skills to becoming a full-fledged resource expert -- using  
tools like Rez or Foundation, managing multiple resource files opened at  
once, how the Resource Manager works, what common resource formats are like  
and why they work, and more besides!

Our distinguished professor for this journey into resource land is

Marc Wolfram of Lunar Productions. Marc is the co-author of the Foundation resource editor, and in previous lives has worked on other Apple IIGs resource editing products like Genesys. There are few people out there who know more about resources than Marc, and we're pleased to welcome him to the A2U faculty for this special set of courses.

It all kicks off February 15th in A2Pro -- you can get to A2Pro by moving to page 530, or by typing "A2PRO" at any main GENie prompt, or by picking the menu option from A2's main menu. The discussion is in A2Pro's bulletin board -- you'll find all of A2U, including past courses, in category 22 of the bulletin board, and the lessons in A2Pro's Library 16.

Registering is as easy as posting a message saying "I'm here!", so drop by A2Pro and learn something useful!

```

// GENie_QWIK_QUOTE //
/ "We have to do something to be trendy. How about we all decorate /
/ our computers and hard drives with anchovies, wrap small wood- /
/ land animals around our necks, and chant Mexican operas while /
/ we embroider "Censorship is for the *" on our underwear. /
/ Either that, or we can go out for pizza." /
////////////////////////////////////// R.MARTIN22 //

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[EOA]
[LIB]//////////////////////////////////////
 THE ONLINE LIBRARY /
//////////////////////////////////////
Yours For The Downloading

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By Mel Fowler  
[MELSOFT]

>>> GOLDEN OLDIES <<<  
\*\*\*\*\*

~ Apple IIGS Games That Have Stood the Test of Time ~

WONDERFUL WORLD OF APPLE IIGS! This months review is going back to visit  
\*\*\*\*\* some "Golden Oldies" in the wonderful  
world of Apple IIGS games. In order for a game to be considered a Classic  
it must stand the test of time. All of the following have become Classics  
and have stood the test of time.

BOUNCEIT GS The first of these "Golden Oldies" is BounceIt GS which has  
\*\*\*\*\* become a Classic in Shareware gaming. BounceIt GS is an  
updated, super HiRes version of "BrickOut" or "BreakOut" that was part of  
the original DOS 3.3 System disk. BounceIt GS has wonderful stereo sound  
effects for those who have a stereo card. The ball moves faster and the  
paddle gets smaller as you move up in levels. The colors are dazzling as  
well as the sound effects. This game is designed to run at the normal  
Apple IIGS speed so if you have an accelerator card, turn it off before  
starting the game. With your accelerator card on that ball moves mighty  
fast. If you want to really slow the ball down you can switch to the Apple  
II 1 Mhz speed.

There are three games from the Ken Franklin's Reliefware series that  
must be included if you are to talk about "Golden Oldies", Plunder, One Arm  
Battle, and MileStones 2000. All three games have great graphics. However,  
it is the sound effects and dialogue that really set these games apart.

You will hear the "Fat Lady Sing" when the game is over in Plunder, Jack Bennys' Maxwell, (if your old enough to remember), when you use a 50 mile card in MileStones, and "Honey are you through with the computer?" said by an anxious wife when you quit the game. All three have been updated to version 1.5 which fixed some problems and added new features like on screen help.

PLUNDER Plunder gives you and your opponent(s) a room full of packages to "\*\*\*\*\*" choose from, open your selection and get a treasure or a big Ka-Boommmmm! You set the goal and who ever gets there first wins the game. The game can be set up for you and three friends to play or play against the computer. The treasure builds up as you play and you must choose when to exit the room before someone selects the bomb.

ONE ARM BATTLE One Arm Battle is the ultimate in slot machines with, "\*\*\*\*\*" count'm, six windows. You can play against the computer or three of your friends. You can gain bonus points by fulfilling a task set by the game. Again there are great amusing sound affects. Start playing this game and you will never get your friends to go home. Better have a good stock of refreshments on hand.

MILESTONES 2000 MileStones 2000 is the gem of the three in my opinion. "\*\*\*\*\*" It's you against the computer in a mad cap car race. You are both dealt cards which may have miles on them from 50 to 400. They maybe good cards like get gas, repair a wreck, fix a flat, and GO which turns the traffic light green or bad cards you give your opponent like run out of gas, give a flat, crash the car, and stop which turns the light red. There are also bonus cards like unlimited gas, super driver, super tires, and emergency run. If the computer gives you a flat and you play the super tire card, you get a "Gotcha" and bonus points. On screen help is available under the "Apple Menu" if you need it.

ADDICTIVE! All these games are easy to play and most addictive. You will "\*\*\*\*\*" be up all night saying "Well just one more game". Plunder and Milestones 2000 have a \$15.00 shareware fee, One Arm Battle is \$10.00. Be sure to send in your shareware fees. Wacky, inspired minds like Ken Franklins' must be encouraged to develop more Apple IIGS games. There have been rumors for months on GENie that Ken is coming out with a new game. All we can do is hope the rumors are true.

[\*][\*][\*]

These four games can be found in the GENie A2 Library as follows:

Number: 16464 Filename: BOUNCEIT.GS.BXY  
 Address: A2.DEAN Date: 910826  
 Approximate number of bytes: 47488  
 Number of Accesses: 163 Library: 21

Number: 17898 Filename: OAB.15.BXY  
 Address: A2.DEAN Date: 920302  
 Approximate number of bytes: 189184  
 Number of Accesses: 105 Library: 21

Number: 17899 Filename: PLUNDER.15.BXY  
 Address: A2.DEAN Date: 920302  
 Approximate number of bytes: 313856

Number of Accesses: 116 Library: 21

Number: 17905 Filename: MS2000.15.BXY  
Address: A2.DEAN Date: 920302  
Approximate of bytes: 289152  
Number of Accesses: 335 Library: 21

[\*][\*][\*]

Note: You can move directly to the A2 Roundtable library by typing the command: "M645;3" at any of the standard GENie prompts. Be sure to have one or more ProDOS formatted disks ready before doing any downloads. (That is to say, you'll need the formatted floppy disks if you are not downloading to a hard disk drive.)

There are many other "Golden Oldies" that we will be visiting in future articles such as Senseless Violence I, Classic Star Trek, and Columns GS.

```
////////////////////////////////////// GENie_QWIK_QUOTE //
/ "That's "Voila!", not viola. <grin> Your fans are going to /
/ wonder how to fiddle (uh, viola) with their cash flow." /
////////////////////////////////////// K.VANDELLEN //
```

```
[EOA]
[TEC]//////////////////////////////////////
 TECH_TALK /
//////////////////////////////////////
```

A Hard Look At Hardware  
\*\*\*\*\*

By Darrel Raines  
[D.RAINES]

```
>>> THE SYQUEST 88 REMOVABLE HARD DRIVE <<<

```

In late November I faced a major crisis. My hard drive was dying a slow and painful death. I certainly was upset that my drive was going out, but the good part about the situation was that I knew what was happening. And I knew early enough to do something about it. I even managed to work a review on removable hard drives into the process. Perhaps I should start at the beginning.

The way that this saga started was innocuous enough. I had been noticing a longer than usual delay in the boot process for my hard drive. I own a Ramfast SCSI card and an external 105 Meg hard drive with a Rodime mechanism. At times the drive would take about 10 seconds longer than usual to boot into GS/OS. In mid-November, this occasional delay took on a more ominous note. There were times that the software would stop at mid-boot and indicate that one or other of the system files was unable to load properly.

What I was soon to discover was that the media on my hard drive was slowly going bad. The intelligent controller on the drive was doing its best to read the data, but would eventually give up and indicate an error condition. The data fading process was slow enough that even after I figured out what was going wrong, I was still able to recover most of the

data on the drive before it disappeared into the bit bucket. The first order of business was to find a new and reliable drive to replace my declining Rodime.

I searched the marketplace with great enthusiasm since the price of mass storage devices have been dropping quite a bit in the last few months. I also spent some time looking at removable media since there has been some activity by various manufacturers to draw attention to their products. The two most interesting devices that I saw were the SyQuest Removable Hard Drive and the Floptical Removable Drive. Both offer removable media and are priced about the same for the drive itself. I decided that removable media was the way to go since I wanted to avoid running out of disk space again anytime soon. (If you spend much time on GENie, you know what kind of disk space problems you can run into.)

Having decided to go with a removable device, I went into a product comparison mode. Since the drives themselves were similar in price, I compared the price of media also. The floptical disks are a special 3 1/2 in. floppy with an optical tracking guide. They run about \$30 in medium quantity from my usual sources. The Syquest is a Winchester technology, 5 1/4 in. hard disk platter. It costs about \$110 in quantities of one from the same sources. A comparison of media costs for approximately 80 Meg of storage is compared below:

|                | SyQuest<br>***** | Floptical<br>*****          |
|----------------|------------------|-----------------------------|
| Capacity       | 88 Meg formatted | 84 Meg formatted            |
| No. Disks      | 1 x 88 Meg       | 4 x 21 Meg                  |
| Disk Cost      | \$110 + tax      | \$120 + tax                 |
| Drive Cost     | \$450 + tax      | \$499 + tax                 |
| Online Storage | 88 Meg           | 21 Meg                      |
| Real           | No               | Yes*                        |
|                |                  | * but not SuperDrive format |

The comparison above shows that the two choices are almost identical in every way except for the last two items. With the SyQuest, I get 4 times as much storage online at once. This turned out to be crucial factor. I thought that the standard floppy capability of the Floptical drive would be an important benefit. However, what I discovered was that the 3 1/2 in. floppy ability is limited to disks that are created with the Floptical Drive. I would not be able to read disks formatted with the Apple SuperDrive. Therefore, I would not be able to use the drive for disk-to-disk copies of standard 3 1/2 in. floppies.

With these ideas in mind, I bit the bullet and purchased the SyQuest removable drive. This decision has proven itself to be a satisfying approach that I have not regretted. The drive housing is a standard metal/plastic case that can hold a variety of different hard drives. The power switch is in the back along with two switched outlets and the standard pair of SCSI connectors. The front panel has a power indicator LED, an opening for the drive cartridge, two drive status LED's, and the ejection/lock buttons.

Installation was a breeze. Like any other external SCSI drive, all I had to do was plug and play. The initial cartridge was inserted without problem and I soon had my RAMfast interface busy formatting the virgin media. I decided to use standard names and partition sizes for all of my removable cartridges. With this thought in mind, I partitioned the drive

and named the individual partitions. Mission accomplished: The first SyQuest cartridge was ready to go. I repeated the process with the second cartridge that I had purchased. A price of \$1.22 per Meg makes the addition of cartridges relatively painless.

With my new drive in place, I was able to copy all but about 10 files from my old hard drive over to the new SyQuest drive. I then did a low level format on my old hard drive to see if that would help the drive retain data. The bad news was that the low level format caused even more problems with read operations. Therefore, I concluded that the hard disk media was slowly losing the ability to retain data. With my data safely tucked away on one of the new SyQuest cartridges, I felt comfortable enough to take apart my old hard drive and replace the drive mechanism. I put a new Seagate 180 Meg drive in the old case and now have a huge online storage capacity of about 270 Meg.

Whenever I want to change drive cartridges, all that I have to do is take the current cartridge offline by hitting the lock button and ejecting the disk after it has spun down. The partitions on the disk become unavailable just as if I had ejected each of them from a floppy drive. The new disk cartridge is then inserted into the SyQuest drive. The disk will automatically engage, lock, and spin up. After the front panel LED's show that spin up is complete, the new partitions are immediately available.

The SyQuest cartridges and drive have proven to be reliable and are slightly faster than the standard hard drive that sits under it. Along with that fact, the removable media was purchased from SyDos and has an extended warranty of 5 years. This guarantee is 3 years longer than the warranty on my standard hard drive.

I could not conclude this review without discussing the possibility of backups using the SyQuest device. "Backups with an 88 Meg drive, you may ask?" It may seem like over-kill, but the issue of backups was clearly a pertinent issue when I purchased the drive. The beauty of having such a large capacity drive is that a person can handle backups any way they want to. They can make exact copies of the Seagate partitions using standard copy and verify programs. Alternately, they can store compressed images using ShrinkIt or an equivalent utility. They can store compressed, incremental backups with a utility such as ProSel. The possibilities are endless with this much storage capacity.

Before anyone asks the question I will give the answer that yes, floppy backups are cheaper than using a SyQuest cartridge. However, the difference in price per Meg between 3 1/2 in. floppies and a removable cartridge is not all that great. With the removable hard drive, the user has the peace of mind that comes with being able to say the following: "Hmmm, my hard drive is acting up. No problem. I'll just stuff in my backup SyQuest cartridge and away we go. No further work required."

In summary, the SyQuest drive performs reliably and provides a very large amount of online storage (88 Meg) for the price. With drive and media costs in the same ball-park as a Floptical drive, I recommend that potential buyers consider the SyQuest as proven hard drive technology, with a twist (its removable). The final good news for me was the fact that I am back up and running with my two drives. Computing has never been better.

[\*][\*][\*]

Author and editor Darrel Raines (D.Raines) welcomes any feedback or
comments via electronic mail to the listed user name.

////////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////
/ "It's "funny" we've generated MUCH more message traffic here /
/ talking about the pros and cons of such a topic than many /
/ such messages would have otherwise :-)" /
////////////////////////////////////// JOHN.DENNING //////////////////////////////////

[EAO]
[FUN]//////////////////////////////////////
ONLINE FUN /
//////////////////////////////////////
Search-ME!
\*\*\*\*\*
By Scott Garrigus
[S.GARRIGUS]

THE PHOTO RT Hi everybody! Yep, it's February already. Can you believe
it? Boy, I wish I could build myself a time machine and
relive some of those great moments. Though I'm not too sure if there were
really \_that\_ many great moments to relive but it would still be nice. :-)
We \_do\_ have the next best thing. Photographs. Yes, everyone's talking
about photographs these days, especially since Kodak's unveiling of that
new CD photo stuff.

Well, guess where I visited this month... Yes, you guessed it. The
Photo RT! And what a great place it is! Some of the best photographs
you'll ever see in your life are in the libraries there. There are
pictures in all the standard formats available for downloading and viewing
on your computer. You can also contribute your own pictures to the library
too! You send your pictures through the mail to the sysop and he'll scan
your photos and put them in the library for free! Neat, huh? And if your
into picture taking at all, the Photo BBS is a great place to talk to other
people just like you! To get there, type PHOTO at any prompt.

So visit the Photo RT this month and have some fun with pictures! But
before you do, be sure and solve this month's puzzle. You want to be hip
by showing everyone you know all the latest buzzwords right? :-) Have fun!

PHOTO & VIDEO ROUNDTABLE
\*\*\*\*\*

~ PHOTO PAGE 660 ~

X N K E D X B I G N Z C Z J Z M N A C U Y D X
D S M G N X N O H P I T E L U L A H Y S Q Y D
T I Y I G V A X B Y I K Y J Y U I U K N Z D N
Y W G F N S W A R C B H O A U D N W D Q D D V
K I I I Q O K G U A D Z F N L G O Q R E P L G
F D G C T G L Y Z N X K Q M E B S C M P H V E
N F G R T I D T Q A N Z C P C O H S O P B R W
D P B Y N X Z X A C V K J P X Z T K C G U L O
C J O O I M K E O I L I I S F T I T C T T G X
H O E M R W N F H N Y U E R T Q M B C Y B V G
A T N Q P O J S F O Z P O W L J S I R K N J N
S T E V N V P O O R F P T W E L P E K H Y X W

C Q P A E C L E U B T G Q G L R L B N A S M C
I E C D A R K R O O M K P O U L Q E A N D U Y
H O S T J W S M B F X P M E A U G R X S G O C
P T O R S W D I S S K D F G W A T O X X M Q K
A O L E C E G B O B F F M V M N K B O T R S K
R H V P D N W I E N V D U I D A H S X T Z Z Y
G P S I Z I C A J I G I J C F C K Q Z E R E M
Y Q G S J G V W X H E X T V D S P K M F L F X

ART BRONICA CANON
CONVERSION DARKROOM DIGITIZE
GALLERY GIF GRAPHIC
IMAGE JPEG KODAK
MINOLTA NIKON PHOTO
PICTURE PRINT SCAN
SMITHSONIAN VIDEO VIEWER

[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of
the magazine.

This column was created with a program called SEARCH ME,
an Atari ST program by David Becker.

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////
/ "...honor and morals \_do\_ help when you don't have X\$...In fact, /
/ it's when you can't pay that honor and morality will most often /
/ be brought into play." /
////////////////////////////////////// D.A.BRUMLEVE ////

[EOA]

[AII]//////////////////////////////////////

APPLE II /

//////////////////////////////////////

Apple II History, Part 9
\*\*\*\*\*

By Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<
\*\*\*\*\*

Compiled and written by Steven Weyhrich
(C) Copyright 1992, Zonker Software
(PART 9 -- DISK EVOLUTION / THE APPLE IIC PLUS)
[v1.3 :: 12 Nov 92]

INTRODUCTION This part of the History describes the advancements in disk
technology that have been available over the years for the
Apple II series, and then examines the last 8-bit computer made by Apple,
the IIC Plus.

[\*][\*][\*]

ADVANCES IN APPLE II DISK STORAGE Since Steve Wozniak's Disk II floppy
drive changed the Apple II from a
hobbyist toy to a serious home and business computer in the late 1970's,

the progress of disk storage has been slow for the Apple II series. In 1978, the year the Disk II was released, Mike Scott (Apple's president) and Randy Wigginton were asked at a user group meeting whether they were going to go to the larger capacity eight-inch floppy drives (which had been around before the 5.25 floppy drives). They answered that no, the Apple II was not going in that direction, but felt it might get a hard disk by 1979 or 1980, and possibly earlier than that a double sided, double density 5.25 disk with 500K per disk.<1> Of course, this never did happen; as we saw in part 7 of this historical overview, the Apple III project began to overtake the hearts and minds of Apple executives by 1979, and anything newer, bigger, or better was reserved for that machine. As a result, DOS 3.2 and 3.3 was hard-coded to work specifically with the Disk II and its 143K of available storage, and never enhanced to easily access larger capacity drives. (Later, when we examine the evolution of Apple II DOS, we will see that it was possible from the beginning for DOS 3.2 and 3.3 to access up to 400K per disk in its catalog structure; however, the low-level disk access routines built-in to DOS were ONLY for the Disk II).

So what changes DID occur in Apple II disk storage? Between 1978, when Apple released their original Shugart 5.25 inch floppy drives, and 1984, nothing much changed. Third party company produced patches that modified DOS 3.2 (and later DOS 3.3) to work with larger drives; from eight-inch floppy drives to hard disks (a whole 10 megabytes for only \$5,350 from Corvus!<2>) to other various short-lived innovations, all made to try to end the "floppy shuffle". (One of the more interesting ones put five floppy disks into a cartridge, and through software made them appear to the computer as one large disk drive). Eventually Apple decided that the aging Disk II mechanism needed a face lift, and they introduced in the DuoDisk in May of 1984. This was essentially two Disk II drives in a single cabinet, with a special controller card. The drive mechanism was improved to better read half-tracks on disks (which some copy-protected software used), and at \$795 was priced to be less expensive than buying two of the older Disk II drives with a controller card.<3> The most important advantage of this new design was an elimination of the "fried disk drive" problem that happened constantly with the older design. The old Disk II controller had two connectors, one for each Disk II drive that could be connected. The problem was the in the design of the connector; like the game paddle plugs for the original Apple II and II Plus, the plugs for the Disk II drives were simply a series of pins that had to be properly aligned for the drive to function (similar to the delicate pins on a computer chip). If you tried to attach the plug in such a way as to accidentally shift the pins over by one, it would burn out the motor on the disk drive, requiring a trip for repairs to the local Apple dealer. The new DuoDisk design made connection of the disk mechanism to the controller fool-proof.

With the release of the Apple IIc in April 1984 came an external Disk II drive that was designed to plug into the new disk port in the back of the IIc, and was the same color and design as the IIc case. The Disk IIc was specific to the Apple IIc and could not be used with any older version Apple II, since it used a new, unique connector. However, since it was more expensive than a used Disk II drive, many users found out how to make a conversion cable to connect the older drive to the disk port; some even went the other direction and found ways to connect the new drive to the older Disk II controller cards for the II Plus and IIe.

The next small evolutionary step in disk storage technology for the Apple II was introduced in June 1985, with the release of the UniDisk 5.25. This drive was designed with the same appearance as the DuoDisk, but was a

single 5.25 drive. It was also designed to allow one drive to be "daisy-chained" to another (one disk could plug into the back of another, forming a "chain"), instead of the older method of connecting each drive separately to the disk controller card. Its beige color was designed to match the original Apple IIe.<4>,<5>

The last version of the Disk II was called the Apple 5.25 drive. It was identical to the UniDisk 5.25 drive, except for its case, which was designed in the platinum color to match the Apple II GS and the platinum IIe. The connector it used allowed it to also be connected in a daisy-chain fashion.<5>

NOW A WORD FROM OUR SPONSOR: BASICS OF DISK STORAGE      Let's digress for a  
"....."      moment from  
discussing specific Apple disk products and turn to a description on how  
the data are stored on a disk. There are two important concepts that you  
need to understand to see why some methods of data storage are "faster"  
than other methods. The first concept is the physical data layout on the  
disk, and the second concept is the "logical" data layout.

The physical layout of data on a disk is important to the hardware of the disk drive. If the computer tells the disk drive to retrieve data from the disk, it has to be able to tell the drive exactly WHERE on the disk surface that data are stored. Most disk drives in use today (and when Steve Wozniak designed the original Disk II) store data on disks that are round, magnetically coated pieces of plastic that spin within a protective sleeve. The older 5.25 inch and 8 inch disks were "floppy" disks because they used a flexible protective sleeve (unlike the older yet but larger capacity "hard" or fixed disks, which usually could not be removed). The newer 3.5 inch disks are also made of the same magnetically coated plastic, but their protective sleeve is a hard shell. Within its sleeve the thin plastic disk spins around rapidly while the disk drive motor is on.

When a disk is formatted, certain addresses are written to the disk surface in a pattern that is known to the program (the disk operating system) used by the computer controlling the disk drive. Most computers divide the disk surface up into concentric rings (called "tracks"), and each track is divided up into segments called sectors or blocks. Each segment holds a specific number of bytes of data; for the Apple II, this has been either 256 bytes (sectors on 5.25 disks) or 512 bytes (blocks on newer disk devices). The number of sectors or blocks per track differs, depending on the device in question; what is important is that the disk operating system knows how to get to the right block when a request is made of it.

The second concept, that of the "logical" layout of the disk, has to do with the way in which the disk operating system organizes the physical blocks on each track. Imagine a phonograph record on a turntable (some of you still own those, don't you?) It physically resembles a floppy disk; it is just larger in size and is not "floppy". Mentally take a white marking pen and draw lines through the center of the record, across the entire surface from side to side, making the record resemble a pizza that has been cut up into wedges.

Now draw a series of concentric circles, from the outside of the record down to the center. Each ring will, of course, be smaller than the previous ring. The rings you have drawn represent "tracks" on our simulated floppy disk, and the lines running through the center of the

record represent the division of each track into blocks. Suppose we drew enough lines to divide the record up into twelve "pieces" (of pizza). That means that each "track" has twelve "blocks".

Now that you have your disk divided up (you just "formatted" it!), let's store some data on it. Numbering each "block" from one to twelve (like the numbers on a clock), let's put a checker into each block on the first (outermost) "track" (yes, a checker. You know--from the game?) Repeat the process on the second track, then the third, and so on, as far as you can go. Eventually you won't be able to fit checkers into the blocks, because they will get too small. (This points out one of the limits of floppy disks; at some point the available space on the disk becomes so small it is unusable. A standard 5.25 disk for the Apple II can have anywhere from 35 to 40 tracks (Apple has always supported only 35 tracks), while the 3.5 disk has 80 tracks. The checkers we have put in the "blocks" on this disk have also been labelled, but with the letters "A" through "L" for the first track, and "M" through "X" for the second track, and so on.

Turn on the record player. If you hold your hand over one spot on the first track on the record, you can see the lettered checkers as they move past. As it goes by, grab the "A" checker, then the "B" checker, and so on. Likely, after picking up checker "A" (on block 1), you had to wait for an entire rotation of the record before "B" comes by on block 2. The same goes for "C", "D", and so on. In computer terms, the "interleave" on this disk is 1 to 1 (written as 1:1). If you were EXTREMELY fast, you could pick up "A", "B", "C", etc. as quickly as they went by, without having to wait for the next revolution of the record. While few of us would be that fast, many of us could pick up a checker after about four went by that we didn't need. "Reload" your data on this disk, this time putting checker "A" on block 1, then checker "B" on block 5, checker "C" on block 9, checker "D" on block 2, check "E" on block 6, and so on. Now, as the record spins, you might be able to pick up "A", "B", "C", and so on without having to wait for the next revolution of the record. This would be (approximately) a 4:1 interleave. With this "logical" layout, you can pickup (load) checkers from the disk, and replace (store) checkers on the disk more efficiently. If your hands are still not fast enough, you may need to increase the interleave to 6:1 or even 8:1. If your hands are faster, you could possibly use a 3:1 or 2:1 interleave.

This is roughly what happens with disk access. A disk device and operating system that is extremely quick about processing the data it reads off a disk can have a short interleave (1:1 or 2:1). A slower disk device or operating system may need to use a 4:1 or higher interleave to work most efficiently.

One last note: Because a track on a disk contains a continuous stream of data bits, Apple drives were designed from the beginning to use "self-synchronization" to be able to tell one byte from the next. This continuous series of bits would be similar to having a paragraph of text with no spaces between words. If a sentence read "GODISNOWHERE", does it mean "GOD IS NOWHERE" or "GOD IS NOW HERE"? Some method is needed to let the computer doing the reading know where the "spaces" between bytes exists. I won't go into detail on exactly how this is carried out, but suffice it to say that some bytes on the disk are reserved for this decoding process, and so the true data bytes are specially encoded to not be mistaken for the self-sync bytes. The process of decoding these "raw" data bytes is called de-nibblization, and translates about 700 of the raw

bytes read directly from the disk into 512 true data bytes. This is another part of the overhead necessary when reading from or writing to the disk; it would be similar to having to draw something on each checker with a marker as it was removed from the spinning record described above.

THE UNIDISK 3.5 AND APPLE 3.5 The first new disk drive that Apple released after the original Disk II was a 400K, single-sided 3.5 inch drive for the original Macintosh. Then, in September 1985 Apple finally released a similar drive for the Apple II series, one that was not simply a cosmetic improvement of the original Disk II drive. The UniDisk 3.5 drive was a double-sided version of the Mac drive, and could hold 800K of data. The only connection that this new drive had with the original 5.25 drives was a chip used on its controller card; this IWM chip (for "Integrated Woz Machine") put the function of the original Disk II controller onto a single chip, plus the enhancements needed to operate this higher density drive.<4> Apple's design for the UniDisk 3.5 was unique, in that it used a modification to Sony's design that varied the speed of disk rotation, depending on which concentric track was being accessed. This change made it possible for data to be packed compactly enough in the smaller inner tracks to gain an extra 80K beyond the 720K that was originally possible.

The UniDisk was directly supported by the newer Apple IIc motherboards (as mentioned in the previous part of this History), but for the older Apple II's a special controller card was required. The UniDisk 3.5 was designed as an "intelligent" drive, and had a self-contained 65c02 processor and memory to temporarily store ("buffer") data being read from or written to the disk. This was necessary because of the slow 1 MHz speed of the 6502 processors in the Apple II; they could not keep up with the faster data transfer rates possible with the 3.5 disk mechanism, plus the overhead of de-nibblization. This extra processing did cut down the speed in the UniDisk data transfer rate, but compared to the older Disk II drives it seemed MUCH faster.

With the release of the Apple IIGS in September 1986 came a new version of the 800K 3.5 drive called the Apple 3.5. This mechanism could be used on either a Mac or Apple II, fitting into the trend at Apple at making peripherals compatible between the two computers. The major difference between this drive and the original UniDisk 3.5 was that it had been lobotomized to be a "dumb" drive. Gone was the internal 65c02 processor chip used in the UniDisk 3.5 (which made it an "intelligent" drive) and the ability of the drive to buffer its own read and write operations. The newer Apple 3.5 drive did away with the extra circuitry, leaving it to the computer to handle direct control of the drive. This could be done in the IIGS because of its faster 65816 microprocessor, which could keep up with the higher rate of data transfer. Recall the above discussion of interleave? The original UniDisk 3.5 worked best with an interleave of 4:1, but the Apple 3.5 used 2:1 interleave and could do disk reads and writes faster. Disks formatted with either drive were usable with the other one, but would be slower on the "foreign" drive.<5>

Overall, Apple released four versions of 3.5 drives between 1984 and 1986. First was the 400K drive used on the original Macintosh, then the 800K UniDisk 3.5 (which wouldn't work on the Mac), then an 800K drive for the Mac (which wouldn't work on the Apple II), and finally the Apple 3.5 drive, which worked on the Apple IIGS and the Mac, but not the IIe and original IIc.<5>

THE APPLE IIC PLUS: HARDWARE      Recalibrating our special time-travel card  
 "\*\*\*\*\*"                              to focus on the final 8-bit version of the  
 Apple II, let's travel to mid-1987. It was at this time that someone at  
 Apple decided that the IIC needed to be upgraded. Shortly before July,  
 three years after its original 1984 introduction, it was felt that the  
 Apple IIC would benefit from the larger capacity Apple 3.5 drive as its  
 internal drive. The primary intent was to make only this change, while  
 leaving the rest of the IIC as it was. As with most other Apple projects,  
 this went by various internal code names during its development, including  
 Pizza, Raisin, and Adam Ant.<11>

Trying to use the Apple 3.5 drive in the Apple IIC was certainly an  
 engineering problem. As mentioned above, the 1 MHz 65c02 was simply not  
 fast enough to take raw data off the Apple 3.5 drive, de-nibblize it into  
 usable data, and pass it to the operating system. The "intelligent" 3.5  
 drive was designed in the first place for that very reason. To solve the  
 problem, Apple contracted with an outside firm to design a special digital  
 gate array that made it possible for the 1 MHz 65c02 to just barely keep up  
 with the data transfer rate from the Apple 3.5 drive. In accomplishing  
 this, it needed an extra 2K of static RAM space to de-nibblize the raw data  
 from the 3.5 drive. This extra memory had to be available OUTSIDE the  
 standard Apple IIe/IIC 128K RAM space, since there was simply not enough  
 free memory available to spare even that little bit of space. The code  
 Apple engineers wrote to use the drive was SO tight that there were EXACTLY  
 enough clock cycles to properly time things while controlling the drive.  
 (Each assembly language instruction takes a certain number of clock cycles;  
 these cycles have to be taken into account for timing-sensitive operations  
 such as disk and serial port drivers).

To support older Apple II software that came only on 5.25 disks, the  
 disk port on the back was now changed to handle not only external 3.5  
 drives (either UniDisk 3.5 or Apple 3.5), but also up to TWO Apple 5.25  
 drives which could be chained together (the same drives used with the Apple  
 IIGS). These could be chained together as could the 3.5 drives. The IIC  
 Plus, then, could have three additional drives attached, in any mixture of  
 Apple 3.5, UniDisk 3.5, or Apple 5.25 drives.<6>

The IIC Plus design was not thought out completely from start to  
 finish, however. After they did the work with the special gate array to  
 make the original IIC architecture work properly, someone decided that it  
 was not a good idea to release a 1 MHz computer in 1987. People want  
 speed, they reasoned; look at the world of the IBM PC and its clones, where  
 each year faster and faster models are released. They decided then to  
 retrofit the new IIC with a faster 4 MHz version of the 65c02. That  
 change, had it been done from the start, would have made engineering the  
 internal 3.5 drive simpler; they could have just used the processor at 4  
 MHz for 3.5 drive access, and then used the true system speed (as selected  
 by the user) for all other functions. The complicated gate array would not  
 have been necessary. But, since the faster speed was added as an  
 afterthought, and the project was under a tight schedule, the gate array  
 design was not changed.

To accomplish the faster processor speed for the IIC Plus, Apple went  
 to another outside firm, Zip Technologies. This company had already  
 marketed an accelerator, the Zip Chip, that was popular as an add-on  
 product for existing Apple II computers. Users could simply remove the  
 6502 or 65c02 chip in their computer, replace it with the special Zip Chip,  
 and suddenly they had a computer that ran up to four times as fast. Apple

licensed this technology from Zip, but engineers balked at actually using the Zip Chip itself for the IIC Plus. Part of this was because of the size of the Zip Chip. The chip was shaped like a standard integrated circuit, but was thicker vertically than a basic 65c02. Inside the extra space was a fast 65c02 processor, plus some caching RAM, all squeezed into a space that would fit even into the original Apple IIC (where space was at a premium). (The Zip Chip "cache" is a piece of RAM memory that is used to hold copies of system memory that the processor is frequently accessing. For instance, if a lot of graphics manipulation is being done by a program, the caching RAM would hold a copy of part of the graphics RAM, and could access it much faster than the standard RAM. This is part of what makes an after-market accelerator work).

Zip had wanted Apple to buy their Zip Chip and simply use that product in the IIC Plus. Obviously, this would have been to Zip's advantage financially. However, the thicker vertical size of the Chip made testing the completed computer more difficult, and it would be a problem to isolate product failures to the Zip Chip, instead of something else on the motherboard. By using a 4 MHz 65c02 and two 8K static RAM chips as separate components in the IIC Plus, Apple engineers could ensure that it would work and be available in a large enough volume for production. When they were designing the IIC Plus, Zip Technologies could not guarantee they could provide reliable products in the volume Apple needed.

The IIC Plus did not have the 12 VDC input on the back panel as did the earlier IIC's; instead, the power supply was built-in. This was not because it was necessarily a better design, as an internal power supply was actually less reliable ultimately than the external power supply. (It exposes the internal components to higher levels of heat over the lifetime of the product). But because many people had criticized Apple about the IIC external power supply (called a "brick on a leash" at Apple), that they had decided to make it internal on the IIC Plus as it was on all their other products. This change apparently did not cause any significant problems, as few people were actually trying to use the IIC as a "portable" computer (with a battery pack).

The memory expansion slot on the IIC Plus was not compatible with the memory cards that Apple had produced for the older IIC. This was primarily a timing problem; it was not because the RAM chips in the memory card were not fast enough to keep up with the 4 MHz speed of the IIC Plus. (Older IIC users can use an Apple Memory Expansion card with an 8 MHz Zip Chip with no problems). The IIC Plus also had an additional connector at the opposite end of a memory card plugged into the expansion slot. Signals from port 2 were made available at that end, so third party companies could make a card that was a combination RAM card and internal modem. However, this never did come about (see below).

Other changes in the IIC Plus included a slightly redesigned keyboard and mini-DIN-8 connectors on the back panel for its serial ports (to be more compatible with Apple's new Macintosh and IIGS keyboards).

One interesting note: John Arkley, one of the engineers working on the project and a long-time Apple employee, campaigned long and hard to take things a step further. He wanted them to take an Apple IIGS motherboard, remove the slots, change the ROM to support only the internal "slots", and release a IIGS in a IIC case. He felt it would have made a great portable, non-expandable IIGS, but could not get anyone who could approve the plan to get interested in the idea.

THE APPLE IIC PLUS: FIRMWARE      The IIC Plus ROM was called revision 5 (the  
"\*\*\*\*\*"      previous Revised Memory Expansion IIC was  
labelled as revision 4). The main changes present were the ones that  
supported the internal Apple 3.5 drive. Firmware on the new IIC was not  
any larger than the 32K on the previous models, but it did use the entire  
space (the previous IIC didn't use the last 8K available in the ROM).

One minor bug that slipped by in the IIC Plus firmware was an  
inability to deal with 400K (single-sided) 3.5 disks. There were few  
commercial software packages that came on such disks, however.<7>,<8>

THE APPLE IIC PLUS: INTRODUCTION      In September 1988 the Apple IIC Plus was  
"\*\*\*\*\*"      introduced to considerably less fanfare  
than the original IIC was in April 1984. There were no promises of "Apple  
II Forever" this time; instead, it warranted little more than a press  
release in various Apple II magazines of the time. Its selling price was  
\$675 (or \$1,099 with a color monitor). This was remarkable, considering  
that the original Apple IIC WITHOUT a monitor sold for nearly double the  
price (\$1,295) and had far less capacity and power than this new version.  
Some models of the IIC Plus were even shipped with 256K of extra memory  
already added. It was faster than any other Apple II ever produced  
(including the 2.8 MHz IIGS), and was probably the finest 8-bit computer  
Apple ever produced.

THE APPLE IIC PLUS: LESS THAN A SUCCESS      Early on, the Apple IIC Plus was  
"\*\*\*\*\*"      a big seller, and by January 1989  
it was above forecasted sales levels. However, the biggest hurdle that the  
IIC Plus had to overcome was not the external marketplace, but rather the  
internal market opinions at Apple Computer, Inc. Since Macintosh-mania was  
still in full swing at Apple, and that younger brother of the Apple II was  
getting most of the attention from management, the IIC Plus (as well as the  
IIGS) suffered. It was not because of a lack of capability, but primarily  
from failure to thrive due to inadequate home nutrition, so to speak.  
Also, the IIC Plus had the same problem as the original Apple IIC;  
customers seemed to want the IIE with its slots, or the greater power of  
the IIGS.

There were some products that were designed by third-party developers  
for both the IIC and IIC Plus that never made it to the market for various  
reasons. Applied Ingenuity (later known as Ingenuity, Inc) had two  
products that would have markedly increased the portability of the IIC/IIC  
Plus. One was an internal hard disk they called "CDrive", which would have  
replaced the Apple IIC or IIC Plus internal floppy disk drive (converting  
it into an external floppy drive). Even more unique was "CKeeper", which  
was a multi-function card with many features. It could hold up to 1.25 MB  
of extra RAM; it had a clock/calendar chip that was ProDOS compatible; it  
had firmware routines to support dumping text or graphics screens to the  
printer; it could function as a built-in assembly language program  
debugger; and best of all, a feature called RAMSaver, which maintained  
power to the RAM chips during a power failure or if the power switch was  
turned off. Both of these products never saw the light of day, primarily  
because the company went out of business before they could be finished.<9>

Chinook Technologies actually finished design on an internal modem for  
the IIC Plus, but never released it. This card, 1.5 by 6 inches in size,  
would have mounted inside the disk drive shield. It connected to a small  
box attached to the outside of the IIC case, where there were cut-outs

provided by Apple for connection of an "anti-theft" cable. This external box had phone jacks for the phone line and a telephone, just like most external modems. Undoubtedly it never was released because of Apple's indifference towards the IIC Plus.<10>

With inadequate support by Apple marketing, third-party hardware and software developers had little motivation in designing any new products for the IIC Plus. Therefore, no unique products ever emerged on the market to take advantage of its features. Finally, in September of 1990 the IIC Plus was discontinued by Apple, leaving the platinum Apple IIe and the Apple IIGS as the remaining bearers of Wozniak's legacy.

[\*][\*][\*]

NEXT INSTALLMENT The Apple IIGS  
\*\*\*\*\*

NOTES  
\*\*\*\*\*

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////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "The best way to sum it up would be: /
/ $1CFA,$1C5A,$4310,$717E,$19FA,$09D2,$4620,$61F6 /
/ $12FA,$10D2,$4D20,$61F6,$0772,$105A,$58A8,$60F6 /
/ $9019,$7FF7,$7FF7,$0010,$71F7,$F22F,$4FF2,$1301 /
/ $A245,$54FB,$7DFB,$7DFB,$0FF0,$5300,$0630,$0110 /
/ $2FEE,$258E,$7F74,$40F2,$31EE,$2086,$7F74,$43F2 /
/ $3EEE,$2086,$7F74,$4012,$3DEE,$218E,$7E74,$40FA /
/ $3BE6,$2206,$7C7C,$40FA,$36EE,$2686,$7974,$43F2 /
/ $2FOE,$2916,$7074,$41F2,$31EE,$388E,$6074,$48FA" /
////////////////////// D.ENGEL //////////////////////////////////

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[EOA]
[LOG]////////////////////////////////////
 LOG OFF /
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GENieLamp Information

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- o COMMENTS: Contacting GENieLamp
  - o GENieLamp STAFF: Who Are We?
    - o GET\_THE\_LAMP Scripts & Macros
      - o SEARCH-ME! Answers

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 GENieLamp in the ST (475), the Macintosh (605), the IBM (615) Apple II  
 (645), A2Pro (530), Unix (160), Mac Pro (480), Geoworks (1050), BBS  
 (610), CE Software (1005) and the Mini/Mainframe (1145) RoundTables.  
 GENieLamp can also be found on CrossNet, Internet, America Online and  
 many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail. To leave messages, suggestions  
 or just to say hi, you can contact us in the GENieLamp RoundTable (515)  
 or send GE Mail to John Peters at [GENIELAMP] on page 200.

U.S. MAIL  
 \*\*\*\*\*

GENieLamp Online Magazine  
 Atten: John Peters  
 5102 Galley Rd. Suite 115/B  
 Colorado Springs, CO 80915

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>>> SEARCH-ME! ANSWERS <<<  
\*\*\*\*\*

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+ + + + + N + + + + + N + + + + +
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+ I + I + + + + + K + + + + + I + + + + +
+ + G F N + + + + + O + + + N + + + + +
+ + + I + O + + + + + N + G O + + + + +
+ + + + T + L + + + + + E + S + + + + + E
+ + + + T I + T + A + + + P + + H + + + + R +
+ + + + N + Z + A C V + J + + + T + + + U + +
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+ O + + R + N + + N + + E + + + M + C Y + + +
+ + N + P O + + + + O + + + W + + S I R + + + +
+ + + V N + + + + R + + + + E + P E K + + + +
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I + C D A R K R O O M + + + + L + E A + D + +
H O + + + + S + + + + + A + G R + + + O +
P T O + + + + I + + + + + G + A T + + + + K
A O + E + + + + O + + + + + M N + + + + + +
R H + + D + + + + N + + + I + A + + + + + +
G P + + + I + + + + + + + + C + + + + + +
+ + + + + V + + + + + + + + S + + + + + +

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[EOF]\*\*\*\*



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Search-ME!

APPLE II ..... [AII]  
Apple II History, Part 10.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_  
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

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"....." weekend access to more than 100 services including  
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Wait for the U#= prompt. Type: XTX99368,GENIE and hit RETURN. The system  
will then prompt you for your information.

.....  
//////////////////// GENie\_QWIK\_QUOTE ////  
/ "I do want to thank each and everyone of you, for all your /  
/ input & help.. This is what GENie'ing is all about!!" /  
//////////////////// T.EVANS21 ////

[EOA]  
[FRM].....  
FROM MY DESKTOP /  
.....  
Notes From The Editor  
.....

By John Peters  
[GENIELAMP]

FROM MY DESKTOP A GENieLamp Swimsuit issue? Yup! Hey, if SI can do it,  
" why not GENieLamp? Our resident CowToonist says, "These bovine barnyard bathing beauties are truly livestock lovelies, heavenly heifers, stockyard stunners, and Cowtoon Cuties. They should be udderly amooosing to anyone who never thought they'd see cows in 2-piece swimsuits." I agree! Definitely something you don't want to miss!

AMAZING! Ten years ago I thought a 30 to 50K magazine was large. Now  
" it's unusual for T/TalkNET Online Publications to publish a magazine less than 150K. Of course, there are reasons for this situation. For one, 300 baud modems were the norm back then; 1200 baud was the top end and 2400 baud was reserved for the elite few who could afford them. Secondly, those who could afford it, had 64K of RAM. Third, floppy drives were \$800.00+, and hard drives were just a fantasy to most of me. Thankfully, all of that has changed. Today 2400 baud is the low end of modems, 1, 2, 4 megs (or more) of RAM is not unusual and hard drives are as common as floppies.

Still, in spite of the speed-demon modems, the mega-memory systems and the monster hard drives, I must admit that 200K text files are probably pushing the limits of online publishing, considering the hardware and software we are dealing with today. So....

I have come up with an alternative plan. As you may or may not know within 48 hours of publishing GENieLamp on the menus we also offer all the Lamps in compressed format (Pk-Zip for the IBM, Mac and ST, BXY for the A2) for downloading in the GENieLamp Library. Starting with this issue you will now also find an abbreviated issue available for downloading as well. These special issues will contain only the main courses from each of the Lamps. That is, no GENie\_Qwik\_Quotes, no games or puzzles, or CowTOONS (sorry, Mike :). So, if you prefer your meat without the potatoes, we have what you're looking for!

NEW CONTRIBUTOR I am pleased to announce that Al Fasoldt has agreed to  
" submit a monthly column for GENieLamp. Al writes about computers and consumer electronics from Syracuse, N.Y., where he is a newspaper editor and programmer. I've always enjoyed Al's columns that he occasionally posts here on GENie, and I think you will too.

PACIFIC EDGE ON GENie! The Pacific Edge Magazine has joined the GENieLamp  
" RoundTable. Watch for new issues in the library and reader support in the bulletin board.

PERSONAL INVITATION The RealTime Conference room is available...so let's  
" give it a go! I know this is short notice, but everyone interested in visiting with the Digital Publishing Association and its members is welcome to join in some RTC chat every Wednesday night. Drop by...

6:30pm Pacific            8:30pm Central  
7:30pm Mountain        9:30pm Eastern

...to talk about these exciting times for electronic publishing. Make a new friend, meet an old one, or just hang out. It's all informal so don't be shy -- give it a try -- and visit the inner sanctum of DPA's enlightened pioneers of electronic publishing. Hope we see you there!

Digital Publishing News "Disktop Publishing"...Yes, that was the headline  
"Disktop Publishing" in the "Trends" section of PC Magazine's March  
16 issue. The two column story by Robert Kendall begins by saying Random  
House is putting selected titles from its Modern Library series on floppy  
disks in collaboration with Apple and Voyager Company.

But the rest of his story focuses on the "new breed" of on-disk  
publishers targeting the PC-compatible market. First mention goes to  
Floppyback Publishing International, Bruce Gilkin's "Angel of Death", and  
even a color screen shot of chapter one as it looks using Dart (a  
Hyper-text reader for IBM).

Floppyback's association with Rutgers University Press is also cited  
along with "Discovering the Mid-Atlantic: Historical Tours" by Patrick  
Louis Cooney.

Next, Mr. Kendall goes on to say Connected Editions "epitomizes the  
effect of information technology on higher education" through Connected  
Education's electronic graduate courses by modem. Faculty member David  
Hays' annually updated book on disk "Evolution of Technology" is mentioned  
as an example of an inexpensive way to revise without the prohibitive  
expense of bound paper reprints.

The story quickly summarizes most of the advantages DPA members  
already know and use, so it seems the author has been reading News from the  
Disktop and the other gems of information that Ron Albright has diligently  
distributed for two years.

Kendall offers his own opinion that "Disktop publishing is especially  
appealing for universities" for monographs and text- books using hypertext  
as a research tool, and for students on a low budget who want to get into  
'print' quickly.

Regarding distribution, Kendall unfortunately failed to mention the  
DPA's home on GENie, (in the GENieLamp RoundTable) but he did call the  
DPA's free bulletin board system an "especially rich source of material."

Since the PC Mag story appeared, the DPA BBS is averaging about 40  
calls per day. That's 1200 calls per month, and proof positive that the  
public wants more of what the DPA has to offer.

I once said something to the effect that this thing was going to take  
off suddenly, catching us all with our mouths hanging open. Brace  
yourselves! The tide is turning and is sure to flood the DPA beachfront as  
this kind of attention roils into an electronic storm charged with new  
writers, publishers, and adventurers. -Mike White

[\*][\*][\*]

Until next month...

John Peters  
[GENIELAMP]

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "I just purchased a cordless electric screwdriver. There /
/ are two pages (31 items!) of "Important Safety Rules" for /
/ using the screwdriver -- including such things as "wear /
```

/ hearing protection during extended periods of operation", /  
/ "stay alert", and "do not operate while under the /  
/ influence of drugs, alcohol, or any medication". Sheesh. /  
/ It's just a simple electric screwdriver. Heaven forbid you /  
/ can't figure out how to use it. They forgot a warning about /  
/ being severely irritated by all of the warnings." /  
//////////////////////////////////// J.EIDSVOOG1 ////

[EOA]  
[TAL]////////////////////////////////////  
APPLE\_TALK /  
////////////////////////////////////

Apple II Corner  
\*\*\*\*\*  
By Darrel Raines  
[D.RAINES]

I want to thank everyone who took the time to send me GE Mail feedback after reading last month's edition of GENieLamp. The responses were all positive. It is nice to know that we are doing some things right. On the other hand, I did not get very many replies compared to the number of times that the A2 GENieLamp is downloaded. I will continue to solicit your opinions and ideas. We are always open to suggestion or constructive criticism. These will help make our product offering stronger as we continue to improve.

Now that there are separate issues of GENieLamp for the A2 and A2Pro areas, we can focus on different subject matter for each of the two newsletters. I envision the A2 version having an eye toward the new user. I think that the game and entertainment fields fall into our domain. And finally, I see the education market as one of our prime areas. These are not the boundaries of our focus, but they represent some of the major areas that we intend to cover.

With this somewhat narrowed focus in mind, we have begun to put together articles that meet the needs of these groups. This issue has an article by Gina Saikin chronicling the trails and tribulations of a new Apple II user. Any of you who have "met" Gina on GENie know that she has quickly become adept at using her computer. Next month, we will continue this trend by reviewing the most recent computer game for the Apple IIgs: Out of This World. And believe me, it is most certainly not of this world.

Our monthly content will vary, but we hope that you can see the results of our new alignment. Programming and highly technical articles will appear in A2Pro newsletters. The areas that I have outlined above will appear in A2 newsletters. Both versions of GENieLamp will strive for well-written and informative articles. As always, let us know how we are doing.

[\*][\*][\*]

As was noted in the last issue of A2 GENieLamp, the latest version of GENie Master (GEM) has been released as freeware to the Apple II community. This software package will allow you to use your terminal software and Appleworks 3.0 to automate your GENie sessions. If you have never tried this nifty package, then there has never been a better time than the present. You can significantly reduce you online time on GENie. At the same time, you can get more information and software than was ever possible

while using GENie "manually". Download the GEM software and check out what you have been missing. Do it today and start saving dollars tomorrow.

Author and editor Darrel Raines [D.Raines] welcomes any feedback or comments via electronic mail to the listed user name.

[\*][\*][\*]

CORRECTION Last month's interview with Mike Westerfield was conducted by GENieLamp editor Darrel Raines. Phil Shapiro usually conducts the monthly interviews. However, because of the nature of The ByteWorks products (programming tools) and his interest in software development, Darrel was the GENieLamp spokesman for that interview.

//////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////////
/ "Wow Ringo, was that you? I didn't get a chance to say hello. /
/ I was too busy jammin' with Jeff. (I can't believe I played /
/ the drums... I don't play the drums.) It's a good thing /
/ the management made me quit, eh?" /
//////////////////////////////////// MUSE //////////////////////////////////////

[EOA]

[HEY]////////////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////////////
Is That A Letter For Me?
By Darrel Raines
[D.RAINES]

- o APPLE II ODDS & ENDS
o WHAT'S NEW?
o THROUGH THE GRAPEVINE...
o MESSAGE SPOTLIGHT

>>> A2 ODDS & ENDS <<<
\*\*\*\*\*

GNO CONFUSION GNO is one of those bizarre things that constantly confuses everyone, including myself. :-) Things GNO does do:

- o Turns the IIGS into a low (low) cost UNIX machine.
o Lets you run UNIX software (as long as someone has taken the time to port it to the IIGs).
o Makes serial port programming almost trivial, and very powerful.

Things GNO does not do:

- o Run multiple desktop applications

Okay, there are a few other things GNO doesn't do but those relate to the UNIX compatibility stuff. You can have any number of UNIX style (text,

shell-based) applications running, with a desktop program of your choice if you like. The multitasking is actual preemptive multitasking, which means that programs waiting for I/O do not eat processor time (unlike MultiFinder, although System 7 took a few steps to alleviate that), and the system can automatically schedule how much CPU time a program gets based on its behavior. With GNO, you can be in a telecom program, download a .SHK file, then open a window and use the shell-based unshrinkit program to uncompress it in the background while reading messages, or whatever. GNO also works with Switch-It!, so you can have your multiple desktop applications and eat them too. GNO is fully compatible with the ORCA programming environment. GNO can do things that would be difficult in MultiFinder. Much of our current work is moving towards complete integration of the shell and GUI environments, much like expensive UNIX systems have been. I guess the best thing about GNO is that new programs don't have to be written specifically for GNO in order to multitask. The system handles it cleanly and inconspicuously (again, this does not yet count desktop programs).

Well, this message is quite long enough, I think. :-) I'll be more than happy to answer any questions or listen to suggestions.

(PROCYON.INC, CAT8, TOP3, MSG:12/M645;1)

SYSTEM 6.0 |he Finder in System 6.0 completely ignores any icon files it  
 "\*\*\*\*\*" finds called Finder.Icons or Finder.Icons.X. It does this because these icons are now incorporated into the Finder program itself (in the resource fork). If you wish to use any custom icons you may have put in Finder.Icons or Finder.Icons.X, do the following: Go into your favorite icon editor and open those two files. Now, create a brand NEW file. Copy the icons that you want to keep from the two old files into the one new file. Save the new file in the Icons folder of your boot disk, with a unique name (something like System.Icons or OldFinder.Icons, etc.). Completely remove those old files from any Icons folders.

|he FType.Apple file in System 6.0 is not an icon file. It replaces the files FType.Main and FType.Aux from System 5.0.x. You need the FType.Apple file for Finder in System 6.0 to function properly. You do not need the other two older files. Everything from them is now contained in FType.Apple. What's in these files are lists of names for file types, such as "Binary file" and "Folder" and "Super Hi-Res Screen Image" etc. These are the names that show up when you do an "Icon Info..." on a file, or are viewing a window in a list view ("By Name," etc.). A few other programs, such as GSHK, use these files, as well.

(A2.LUNATIC, CAT9, TOP2, MSG:151/M645;1)

LOOKING FOR A DRIVE? A larger drive will normally come out with a lower  
 "\*\*\*\*\*" cost per meg. Economies of scale come into play.

Ask yourself the following questions....

1. How much storage capacity do you NEED?
2. How much can you comfortably spend?
3. How much need do you have to be able to interchange files with someone else in large quantity?

The best overall bargain for increased storage is a medium capacity fixed drive, something like a Quantum in the 200 meg range. The cost per meg is somewhat higher than a gigabyte drive, but your overall cost is a lot lower. :) (If you don't NEED a gig, why pay for it?)  
(GARY.UTTER, CAT11, TOP16, MSG:114/M645;1)

GEM 4.20 HELP  
\*\*\*\*\*

> When loading GEM 4.20, I sometimes get the "Msg" file loaded in  
> automatically into the "msg.in.process" file and sometimes not. What  
> command can I use to get this done in some sort of consistent fashion?

- 1) Captured bulletin board messages are saved as an ASCII text file called msg, appending (usually -- this is a telecomm program setting) new ones, if a msg file is already on the disk.
- 2) GEM then converts a msg file into an AWP msg.in.process file for your use, deletes the msg file and saves the msg.in.process file temporarily to your disk. However, if the msg file is too large for comfortable use in AppleWorks, GEM Chopper will be called into action to divide the msg file into bite-size chunks (I think the default is 25K), renaming them as msg.a, msg.b, msg.c, and so on.
- 3) When you boot GEM, it first scans your disk for a remaining msg.in.process file, which would be saved if you chose to "mark it for later" (Quit Menu, #3). If it finds one, it loads it first, leaving the msg file unchanged.
- 4) When you quit the msg.in.process file, GEM scans the disk for any remaining msg files. If it finds one, it converts and loads it before quitting. If your msg file has been chopped up(see paragraph #2, above), GEM will keep loading the smaller msg files in order, until all have been used.
- 5) If there is neither a msg nor a msg.in.process file on your disk, GEM creates an empty msg.in.process file for your use.
- 6) If you hold down the spacebar at bootup, you will go directly to the Library subsystem, and no msg.in.process file will be used or created.
- 7) When you quit GEM, items #1, #2 and #4 in the Quit Menu will delete the msg.in.process file; items #3 and #5 will set a marker in the msg.in.process file and resave it to your disk for later use (see paragraph #3, above).

GEM is consistent (after all, it's a computer program :), if only you know how it works. Does that help?  
(W.NELKEN1, CAT29, TOP9, MSG:106/M645;1)

SCREEN SAVER KICKS IN TOO SOON

\*\*\*\*\*

>I set the screen blanker in ProSel to one minute. Why does it kick in  
>sometimes at once or after 5 to 10 seconds?

The blanker "kicks in" when the clock starts a new minute. That is, when the seconds rolls from :59 to :00. So if your last keypress was at :50, your screen will blank in 10 seconds. If it was at :10, then the blank occurs 50 seconds later.

Watch the Prosel clock in the lower right corner. The blanking happens on the minute.

(R.REEDY, CAT30, TOP2, MSG:41/M645;1)

RECOVERY FROM I/O ERRORS      Error \$27 is an I/O error, and that means  
\*\*\*\*\*                            there's a problem on the diskette itself, not  
with something you're doing. There IS a trick that I've used to recover  
stacks from disks with I/O errors: Use a copy program that will let you go  
past a block read error (the only one I know of is Copy II+), and copy the  
entire disk. Then, load the stack from the copied disk. If the I/O error  
occurs in data that is just a background, you'll get a messed up screen  
somewhere in the stack that can be re-painted, or whatever. If it's in the  
middle of a sound segment, you can edit the button, and re-record or load  
the sound. If it's in the middle of a card-to-card link field, you're  
pretty much out of luck, but at least you tried! Because card backgrounds  
and sounds are so much larger than link fields, you've got a xx out of xxxxx  
chance that this will all work. (I don't know the "real" odds, but I've  
been lucky on the disks I've had problems with!). P.S. If the I/O error is  
on one of the original HS disks, you can always send it back to RWP with a  
note, and we'll replace the disk for you. (If your dog or kid was at the  
root of the problem, it would be nice to include the \$10 we usually charge  
for a disk re-copy, but you'll get a replacement disk no matter what you  
send).                            (ROGER.WAGNER, CAT32, TOP2, MSG:149/M645;1)

PRINTER PROBLEMS  
\*\*\*\*\*

>When I print through TEACH or Universe Master, and use INTERNAL in my  
>print setup, the first page prints beautifully but the second page  
>reverts to a very large size font (the same font I was using). I haven't  
>let it go any further than the second page, but I expect that these would  
>also be in the large font size. I have 4-1/4 meg of memory and the latest  
>versions of HARMONY and POINTLESS. My printer is a DJ 500C. I have to  
>print one page at a time for documents over a page long (page 1 to page  
>1, page 2 to page 2, etc.). Any suggestions?

I have seen this problem as well. As best as I can figure, the printer is NOT receiving the command to "shrink" the received page image for any but the initial page. I see this same thing using EGOEd NDA. AWGS does not have this problem because it treats each page as the "first page", sending a full page set-up description to the printer driver with each page. TEACH, EGOEd, etc. do not. They simply send the page set-up info prior to the first page and then assume that the printer (and driver) will remember it. They dont. I have been awaiting a fix on this problem for more than a year.

I'm glad you brought it back up. Maybe we will see some action on this.

Lowell, you may remember me. I sent you a full package of printouts

illustrating this problem some time ago. As I recall, you forwarded this to Bill H., but I have not heard back from you for some time. I lost your last message when I changed offices last semester.

Judging by how AWGS operates, the solution to this (and to printing multipage, high resolution picture via SuperConvert or What.A.Poster) is to have the driver send the page set-up info after every form feed/ But, then again, I am not a programmer. :)

(EBR2, CAT40, TOP14, MSG:219/M645;1)

WORDPERFECT AND A2 Just to add to the others, and give a little  
"\*\*\*\*\* additional information, I'll add the following about  
WordPerfect for the Apple II:

I'm still using v2.1e for the GS, and my son is using the ][e/c version on a Laser 128. Neither has found another word processor for our respective machines that we prefer to use. I bought both shortly after WP was introduced for the Apple ][. I have upgraded the gs version four times, and considered it well worth the cost. WPGS has, IMHO, the best and most extensive spell checker, I know of on a GS. It's Macro feature is excellent, though I've never used AW 3.0 with enhancements for comparison. I do have AWGS, and except for the ability to select fonts, WPGS is way superior in ease of operation, and not subject to the occasional crashes that seem common in AWGS. Far more functions can be handled by the keyboard with WPGS, increasing speed of operation.

A friend, who owned a GS and used 5.0 at work asked to see my version. She refused to go beyond the initial screen, because "It doesn't look anything like the REAL program," and "it's still got the WRONG keyboard."

The manual gives no mention of support for the extended keyboard, so you will not be able to get away from the different fingering for the same features.

WPGS is a byproduct of an earlier, much less sophisticated version than 5.1 for the IBM. The original release ran under pl6, before the release of GS/OS in any version. Notably, the extensive font changes available in 5.1 are not available, and graphics cannot be imported into the document and runarounds, etc, created. I do not have experience with the IBM version, but understand both of these are available.

About 1 year or 18 months ago I received an upgrade offer that would allow me to move "up" to WP for the IBM or Mac at a very reasonable fee. If memory serves me accurately, in that mailing it was stated that they would no longer support the ][gs or ][e/c versions of the program. Specifically, no further upgrades would be produced, and no telephone support would be available after a given date. I would be very surprised if you could find a copy new, unless it's been sitting on someone's shelf for quite a while.

Since then, GS/OS 6.0 has come along. I've found NO problems running it under that system -- but the handwriting is on the wall. WPGS is not of the future! (I.KNIGGE, CAT2, TOP4, MSG:45/M645;1)

>>> WHAT'S NEW? <<<  
\*\*\*\*\*

PLATINUM PAINT UPGRADES If you bought it from Quality Computers, you can

\*\*\*\*\* upgrade your Platinum Paint by calling  
1-800-777-3642. The upgrade costs \$30 plus shipping and handling.

If you bought it from someone else (even directly from Beagle before last summer) you will need to send in your original program disk, manual cover, or some other proof of ownership. Beagle didn't keep very good records of that stuff.

(QC, CAT42, TOP25, MSG:10/M645;1)

>Noticed an interesting offer in the February issue of A+/Incider. The  
>Apple Clinic column says that Publish It! owners can buy Graphicwriter  
>III for \$60 plus an original program disk or manual cover. Is this  
>accurate? Does the offer apply to the updated version of Graphicwriter  
>III mentioned in the same article?

To trade up it's actually \$60 plus \$3.50 shipping and handling (just send payment along with an original program disk or manual cover from any DTP program!

You will receive the latest version of GWIII, which is version 1.1. The v1.2 update was mentioned prematurely...v1.2 is in development, but will not be out for several months (at which time all registered owners will be able to update for a reasonable fee).

(SEVENHILLS, CAT43, TOP6, MSG:71/M645;1)

ANNOUNCING THE MANAGER! IIGS users can now benefit from the same  
\*\*\*\*\* technology that Macintosh users enjoy--The  
Manager(tm) is the first and only TRUE MultiFinder(tm) for your Apple IIGS!  
Multiple applications can be open simultaneously and moving among them is  
as simple as clicking in a different window. This is a tremendous time  
saver because you don't have to quit one application to start using  
another, which is especially convenient when copying and pasting between  
applications.

Use The Manager to create your own integrated environment...just open  
your favorite IIGS-specific word processing, painting, DTP, telecom and  
other programs, then instantly move among them! It is fully compatible  
with AppleWorks GS, GraphicWriter III, Platinum Paint, Teach, and more. It  
even works with system extensions such as Express, Kangaroo, TransProg III,  
and others.

DON'T SETTLE FOR A LIMITED "SWITCHER"--the Macintosh started with  
this type of program but MultiFinder made it obsolete. Macintosh users  
know from experience that a MultiFinder program gives you greater control,  
makes you more productive, and is more enjoyable because it's easier to  
use. The only true MultiFinder for the IIGS is The Manager...it even  
supports multi-tasking for some applications without requiring additional  
software.

The Manager is the result of a two year collaboration between Seven  
Hills Software (Express, GraphicWriter III, SuperConvert, others) and  
BrainStorm Software (Kangaroo, TransProg III, others). It requires System  
6 and as little as 2MB memory (4MB recommended for greatest efficiency;  
required for some program combinations). A hard drive is not required but  
is strongly recommended.

The Manager is the perfect way to increase your productivity!

The Manager's retail price is \$69.95, and it will be shipping to our resellers on 2/15/93. Quality Computers and other leading mail order companies will be carrying The Manager. Quality Computers is ready to take advance orders for only \$49.95 so The Manager can be delivered to you as quickly as possible.

(SEVENHILLS, CAT43, TOP13, MSG:1/M645;1)

>>> THROUGH THE GRAPEVINE... <<<  
\*\*\*\*\*

A FRIEND OF MINE  
\*\*\*\*\*

My friend, he bought a new Mac  
It came completely loaded  
It's warranty was 360 days  
But in 30 was outmoded...

(S.WEYHRICH, CAT2, TOP8, MSG:15/M645;1)

MONSTER LAB NEWS I am alive and well, and check in here every week or  
\*\*\*\*\* two. I have been stalled on my fourth ReliefWare game,  
"Monster Lab", for about 6 months now. For some reason, being a military  
doc in the 101st Airborne Division and the father of two seems to take a  
big chunk of my time...

Version 1.5 of all three games are still current. We are close to the  
\$10,000 mark in payments received (and distributed). With the Lord's help,  
Monster Lab should be released in 1993. I won't make a promise when...

---Ken (because I hate broken release date promises) Franklin

(KEN.FRANKLIN, CAT6, TOP3, MSG:31/M645;1)

inCider/A+ NEWS inCider/A+ magazine announced that Dr. Cynthia Field will  
\*\*\*\*\* serve as Consulting Editor and will coordinate the  
magazine's coverage of new Apple II products, Apple II news, and Apple II  
product reviews. Dr. Field, who maintains a long-time commitment to the  
Apple II community, asks developers to keep her informed about new products  
and news of interest to Apple II users.

[Dr. Cynthia Field, 60 Border Drive, Wakefield, RI 02879; Voice and  
fax: (401) 782-0380.]

(NAUG, CAT17, TOP37, MSG:60/M645;1)

GUIDE TO INTERNET I have to second Dan Brown's recommendation of Ed  
\*\*\*\*\* Krol's "The Whole Internet User's Guide". It's an  
excellent resource for anyone 'on the net'. Surprisingly, most of the  
information in that book is also available online, but it sure is nice to  
have it all in one spot.

I've been spending a lot of time on the Internet recently, and it  
amazes me that even people who have been 'on the net' for years have no  
concept of just how huge it is, how much information is available on it, or  
how to use some of the incredible tools that are available, such as Gopher.

I'm so enamored of the Internet that I'm writing a feature length  
article about it for the May issue of inCider. It's an ambitious project,  
but I'm hoping to cover such topics as: what is the Internet, how to access  
it, and what to do once you've gained access.

I wouldn't be exaggerating to say that I am stunned at just how much

information is available online through the Internet. I thoroughly believe that the entire accumulated knowledge of all mankind is currently stored on the Internet. (J.KOHN, CAT27, TOP3, MSG:117/M645;1)

WHO'S WHO IN A2 Here's an up-to-date listing of your Apple II sysops on  
 "\*\*\*\*\*" GENie:

|                 |                                 |              |
|-----------------|---------------------------------|--------------|
| Dean Esmay      | Apple II Chief Sysop            | A2.DEAN      |
| Bill Dooley     | A2 Bulletin Board Manager       | A2.BILL      |
| Susan MacGregor | A2 Real Time Conference Manager | A2.SUSAN     |
| Tim Tobin       | A2 Library Manager              | A2.TIM       |
| Lunatic E'Sex   | Apple II Promotions Manager     | A2.LUNATIC   |
| Matt Deatherage | A2Pro RT Leader                 | M.DEATHERAGE |

And our able A2 library assistants:

|               |                            |             |
|---------------|----------------------------|-------------|
| Tyler Weisman | A2 Library Assistant       | A2.TYLER    |
| Tom Zuchowski | 8-bit games & utilities    | T.ZUCHOWSKI |
| Pat Kern      | Clip Art & graphics        | C.KERN1     |
| Bill Goosey   | Telecommunications & Misc. | W.GOOSEY    |

And our A2 Real-Time Conference (RTC) assistants:

|                 |                                |              |
|-----------------|--------------------------------|--------------|
| Tara Dillinger  | New Users - Monday             | T.DILLINGER  |
| Susan MacGregor | Formal Guest - Tuesday         | A2.SUSAN     |
| HangTime        | Hypermedia - Wednesday         | A2.HANGTIME  |
| Mike Garvey     | TBC Forum - Thursday           | TBC          |
| Jim Zajkowski   | Telecommunications - Friday    | JIMZ         |
| Dave Ciotti     | Saturday Night Live - Saturday | A2.BEAR      |
| Gina Saikin     | Sunday Morning Kids' RTC       | G.SAIKIN     |
| Don Arrowsmith  | II Speak - Sunday              | D.ARROWSMIT1 |

And those crazy guys that help Matt run A2Pro (page 530):

|                 |                 |              |
|-----------------|-----------------|--------------|
| Steve Gunn      | A2Pro Assistant | A2PRO.STEVE  |
| Jim Murphy      | A2Pro Assistant | A2PRO.JIM    |
| Greg Da Costa   | A2Pro Assistant | A2PRO.GREG   |
| Todd P. Whitsel | A2Pro Assistant | A2PRO.TODDPW |

Keeping an eye out on all of us is Tom Weishaar, the Manager of the Apple II RoundTables here on GENie!

(A2.DEAN, CAT1, TOP24, MSG:1/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
 \*\*\*\*\*

Category 7  
 Message 29  
 A2.DEAN [A2 Leader]

Topic 2  
 Sat Jan 30, 1993  
 at 20:14 EST

A program cannot be both public domain and freeware. That's not possible, and if a program claims to be both I guess it's anybody's guess which it is - but I'd say probably public domain.

Once something is public domain anybody can use it for any purpose, period. You cannot place any restrictions on the distribution of public domain stuff. If I want to charge \$5,000 for a copy of a public domain program I'm perfectly free to do so. Of course anyone who paid me that

would be making a big mistake because he could probably get a free copy by just looking around for someone who isn't trying to gouge him. ;-)

Public domain means `_PUBLIC_`, as in all members of the public, `_DOMAIN_`, meaning property of, as in, property of the public at large.

Anybody can do anything they want with something that's public domain, including modify it, spin it, fold it, and mutilate it, give it away or charge for it, or anything else, and nothing anybody says, including the author, can stop it.

"Freeware" is just a catch-all for a copyrighted program on which the author has declared that people may copy it for free. If it's freeware, then the author still has rights and may place restrictions on its distribution or use.

They are VERY different concepts. That difference is very important.

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your AII, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Are you stuck using a female character to get around in the /
/ temple of the snakes? I would rather bring my white wizard /
/ than the grey wizard chick." /
////////////////////////////////////// AEO.2 ////
```

[EOA]
[HUM]////////////////////////////////////

HUMOR ONLINE /

////////////////////////////////////

By Any Other Name...

\*\*\*\*\*

By John Jainschigg

[JCOMMS]

WHAT'S IN A NAME? As I've been suggesting patiently for years, the real reason Jerry Pournelle no longer pays much attention to Atari hardware (besides the fact that the last call Mr. Pournelle got from Atari was probably from Neil Harris, back in 1985 (grin)) is because nobody has suggested piquant NAMES for his Atari machines.

As any real Pournelle fan will tell you, naming computers is absolutely fundamental to the Pournelle ethos of hardware evaluation. Early Chaos Manor scholarship ascribed Pournelle's naming habit to projective futuristic anthropomorphism: By naming his computers, he was merely anticipating such time as literally intelligent, fully-individuated computing machinery would become available.

Subsequent scholarship has pointed out, however, that instead of coming up with "computery" names for his systems (C3P0, R2D2, 21MM392, HAL, etc.), Pournelle continues to prefer organic-sounding names such as Ezekial, Lucy Van Pelt, Big Cheetah, and the like. One school of thought now suggests that Pournelle performs the act of naming as a divinatory gesture based in animism or pantheism. Before one can propitiate the capricious anima or spirit of the machine (deus ex machina), one must determine its name -- the first step in determining where a particular anima stands in the greater hierarchy of spirits, which will in turn determine its area of specific influence, threat-value, and to some extent, elucidate the protocols and ceremonies required in its worship.

Extending the above thesis, a few Manorologists have suggested that the ultimate goal of naming is not worship and propitiation, but indeed control of the hardware anima. In this formulation, if Pournelle knows the name of a computer's demiurge or loa, he can summon it and to some extent, control its behavior. Even if this so-called "Voodoo" hypothesis is correct, however, it should not be carelessly assumed to presuppose that Pournelle views computers as inherently dangerous or maleficent entities -- i.e., as demons. While this characterization may indeed inform Pournelle's view, it should be noted that the demonic picture of the anima is largely restricted to medieval and post-medieval Judeo/Christian traditions of sympathetic magic, whereas Pournelle's thinking may derive from older African, Mediterranean, and/or Asian traditions, that view the generic anima as being fundamentally unconcerned with human affairs. Even in the somewhat ill-reputed Voodoo tradition, per se, most loas are perceived as neutral -- the practice of Voodoo "demonology," or "dealing with the left hand" is associated only with a few specific spirits, most notably Le Baron Samedi (Baron Saturday), the loa of Death. While many of us, indeed, experience the use of IBM-compatible hardware as being somehow akin to death, this is doubtless related to the fact that IBM computers are, according to a Mambo of my acquaintance, under the especial protection of Lemomedselma, the loa of segmented-addressing and 640K limitations, who is cousin to Samedi in the traditional Voodoo familial pantheon.

On the other hand, some have argued that Pournelle's having chosen the name Ezekial for his CP/M system -- that name figuring significantly in Revelations -- is evidence of precisely this type of demonologic turn in the author's metaphysics. We feel this argument is without merit. Instead, we suggest that while the name Ezekial certainly derives from mystic New Testament sources, Pournelle chose it because Ezekial's peculiar vision was especially meaningful to him, as a science-fiction writer. As the spiritual recounts: "Ezekial saw the wheel, way up in the middle of the air ..." This vision of a fiery flying wheel, along with subsequent descriptions of multi-headed, winged figures, have, of course, been popularly put forward as scriptural evidence of extraterrestrial visitation.

In the final analysis, we feel that Pournelle's naming of his computers is essentially Adamic. It derives in kind from the story of Genesis, wherein Adam's first task, as prototypic human, was to name the animals, asserting Man's natural dominion and expressing his essential relationship with God the Creator. The creating God, of course, has established the identification of naming with dominion "... and he called the light Day, and the darkness Night, etc.," and is identified in apostolic scripture with the primal word, or Logos.

Having reviewed this analysis, it should be obvious that if Mr. Pournelle is ever to take Atari systems seriously, appropriately evocative

and meaningful names for them must be provided. Ideally, of course, we might hope that Mr. Pournelle would invent his own names -- but he may still be awaiting delivery of evaluation systems. In the interim, I suggest that it would do no harm, and may do some good, to suggest a few tony monickers:

Binky, Doogie, Semiramis, Carpaccio, Lucrezia Borgia, Lizzy Borden, Murphy Brown, Elizabeth Regina, Rosenkrantz, Despina, Count Ugolino, Blackadder, Lt. Commander Data, Spock (sigh), NOMAD, Tinkerbelle, Bazooka Joe ... Please feel free to add your own.

-John Jainschigg (EXPLORER, CAT15, TOP7, MSG:88.M475)

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "I have a theory on that. Nathan keeps asking Klaus & Kompany /
/ about Leader Tabs and they think he means Lederhosen...oh, /
/ all right it's not as funny as it seemed in the shower...." /
////////////////////////////////////// D.GORDON2 //////////////////////////////////

```

[EOA]

[ASK]//////////////////////////////////////

ASK DOCTOR BOB /

//////////////////////////////////////

Gotta Problem? Gotta Answer!

\*\*\*\*\*

By Bob Connors

[R.CONNORS2]

- o WHAT IS THE AVERAGE LIFE OF A HARD DRIVE?
- o WHERE CAN I GET HELP FOR MY LASER PRINTER?

Doctor Bob,

What is the average life of a hard drive? How about floppies? Is it known how long the data will stay on them without some type of refresh, or what not?

Thanks! -Bruce

Bruce,

Gee Bruce, you sure come up with interesting questions. The answers, are subjective to say the least.

Let's take the average life of a hard drive first. I assume you are talking about the life of the physical drive as opposed to the life of the data contained on the drive but I will attempt to respond to each.

Almost all electronic components in computers have what is called an MTBF rating. MTBF stands for Mean Time Before/Between Failure. The value assigned to this is usually some amount of hours and is usually the manufacturer's best guess based on all testing done and possibly reports from end users of the equipment and repair facilities.

In the case of a hard drive, I do not personally think that many manufacturers actually wait until drives fail before coming up with that value because, if they did so, they would never get the equipment out the

door for sale.

The actual life of a hard drive may have no relationship at all to the rated life as it depends on so many factors. Things like whether or not the drive is used on a BBS system (where the computer is seldom shut off) or type of applications and whether or not those applications cause a lot of head thrashing (like a database program may do) play a role in the life span of a hard drive. Even whether or not children use the computer can be a determining factor. I have seen drives last a long time. I am still using drives in my computer that I used when I started up my BBS in 1987. However, I also have a dead one from the same system.

Data stored on the hard drive, on the other hand, can go bad. Data is stored magnetically on the drive and the magnetism holding that data in its 'fixed' position can weaken due to lack of use. On hard drives, this is usually not the problem though, although it can be. Normally, DOS just reports a read or write error for the data, a sector not found error, or something similar. In other words, data that was good the last time you accessed it suddenly is no longer accessible. The data can be a file of information used by a program or the program itself. There is no set time when you can expect such errors. According to Murphy, though, they will happen when you least expect them, when your backup has not been done recently enough, and when they will do the most damage!

It is my experience that such problems are usually caused by drifting head alignment. That is, the hard disk read/write head no longer aligns correctly with the track that contains the information. Often, a retry or a number of retries will succeed in reading or writing the information, sometimes not. When it happens, though, it usually results in an increase in your heart rate and a quickening of your pulse, especially when the retries fail.

There are quite a few utilities available that help in such situations. Norton's Disk Doctor and SpinRite are a few of them that immediately come to mind. SpinRite is my favorite because of the way it 'realigns' the head by actually repositioning the hard disk tracks where the head actually is, not where the head is supposed to be.

The life span of data on floppy diskettes is another matter and again, depends on many factors. Among these are the age of the diskettes, how they are stored, how they are handled, the environmental conditions, whether or not they are generic, bulk, low cost diskettes or brand name, the type of oxides or other materials used in their manufacturer, the manufacturer itself, and on and on.

I have diskettes that I used on my old TRS-80 back in 1979 that I can still use with a fair amount of reliability on my XT clone system and, there are others I cannot. This is despite the fact that the diskettes were certified to be one-sided and my XT uses both sides.

Based on the above, I would say the bottom line answer to your question is, no, it is not known with any certainty how long data will stay on a diskette without need of refreshing. There are just too many variables to consider. That is why the DOS God created the DISKCOPY command and even that is not perfect.

I hope I have cleared this matter up for you.  
-Doctor Bob

[\*][\*][\*]

Doctor Bob,

Would appreciate your help, if possible, in buying a Service Manual for my Panasonic KX-P4420 laser printer. Printer makes nice pages but the reliability has been so-so. I'd like to learn more about the printer but Panasonic has not been helpful. Their 800 number says to call a pay number - and the pay number, a couple times, just put me on hold - which I abandoned after several long distance minutes. They have not responded to a 5 Jan 93 snailmail letter.

I haven't found a "Panasonic printer help" category or topic on GENie.

Thanks - from another Bob.

Another Bob,

You are experiencing something that a lot of people seem to be also experiencing with many firm's customer support. I am always amazed that companies always answer their 'sales' phone on the first ring and it always seems to be a 1-800 number. They are willing to spend the money and make the effort to get you as a customer.

After sales support really does not live up to the same standard though. The customer service or technical support number is invariably not toll free and, from what I have been reading in the IBM PC RoundTable, people get put on hold for what I consider unreasonable amounts of time. To make matters worse, the call backs that get promised are not always made, even after repeated calls to the company.

But, I editorialize and am not solving your problem. The only advice I can give you is to try Category 15, Topic 71 in the IBMPC RoundTable. The label for that topic is Panasonic Printers. I don't remember seeing any recent messages there but I do know that the topic is still open.

Good luck, Bob. I wish I could be more help to you.  
-Doctor Bob

[\*][\*][\*]

ASK DOCTOR BOB Do you have a question about operating systems, GENie or " anything concerning computers? If so, you can get your questions answered here in GENieLamp by Doctor Bob. Any question is fair game...and if the good Doctor Bob doesn't know the answer, he'll find someone who does. Stop wandering around in the dark, send your question to Doctor Bob in the GENieLamp RoundTable bulletin board, CATEGORY 3, TOPIC 2.

```
////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "It happens that the Clinton account is numerically very close /
/ to my account...I get very tired of replying to these messages, /
/ giving them the correct address. But, it's kind of interesting /
/ to be able to read the president's mail. Heh heh." /
////////////////////////////////////// J.NESS ////
```

[EOA]

[LAMP]//////////////////////////////////////  
LAMPWIRE /

////////////////////////////////////  
Late Breaking Apple II News  
\*\*\*\*\*

>>> APPLE II SOFTWARE OPPORTUNITIES NEWSLETTER <<<  
\*\*\*\*\*  
~ Free for the Asking ~

Cynthia Field, the newly-appointed chief Apple II editor for A+/inCider, has produced another in her series of "Apple II Software Opportunities" newsletters. Along with a handful of instructive articles, the newsletter includes a comprehensive listing of 500 Apple II software titles released between 1990 and 1992. Rounding out the newsletter is a lengthy of Apple II software publishers, giving addresses and phone numbers of companies both large and small.

This newsletter is free for the asking from Apple's toll-free customer assistance phone number: 1-800-776-2333. It's helpful to know that this phone number gets quite busy, so you may have to stay on hold for five to ten minutes before reaching an operator.

User groups who are interested in receiving bulk shipments of these newsletters are advised to contact Jill Avery, at Apple's User Group Connection office. To avoid duplicate requests from the same user group, Jill asks that just the president of each group be in contact with her. She can be reached by e-mail via Internet at: "avery@applelink.apple.com".

Thanks are owed to John Santoro, at Apple Computer, who coordinated the production of this publication.

New Letter Campaign    A Canadian Apple User's group is asking your help in  
"\*\*\*\*\*"    a letter writing campaign to garner continued Apple II support from developers. They want you to write short, signed, POLITE and original letters stating clearly your objective. A signed, polite letter is worth a petition of a thousand names, in their opinion. The first target is Claris. The attempt will be to get Claris to continue Apple II support or release their products to a company that will support the Apple II. The suggested letter format is printed below this text. They urge you and your user group (if you have one) to write these letters as soon as possible.

Claris Corporation  
Customer Support  
5201 Patrick Henry Drive, Box 58168  
Santa Clara, CA 95052-8168  
United States of America

New AppleWorks Classic and GS Versions  
\*\*\*\*\*

Dear Madam or Sir:

I would like attract your attention to the fact that Claris has not provided any updates to AppleWorks Classic v3.0 and AppleWorks GS v1.1 since 1991. I am a registered user of the very first version of AppleWorks GS and have purchased all the updates that were made available. I use the program almost every day.

I am disappointed to see that even though Apple Computer has taken

the care to provide Apple IIgs users with a new and more powerful version of the IIgs System Software (v6.0) and HyperCard GS v1.1, Claris has not provided loyal AppleWorks GS users with an improved version of this very good program.

If Claris is unwilling to provide an updated version of both AppleWorks programs, I kindly ask that the source code be sold to a company or individual willing to do the necessary work to or entered into the public domain.

I am looking forward to receiving an answer in this matter and hope that it will not be swept under the rug.

Sincerely,

Ronald A. Leroux  
Resource Director  
Le Groupe Apple St-Hyacinthe

Tulin Technology Pricing Update In response to John B. Wilson's review  
"\*\*\*\*\*" of their Apple IIGS floptical disk drive, Tulin has sent GENieLamp updated information on pricing. The current product price is \$399, instead of the \$489 listed in the article. This price is the price for direct purchases from Tulin Technology.

Also, additional floptical disks can be purchased for \$20 each, rather than the \$25 listed in the article. Please note that Tulin Technology does have a \$50 minimum purchase price.

Additionally, Tulin commented that they also offer the floptical drive with the driver for the Apple Hi Speed SCSI card. And it is possible to request Apple IIGS floptical drives with eject buttons.

For further information, contact Tulin Technology at the following address:

Tulin Technology  
2156H O'Toole Ave.  
San Jose, CA 95131  
(408) 432-9057 (voice)  
(408) 943-0782 (Fax)

The above information was supplied by Chua Lin at Tulin Technology. Tulin accepts VISA and MasterCard payment.

20,000 Reasons GENie supports the Apple II A2, the Apple II RoundTable  
"\*\*\*\*\*" on GENie kicked off the new year with a celebration of it's 20,000th upload, awarding thousands of dollars worth of hardware and software to the first person to upload a file to A2 in 1993. In association and cooperation with sixteen prominent Apple II supporting companies -- C.V. Technologies, Charlie's AppleSeeds, Digital Data Express, DreamWorld Software, Econ Technologies, GENie, GS+ Magazine, inCider/A+ Magazine, InSync Software, Kitchen Sink Software, Quality Computers, Resource Central, Roger Wagner Publishing, Seven Hills Software, Softdisk Publishing, and Vitesse, Inc. -- GENie client Tom Smith of Willowdale, Ontario won a package of prizes including some of the latest and greatest products for the Apple II.

The prizes Mr. Smith chose are: a RamFAST Rev. D caching DMA SCSI card, a DreamGrafix 3200-color paint program, Universe Master hard drive management utility software, one free weekend on GENie online in A2 and A2Pro, the Apple II Programmers and Developers RoundTable, a GS+ Magazine T-shirt, a one-year subscription to inCider/A+, Signature GS system enhancement utilities, Formulate formula calculating software, Salvation-Supreme hard drive management utility software, a one-year subscription to Studio City, and a six-month subscription to Softdisk G-S.

"People say the Apple II is dead, but that's hogwash," said Dean Esmay, Head System Operator (SysOp) of GENie's Apple II RoundTables. "There are millions of these computers still in operation. The first Apple II was introduced in 1977, so the way we see it, 1993 is the beginning of the second fifteen years of Apple II computing. This celebration shows the amount of support the Apple II still gets from users and third parties alike. We like to think of the 20,000 uploads we've received in A2 to date as 20,000 reasons why GENie wholeheartedly supports the Apple II, as well."

Remaining prizes donated by the listed companies were given away throughout the months of January and February in selected online Real-Time Conferences (RTCs) in the Apple II RoundTable on GENie. The prizes were: two Copies of ProSel-16 hard drive management software, one copy of ProSel-8 hard drive management software, one Neuromancer game, one Shogun game, one Zoyon Patrol educational game, one free day on GENie online in A2 and A2Pro, four one-year subscriptions to inCider/A+, two InSync T-shirts, two ProTERM 3.0 telecommunications software packages, one AccuDraw CAD software or Amazing Window educational software, one subscription to A2-Central On Disk, one subscription to Script-Central, one subscription to Timeout Central, one Roger Wagner Publishing software product of user's choice, and three Harmonie high resolution printer driver packages.

"We didn't announce it in advance," said Esmay. "We just secretly got all these companies to help us out and sprang it at the last minute. It was a lot of fun. The guy who won was very surprised."

All of the Apple II vendors mentioned provide direct online support on GENie through individual support Categories and Topics in the Bulletin Boards of the A2 and A2Pro RoundTables.

"We're incredibly grateful for the support we got from these companies. The amount of enthusiasm they showed for this idea actually caught us by surprise," said L. Bruce E'Sex, the GENie Apple II RoundTables' Head of Promotions and Marketing. "Though these companies are only a small percentage of those which still support the Apple II, they're a big part of what makes the Apple II line continue to be interesting, fun, and as useful as ever for millions of computer users."

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "Also, since this message is off topic, I have gave myself /
/ a warning [grin]." /
////////////////////////////////////// BRIAN.H //////////////////////////////////

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[EOA]

[MOO]//////////////////////////////////////  
CowTOONS! /

//////////////////////////////////////  
The GENieLamp Swimsuit Issue No.1  
\*\*\*\*\*

(\_\_)



/ "That's quite a feat! I would have thought it impossible for /  
/ you to find a way to be slower and less efficient. :)) " /  
//////////////////////////////////// N.WEINRESS ///

[EOA]

[REF]////////////////////////////////////

REFLECTIONS /

////////////////////////////////////

Thinking Online Communications

\*\*\*\*\*

By Phil Shapiro

[P.SHAPRIO1]

>>> Approaching a More Perfect State of Human Communication <<<

\*\*\*\*\*

~ Part II ~

Before the days of online communication, connecting up with other people who shared your specific interests was not all that easy. You'd consider yourself quite lucky if you found someone in the same county who shared some of your specific areas of interest. Sometimes the only way to communicate with those of similar interest was to physically transport yourself to a statewide or national conference.

In this age of the modem, however, powerful new tools are available to help connect like-minded souls. Making full use of these tools can link you up directly with colleagues in other states and countries. Model railroading buffs, for instance, can connect up with each other online. So too can Civil War buffs, quilting buffs, dog-lover buffs, alternative health care buffs, and any of a myriad other human interests, hobbies, and pastimes.

But modem communication need not be restricted to recreational interests. People with more serious interests can likewise find fellowship online. On information services and bulletin boards across the country people with special interest in drunk driving, AIDS, violence against women, and many other "community interest" concerns are congregating, communicating, and working together to address these problems with the full force of group action.

Unlike printed communication, which is slow and expensive to distribute, or phone communication, which is one-to-one, expensive, and disruptive, online communication is cheap, fast, and inherently streamlined. The power of online communication was made real to me in a personal way two years ago. Hoping to attend the annual KansasFest summer conference in Kansas City, Missouri, I posted a short message in the A2Pro Roundtable here on GENie. The message I left stated simply: "I'm hoping on sharing a ride out to KansasFest July. I'd be interested in hearing from anyone driving out from the East Coast."

Ten days later I received a phone call from Dave Ciotti, of Trenton, New Jersey. Dave's verbal response to my inquiry was equally brief: "Saw your message on GENie. I'm driving out to KansasFest in my RV van. I'll stop by your house to pick you up."

Somehow Dave's phone call didn't take me by surprise. Given the power of online communications, the chances of my linking up with an Apple II user driving to the KansasFest conference from a mid-Atlantic city were

fairly good. The chances were increased even higher since Dave is a regular user of the GENie Master offline message processor, which can be set up to capture to hard drive all new messages posted in designated roundtable topics.

Whenever human beings write messages, online or offline, it is always with a sense of hope that someone may read and act upon the message. The inherent efficiency of online communication is such that hope becomes integral to the communication process.

Of course, the first step of any communication process is the articulation of that hope. Without articulated hope, the desired communication exchange can never progress past that all-important first step.

It's interesting to think that over time, as online communication becomes more widely used by the general population, an invisible web of social and intellectual connections will be woven across the country. And once that web is in place, the Wozniaks and the Jobs of this world need not necessarily live in the same town to cross-pollinate each others' minds.

Living on opposite sides of the country Wozniak and Jobs could still exchange messages in, say, the "Homebrew Roundtable" under the topic of: "Making home computers a reality." A young fellow with the user name "B.Gates" would likely stop by to catch up on the new messages every once in a while. "Gee, sure seems energetic and focussed for his young age, don't you think?" "Nah. Once he starts dating women he'll forget about computers completely."

-Phil Shapiro

[\*][\*][\*]

[The author takes an interest in the social dimensions of communication technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro; and on Internet at:pshapiro@pro-novapple.cts.com]

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////  
/ "Want me to hold the coats and purses, girls?? :)... " /  
////////////////////////////////////// T.EVANS21 //////////////////////////////////

[EOA]

[LIF]//////////////////////////////////////

LIFESTYLES /

//////////////////////////////////////

I Became A Real GENie Junkie!

\*\*\*\*\*

By Gina Saikin  
[G.Saikin]

>>> TALE OF A NEOPHYTE HACKER <<<  
\*\*\*\*\*

As I sat down at my computer the other day, I began reflecting over the last two years of my journey through "the land of computers."

I was a novice secretary when I received my first introduction to

computers.

I applied for a job in an advertising agency and was asked if I minded learning "wordprocessing." Needing the job desperately, I eagerly said "no problem," and off I went. Three days later, I was something of an expert on the old Mag Cards, and thought they were the wave of the future, (and at the time, they were).

Determination (and a continuing incentive to keep food on the table) kept me eagerly learning all I could about wordprocessors. Wang, Lanier, Xerox -- I sampled them all, and became proficient at most.

However, a three-year gap in working taught me that technology moves faster than the speed of light; by the time I re-entered the workforce, the dedicated word processors were out, and the new personal computers were in. During those three years, I didn't really do much with computers, except for typing a few papers and doing a few statistical assignments for college - on, of all things, an Apple IIe.

But, experience on dedicated word processors and typing a few papers on an Apple had ill-prepared me for the new office PC technology, and I felt like the proverbial "fish out of water." Because I desperately needed work (as always), and because I knew that I would have to "join the club" of PC users, I resorted to challenging a temporary agency to a dare: if I could, after a short review, make a passable grade on their WordPerfect test, they would in turn train me fully. (Their policy was NOT to train until a set number of hours had been worked - but with my lack of experience on PC's, those hours were almost impossible to gain). I won the dare, and was trained.

I had dreams of computer ownership, but with two kids (one with medical problems), a husband who had his own dreams of trucking, and an income that raised "pinching pennies" to new heights, I gave it little thought. In 1991, however, my dream came true in a most unexpected way. I inherited my father's Apple IIe computer.

Frustration still dogged my steps, though, as I discovered how little I knew, and how little support there was out there. It was scary, being on my own with a new computer! One of the first maxims I did learn, though, was "Nothing you do with software can hurt the hardware." I was often heard muttering this phrase to myself as I would observe odd gibberish on my screen after yet another attempt to get a program to work, and was sure I had blown a chip or something! Even though I had used PC's on my jobs - most of my work was simply turning on the machine, and running the current program. Now, I was faced with choosing programs, learning how to run them, and in many cases, figuring out why they wouldn't run! A few of my programs bit the dust, and another hard lesson was forever burned into my mind: "Always make backups".

Fortunately, I found a user group, which not only saved my sanity, but probably saved my computer from frustrated revenge. So the group met 50 miles away - incentive was a great motivator! Through this same group, I met a lady who owned a store that sold used Apple equipment (a mere 30 miles from home), and my flirtation with the computer turned into a full-blown love-affair.

I soon learned she was a barterer at heart, and we immediately struck a deal - I would work for her whenever I could, and in turn, she would

"sell" me equipment and software. Believe me, I earned it - with blood (damn those sharp pc boards and chips!), sweat and tears. The most wonderful part of this arrangement was not the hardware and software that I "earned," but rather the knowledge that was imparted to me patiently by her. Remember when I was scared to even take the cover off my computer? Well, through her careful tutelage (even as she probably gritted her teeth at times), she taught me how to exchange and test cards, check drive speeds, and other little tasks that would not only help her out, but would be destined to give me an even greater hunger for further exploration into the land of computers.

After a year of working at her shop, I soon realized that my IIE, albeit a great machine, was not enough for me. I began to bargain -- with her, my bank account, and my conscience -- to get hold of a IIGS. The IIGS opened up a whole new world, even greater than the IIE had, for I could do so much more on it. Even with all my experience as a IIE user, I felt like I was back to my earlier days of uncertainty. My poor friend, with infinite patience, once again drilled into my head "nothing you can do with your software will hurt the hardware!" Happily, I began playing around to see what I could do. Then, she introduced me to GENIE.

Suddenly, I had more than I could ask for at my fingertips! Unfortunately (for my bank account, that is), I became a real GENIE Junkie, delving into all the BB's, and haunting the RTC's, especially the A2 ones.

I soon discovered several BB that were of interest to me and jumped right in. Now, I am involved with the Family BB, trying to get a ToughLove Real Time Conference together, and the Environmental BB, uploading articles that my friend and I publish in a local recycling newsletter - which I produce on my GS.

And I'm involved, of course, in A2, where I am breaking down the A2 library index into usable database segments. A dream has come true there, too! I have become a staff member in A2, where I host a regular kid's RTC, and abstract special RTC transcripts.

I continue to make mistakes. But, the mistakes help me learn. And learn. And learn some more. All of this is okay, because the maxims "Nothing you can do with software will hurt the hardware", and "Always make backups of your programs" have become my household words, and I have discovered that the best way to learn - is to jump into whatever you want to do, and just do it!. By keeping in mind those maxims, exploration becomes fun and exciting, and not a little fascinating. I intend to keep on exploring!

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Yes by all means get Aladdin. Ask away and you will get /
/ answers. I was shy at first but not anymore. No questions /
/ - no answers it's that simple. What you consider simple, a /
/ zillion people out there need the question & answer but are /
/ afraid to ask. There are no dumb questions - only fearful /
/ people who don't ask for fear of being considered dumb." /
////////////////////////////////////// K.OLSON10 //////////////////////////////////

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[EOA]
[TEL]//////////////////////////////////////
 TELETALK ONLINE /
//////////////////////////////////////

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Online Communications  
\*\*\*\*\*

By Al Fasoldt  
[A.FASOLDT]

>>> BANNED IN THE U.S.A. <<<  
\*\*\*\*\*

~ Copyright 1993 by Al Fasoldt. All rights reserved ~

I was banned in Boston the other day.

And in Chicago and Los Angeles.

I was banned in the rest of the country, too. It lasted for a week.

It was the first time I've ever been censored.

It all started when I tried to catch up on my mail. I had thousands of unread messages to look through on one of the national computer networks. Nearly all the messages were public postings in the conferences. Anybody in the United States can read them just by calling the network by computer.

Public messages on this network are supposed to be civil. After all, the notes that are posted are just like the scraps of paper that you see on supermarket bulletin boards. You don't want to embarrass anyone or make unpleasant remarks in public.

But as I started to read the public messages, I came across one directed solely at me. If it had been a private letter, I wouldn't have minded at all. But out in the open, where any caller could read it -- right out on the supermarket wall, so to speak -- was a note that said, more or less, that I had an unorthodox way of dealing with the truth.

A liar? Was that what I was being called?

So what, you say? You write for a living, you take your lumps, and that's that. I get letters now and then from regular readers who tell me I don't know what I'm talking about. One guy even sends me unprintable references to my ancestors. I'm used to it.

But these aren't public remarks. They're personal and private. You can ignore something like that and nobody else cares. Nobody else knows.

The public note I found on the computer network (NOT GENIE! -Ed :) had gone too far. I wrote a reply pointing this out. I made a couple of pointed remarks about the letter-writer's grumpiness, and then I posted my reply in the same area of the conferencing network.

Since his note about me had been public, I made sure my response was public, too.

I called back to look for any new mail the next day. I had a private note from one of the people in charge of the network. Cool it, he said. The other guy is being told the same thing, his note said. The two of you should calm yourselves down.

I didn't like being told not to defend myself. I wasn't about to keep quiet.

So I checked back into the public messages and found another one from the same caller. It slammed me even harder.

And so I slammed back. Nothing could stop me now.

Or so I thought. When I called again two days later, everything seemed normal. While I was reading a message, I pressed a couple of keys to tell the network that I wanted to write a comment. They were the same keys I'd always pressed.

But this time instead of getting the OK from the computer system, I got a note back from the network. You can't do that, it said in network language. You can't reply to that message.

I tried again. Same thing. I went to another message and tried to respond to it.

Sorry! This isn't allowed, the network told me. The actual note was "access denied," or something like that.

It was that way for all of the conferences I checked into. I had been silenced. I could read but not write.

Later, I found an electronic mail letter from the network manager. His note had been mailed to both me and my antagonist. It said we were being childish. Our angry messages had been deleted so nobody could read them.

The censorship would last a few days, he said. He also said things could get worse if we didn't behave.

This last part was a little odd. Without the ability to write public messages, we had no way to misbehave. We were like patrons of the supermarket who were locked out just outside the door. We could see the little pieces of paper on the public bulletin board, but we couldn't put up any ourselves.

I fired off a private reply to the manager. I pay for this service, I reminded him. It's not a service when I can't respond to public messages.

I told him I shouldn't have to pay for the time that I was censored. He wrote back right away and told me I wouldn't be charged for that period.

By the following week I was back to full status. I minded my manners, and I've been a good boy ever since. I haven't had an argument with anybody.

But the whole experience has been unsettling. It's clear that nobody came out ahead, but I still haven't figured out who lost more -- the other network callers, presumably embarrassed, who had to pick their way past our public spat, or the two of us, muzzled and singled out, treated like 7-year-olds.

Maybe the real loss is an almost insignificant erosion of the right of free expression. This decade will mark the beginning of true mass communication by computer. In some ways, conferencing networks will become as important as newspapers, and much of the time they'll serve as a replacement for the U.S. mail.

However, unlike the press and the postal service, with their long traditions of free speech, computer networks don't have history as a guide. They'll do whatever their managers want. And that means censorship just as easily as it means anything else.

When that day comes, who will decide what can be said in public? It's worth thinking about now, while networks and other information services are still young. It may be too late when they've grown up.

[\*][\*][\*]

Al Fasoldt writes about computers and consumer electronics from Syracuse, N.Y., where he is a newspaper editor and programmer.

//////////////////////////////////// GENIE\_QWIK\_QUOTE ////  
/ "Well, "Cut the muster" is a military term. I can't imagine why /  
/ anyone would want to slice mustard." /  
//////////////////////////////////// O-ZONE ////

[EOA]

[QUI]////////////////////////////////////  
THE MIGHTY QUINN /  
////////////////////////////////////

Random Access  
\*\*\*\*\*

By Mark Quinn  
[NEWSIE]

"A Whole Buncha Milliseconds with Mark"  
by Mark Quinn, DOA

Forget Alvin Toffler: some of us are waiting for technology to catch up to us. I dream of the day when I can buy a MIDI synthesizer that, besides having a decent piano and electronic organ patch, also does a fair job of imitating an acoustic guitar. I'd like to have a vision recognition system good enough to handle driving my car. I'd like to see 40" active matrix TVs, after so many years of hearing that flat-screen TVs were "ten years away".

And these are not pie-in-the-sky Star Wars doo-dads -- they are extrapolations of current technologies. Granted, such advances will come with time, but when they will arrive is anyone's guess. I really don't expect to hop in the back seat of my car, speak a destination and have the car do the rest during my lifetime (I am 34, and desperately counting down 40) -- I expect to see glimmerings of the technology, perhaps see a few "gee whiz" promises on Beyond 2000, but that's about it.

Darn it, doesn't this child of the 60s and 70s, who saw astronauts play golf on the moon, the birth of MTV, and the death of communism, deserve the above wish list? I've been awfully good, I regularly back up my text files -- baby wants techno goodies. Baby promises not to do anything overtly obscene or outright dangerous with them.

Sanity returneth. (Good, just in time for this paragraph, too.) Our ancestors made do with far less, and some of them excelled. And a whole lot of people in today's world don't have access to the gee whiz technology (synthesizers that have good piano patches, Super VGA monitors,

a reliable car with a full tank of gasoline) I take for granted, so a slice of humble pie is in order.

Can I have that slice with a hang-on-the-wall, flat-screen TV, please?

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Your probably right! But isn't mustard a plant or something /
/ that that the workers in the field used to have to cut, but /
/ when they get to hold, they can't cut the MUSTARD any more? /
/ hmmmmm! Hey! This sound like a new topic.....(HaHa) /
/ I think we better give this serious investigation.....:D " /
////////////////////////////////////// W.DAVIS20 //////////////////////////////////
```

[EOA]

[PRO]////////////////////////////////////

PROFILES /

////////////////////////////////////

Who's Who In Apple II

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO1]

>>> WHO'S WHO <<<

\*\*\*\*\*

~ A GENIElamp Profile of Kenrick J. Mock ~

GENIElamp> Kenrick, how did you first come to start programming the Apple  
\*\*\*\*\* II? Do you have any anecdotes you can share about your early  
experiences with the Apple II?

Mock> I first started programming in BASIC on my Apple II+ back when I  
\*\*\*\*\* was in the 5th or 6th grade. I'd have a grand old time typing in  
games from books. At the time there were also a couple of magazines that  
would publish games in BASIC for users to type in and run. Eventually I  
took a class in assembly and pascal, but I learned most of my programming  
skills by just hacking around on my own.

Probably my favorite Apple II story comes a bit later in life. At one  
of the San Francisco Applefests, Activision sponsored a contest to promote  
their new GS game, GBA 2-on-2 Basketball. They had Joe Barry Carroll there  
and everything - it was a big deal! In the contest, whoever had the most  
points after playing the computer would win a new GS system. I made it to  
the final round in the playoffs. I played last - and the other two  
contestants actually lost their games to the computer! When it was my  
turn, I jumped out to an early lead and started messing around. The  
computer slowly caught up, and suddenly with about 10 seconds left to play,  
the game was tied! Fortunately, I was able to call a time-out and pass to  
my computer teammate, who made the basket and won the game! The slight  
controversy was that the other contestants didn't know about the time-out  
feature, but I won the GS nevertheless. (Ironically, I already owned a GS,  
while the other two contestants owned IIe's.

GENIElamp> Can you tell us a little about your background and education.  
\*\*\*\*\* I understand you graduated from college not long ago. Did  
you study computer science in college?

Mock> I graduated from high school in 1986 and attended UC Davis where I  
\*\*\*\*\* received my degree in Electrical Engineering and Computer Science.

Originally, I had intended to focus more on the hardware aspects of computers (I have always enjoyed tinkering with electronics since an early age - I once made a robot which I could control from my Apple II+), but towards the end of my sojourn at UCD I found that I enjoyed the computer programming the most. I worked at the Los Alamos Nat'l Laboratory in New Mexico for about 3/4 of a year, doing some work with virtual- reality, user-interfaces, and software maintenance. A lot of the ideas for my games actually arose when I was working out in New Mexico. After I'd finished there, I worked for the MIS department of Chevron Chemical Company for another 3/4 of a year primarily doing work with multimedia.

I left the "real world" to go back to school. Currently, I'm working on my Ph.D. at UC Davis, majoring in Artificial Intelligence. At the moment I'm being funded by NASA Ames to develop a prototype system for reasoning about failures aboard Space Station Freedom. It's kind of a precursor to a HAL 9000, since we are communicating with the user in plain english. I have a few AI projects I've been thinking about converting to the GS...

GENieLamp> Your shareware disks have achieved national recognition for  
 "\*\*\*\*\*" their quality and originality. Can you comment a bit on your ideas about shareware as a publishing channel?

Mock> I think shareware is a pretty good publishing channel. However,  
 "\*\*\*\*\*" shareware certainly doesn't reach as wide an audience as a commercial program. Moreover, as I'm sure you know, only a small fraction of those people who use shareware actually send in the fee. Nevertheless, I've been fairly pleased with the response to my programs, and would like to thank those who have paid. I'm not really in this for profit, so the money is really icing on the cake.

GENieLamp> Continuing further on the subject of shareware, what is the  
 "\*\*\*\*\*" furthest place on the globe from which you've received a shareware fee? Any interesting letters from shareware fans?

Mock> I've gotten letters from all over the world. Quite a few from  
 "\*\*\*\*\*" Canada and Australia, and a handful from Japan and the Middle East. One of my favorite letters contained a computer printout of the high score screen, showing that my score had been surpassed! (BTW, if you read this, my new high score is 1420.) My favorite is a letter which described how Columns GS had interested their learning-disabled daughter enough to want to play with the computer. After playing Columns, she began to branch out to using the computer for other things. It was quite heartwarming to hear how Columns had gotten someone else started with the Apple IIgs.

GENieLamp> Kenrick, all of your games seem to be centered around the  
 "\*\*\*\*\*" English alphabet - - - Boggled, LetterSlide and now VIAD. Is this due to a strong background in English?

Mock> I've always enjoyed reading and word games, but I don't have much  
 "\*\*\*\*\*" of a technical background in English. VIAD was actually written first. While I was waiting for James to finish the music, I thought I'd make use of his alphabet block-set and cranked out Boggled. At that point, James was still working on the music, so I was able to finish LetterSlide as well.

GENieLamp> Many people who use and enjoy your games must wonder what  
 "\*\*\*\*\*" programming tools you used to create them. Which are your

favorite tools and what particularly do you like about them?

Mock> I use a mixture of Orca/C and Orca/M for my programming. The nice  
"thing about Orca is that it's possible to integrate assembly and a  
high-level language (like C) together. As far as tools, there's a package  
of text tools from 360 microsystems which I kind of like. I've also used  
the FTA's tool 219 to play soundsmith music, although one of these days  
I'll switch over to Ian Schmidt's music player. I've also got a variety of  
graphical and input/output tools I've developed myself - I used some of  
them in my SAP animation program.

GENieLamp> The background music for your Columns GS game is quite  
"striking. Did you compose this music yourself, or was it  
"inspired" from another source?

Mock> Hardly! The music and graphical genius for Columns and VIAD is all  
"the work of James Brookes. You've probably seen his work on the  
IRC demos, DuoTris, DuelTris, and a couple of other programs. In fact,  
Columns GS 2.0 would never have existed if it weren't for James. I was  
ready to stop programming at version 1.0, but James sent me some music and  
graphic samples which he'd created. Since he had already made them, I had  
no choice but to use them! As a result, Columns GS 2.0 was released and it  
would never have been as popular as it is without his music and graphics.

GENieLamp> Besides programming, what other hobbies and interests do you  
"have? What do you wish you could spend more time doing?

Mock> Aside from computers, my next hobby has to be running. I used  
"to run on the cross country and track teams in college. Lately,  
I've been a bit lax in my workouts, but I've been trying to get back into  
racing shape. I also enjoy various types of theater, concerts, anything  
having to do with the outdoors, and I've just started windsurfing. One of  
the things I'd like is to have some more free time for reading - I've got a  
long list of books I've been wanting to catch up on.

GENieLamp> As someone who has exhibited a strong creative flair, can you  
"share any ideas about ways of promoting creativity? Any  
general comments about the nature of human creativity?

Mock> I subscribe to the same theory of creativity as a psychologist  
"named Mednick - creativity is just the ability to take different  
ideas and mush them together to make new ones. I believe one way to  
promote creativity is to stop worrying what others may think about your  
work. Don't worry about being "graded"! Just have fun.

GENieLamp> Whose work do you admire most in the national Apple II  
"community? What about their work do you admire? Locally, was  
there any one person who helped ignite your interest in computers?

Mock> The last question is the easiest to answer - my dad is the one  
"responsible for getting me going with computers. As far as other  
people, that's a tough call. James Brookes is certainly a stud. I'd have  
to give him the artistry award. I've also enjoyed Will Harvey's and Bill  
Heineman's programs. Ken Franklin's relief-ware concept is also quite  
admirable.

GENieLamp> Any ideas on where the future of telecommunications is is  
"taking us? What services do you think GENIE might be

offering in the year 2000? What services do you think it SHOULD be offering?

Mock> Here in Davis, we've got a project called the Davis Community Network. It will bring digital communications to every home in town. I'll essentially have 57.6 Kbps lines going straight to my room! I think the future will see high speed networks and internet availability coming to residential areas. Eventually I see GENie communicating to its users via a variety of media; e.g., visual and auditory, rather than just text.

GENieLamp> Are you currently working on anything that you can tell us about?

Mock> I have an artificial intelligence board game called Pente that will be out very soon. After that, I hope to finish up a dictionary editor for the word games, and I also want to make some improvements to the SAP program. After that, I've got a couple of ideas but nothing concrete.

GENieLamp> Where can people reach you to send their ideas for the next great Kenrick Mock game?

Mock> I'd love to hear any ideas or comments. My mailing address is:

Kenrick Mock
2300 Sycamore Lane, 18
Davis, CA 95616-5511

And I can be reached via electronic mail at:

GENie: K.MOCK
Internet: mock@toadflax.cs.ucdavis.edu
BBS: (916) 757-7856

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////
/ "BTW, Mandala is a term from Oriental Art, meaning a stylized /
/ representation of the Cosmos. I spend hours staring at the /
/ screen, hoping to soak up culture. But I just fall asleep." /
////////////////////////////////////// N.WEINRESS //////////////////////////////////

[EOA]

[LIB]//////////////////////////////////////

THE ONLINE LIBRARY /

//////////////////////////////////////

Yours For The Downloading

\*\*\*\*\*

By Mel Fowler

[MELSOFT]

- o Prime Bulletin Board System
o Zippety-Doo-Dah! Zippety-Day!

THINKING ABOUT STARTING A BBS? How many of you have wanted to start a local bulletin board system (BBS) but just didn't want to spend the money on the new equipment such a venture would entail? Well, you may have the equipment hidden away in a closet or

garage someplace. Dig out that Apple II+, IIC, or IIE and take a look at Prime.BBS version 2.2 which went public domain in the middle of 1992 and is available right here on GENIE, in the A2 Library.

Prime.BBS is perfect for starting up a small (25 to 200 subscriber) local bulletin board. Its easy to install, simple to operate, and will run on any Apple II with 64K of RAM, including an Apple ][+ with some limitations. You will also need a modem (modulator/demodulator) that operates at 300, 1200, or 2400 baud and a Super Serial Card. A small hard drive of 5 to 10 Megs is also recommended but not mandatory if you have two disk drives, either 5.25 inch floppy or 3.5 inch. However, if you are using two 5.25 inch floppy disk drive you would be somewhat limited in your scope of operations, being able to have an E-Mail and a bulletin board area but not a software library. With two 3.5 inch drives you can handle just about everything with your software library or libraries on one drive and everything else on the other. A ProDOS compatible clock card is strongly recommended. A printer is optional.

You may already have some or all this stuff just hanging around doing nothing. Now you can put it to work and become an all powerful System Operator (SysOp) on your own BBS. Start a BBS for your local Apple II users group. Share a collection of shareware, freeware, and public domain software with the club, and the club with you. Local BBSs are popping up all over and cover all types of special interests from chess clubs to retired senior citizens.

Prime.BBS offers you complete access control so you can setup areas of your board that have limited access to users. You control everything your users see and do while they are on your board. If you don't like the look and feel of the default menus or the structure of the libraries, change them to meet your desires. You can edit almost anything about Prime.BBS. Electronic mail is an important part of every bulletin board and Prime.BBS supports a simple, elegant E-Mail system.

You can create as many special interest areas within your board as you need, with each area having its own bulletin board and library. The libraries can also be divided into categories which reflect the type of software in them, such as separate sections for graphics, utilities, games, etc. A SysOp can be assigned to monitor and control each area.

The External program section adds real power to your board and allows for the addition of external programs such as games, phrase of the day, "this day in history," or a calculator. You can even add external menus. You can control how the board answers callers, with a message for new subscribers that outlines what the board has to offer and the rules and etiquette required of a all subscribers.

The 89 page (not counting appendices) manual covers every aspect of Prime.BBS and is written in Classic Appleworks for easy access. It is will organized and easy to follow, even though it covers everything you need to know down to the last detail.

Downloading Prime.BBS can be done in two ways depending on your choice of disks. If you want to use 5.25 inch floppy disks you would have to download the following:

File number            Volume name  
\*\*\*\*\*

```

18893 /INSTALL
18894 /SYSTEM
18895 /UTILITY
18896 /XFER1
18897 /XFER2
19050 /MANUAL PART1
19051 /MANUAL PART2

```

For 3.5 inch disks, or a hard drive, download the following:

```

19189 /Prime.BBS
18837 /Prime.BBS Doc

```

Other recommended downloads are:

```

19649 /BUGS AND FIXES
18994 /USER REPORTS
19706 /USER REPAIR UTILITY
19175 /SYSTEM DIRECTORY LISTING
19249 /PRIME.TIP1
19228 /PRIME Alternative Xfer System
19227 /Prime Xpress Xfer Documentation
19545 /Prime Xpress Patch & Fixes

```

For a complete listing of all Prime.BBS files just do a search of the A2 library for "Prime". They range from role playing games, sport simulations like golf and football, adventure games, board games, a lottery system, and general information like the complete history of the Apple II. Everything you need to make your BBS entertaining and fun to use.

The best feature of Prime.BBS is William T. Goosey, Jr. (W.GOOSEY) here on GENie and the Prime.BBS category. "Goose" is the resident guru for Prime.BBS and is available to answer any of your questions concerning installation and operation. So if you run into problems just go to Category 41, Topics 4: Prime BBS System goes Public, Topic 5: Prime Help and Bug reports, and Topic 6: Advertise your Prime BBS here. Goose has uploaded over 70 Prime BBS programs that can be used to enhance your bulletin board operation. He continues to upload tested modules for Prime.

So what's holding you back? Dig out that unused Apple II and get into the Bulletin Board business. It's easy if you have Prime.BBS. And how can you go wrong with a resident expert right here on GENie?

Zippety-Doo-Dah! Zippety-Day! New 8-Bit Apple II Utility Opens Up a  
 "\*\*\*\*\*" Magical Kingdom of Zipped Text Files

Thanks to the programming wizardry of Russ Woodroffe, Apple IIe, IIc, IIGS, and IIc+ users are now able to download and decompress text files archived in IBM "zip" format. The neat thing about Russ Woodroffe's UnZIP IIe program is that it looks, feels, and operates in much the same fashion as ShrinkIt.

This opens many doors to downloadable files that were previously inaccessible to Apple II users. Federal government bulletin boards, in particular, seem to have many text files archived in "zip" format.

But you can also find "zipped" text file goodies right here on GENie. Two places to go hunting are GENieLamp's own file library, accessed from page 515 on GENie. And the Home Office/Small Business roundtable library,

accessed by typing HOSB at any standard GENie prompt.

For your modeming convenience and pleasure, a complete listing of the GENieLamp library of text files has been captured, shrunk, and uploaded to the A2 file library. Persons interested in delving further should direct their attention to A2 file number 20286, "GL.Library.BXY".

Within the GENieLamp library you'll find a smorgasbord of text files including information about the "Disktop Publishing Association," freeware fiction and non-fiction writings, and even freeware poetry.

The instant popularity of UnZip IIe is evidenced by the fact that over 120 people have downloaded the file in the past month. One small pointer, though. The current version of UnZip IIe has problems decompressing files whose file name violates Prodos's rules. So some of the IBM zipped files which use underline characters and other oddities will cause UnZip IIe to give a "Bad Pathname Syntax" error.

The good news is that although these "IBM oddities" files cannot be decompressed to disk, the program is still able to display the text in these files on your Apple II screen.

\*\*\*\*\*

Number: 20121 Name: UNZIPIIE.BXY V1.0  
Address: NORBY Date: 930119  
Approximate of bytes: 18048  
Number of Accesses: 124 Library: 40  
Description:  
Here's a nice UnZIPer, complete with a ShrinkIt-type interface, which will run on any //e or up. I would recommend an enhanced //e (the extensive mousetext would look pretty confusing without), but doesn't check, and doesn't use any 65c02 opcodes. Docs with more info are included. Shareware \$10  
Keywords: ZIP,UnZIP,Archiver,Compression,8-bit,utilities

[\*][\*][\*]

[Note: You can quickly navigate to the A2 Library on GENie by typing M645;3 at any standard GENie prompt. The letter "m" stands for the command "move." The number 645 refers to the "page" on GENie where the A2 Roundtable is located. And the semi-colon 3 refers to the A2 file library, as opposed to the message areas of the A2 Roundtable. To navigate directly to the message areas (bulletin boards) of the A2 Roundtable, type: M645;1 at any standard GENie prompt.]

[EAO]

[FUN]////////////////////////////////////

ONLINE FUN /

////////////////////////////////////

Search-ME!

\*\*\*\*\*

By Scott Garrigus  
[S.GARRIGUS]

EXPLORING GENie Have you ever wondered what will happen to you in the  
"\*\*\*\*\*" future? If maybe you'll find romance or become rich?  
Don't say no because like any other human being in this world I know you  
have! :-) Yes! We'd all like to see what the future might hold for us but

unfortunately the time machine hasn't been invented yet. Here on GENie though, we've got the next best thing... the Astrology Roundtable!

That's right! This month I visited the Astrology Roundtable (page 1180) and found a lot of fascinating facts! If your interested in astrology at all you've got to check this RT out! Exchange messages with other astrology fanatics in the BBS and you can even download your horoscopes from the library! It's great fun!

But before you go, be sure and solve this months puzzle... Until next month... Keep on smilin'! :-)

>>> THE ASTROLOGY ROUNDTABLE <<<  
 ~ M1180 Keyword:ASTROLOGY ~

D V T U D B S S U I R A U Q A D A T M X Y Y S  
 M G Z V H C K S A S K H E S W S U R U A T J Y  
 K O L F O O Q A S Q N B P H O F G O P X E Y A  
 M T R R N W N J K N Q C O S I Y E K D Z R R U  
 P U P E F A S M J C O B C P A L J N X P B P R  
 V I K D L X A C M C A P S P G O Q A X I I A I  
 O L S Y Y S G A N G S P O T R S T E L D W J H  
 U Y S C N B I N F W N G R I S N E V A E H A H  
 O E Z G E V T C G U E U O I I N D Y A H S U Q  
 S K I B I S T E Z M A T H C C O N Z N T M D S  
 L S H L W J A R I H O S N U L O A C R Q U E G  
 P A Q J E U R N W L B X T Q I W R O C I I I W  
 T I C G R S I W M W F V I R G O L N N R K I S  
 D F I I T C U C H A R T P S O O H B A X U K W  
 M Y V A T I S F A U M T N R G L A Z X A C R D  
 L V R W H S O L F D F A M I U B O S M U Q Y Q  
 W S N F L Y Y K E W B F C Y S L U G P M M R H  
 N D R K Q Y N M H D P A N T U A E Y Y L Z V Q  
 Z D V M E A U F G X L N Z U L A P B A B S D H  
 H A T R T V C N T E F M N Z R R L I Q Y L U R

|              |           |        |
|--------------|-----------|--------|
| ANALYSES     | AQUARIUS  | ARIES  |
| ASTROLOGICAL | ASTROLOGY | CANCER |
| CAPRICORN    | CHART     | GEMINI |
| HEAVENS      | HOROSCOPE | LEO    |
| LIBRA        | MYSTICAL  | PISCES |
| SAGITTARIUS  | SCORPIO   | SIGNS  |
| STARS        | TAURUS    | VIRGO  |

[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of  
 "\*\*\*\*\*" the magazine.

This column was created with a program called SEARCH ME,  
 an Atari ST program by David Becker.

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////  
 / "I would pound on the tree's until my characters needed rest /  
 / then back off. Rest up and bash the tree's some more. If /  
 / this got to boring I'd go off and chase rabbits for awhile, /  
 / great fun, especially with throwing the baseballs." /

////////////////////////////////////// JLHOFFMAN //

[EOA]
[AII]////////////////////////////////////
APPLE II /

////////////////////////////////////

Apple II History, Part 10
\*\*\*\*\*

By Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<
\*\*\*\*\*

Compiled and written by Steven Weyhrich
(C) Copyright 1992, Zonker Software
(PART 10 -- DISK EVOLUTION / THE APPLE IIC PLUS)
[v1.3 :: 12 Nov 92]

INTRODUCTION This installment of the Apple II History series focuses on
\*\*\*\*\* the return of Steve Wozniak to Apple Computer. The
evolution of Apple II computers takes one of its biggest strides with the
Apple IIgs computer. The development and design decisions made for the
IIgs are also covered in this segment.

[\*][\*][\*]

THE APPLE II EVOLVES While the capabilities of the Apple II slowly
\*\*\*\*\* advanced as it changed from the II up through the
IIC, the one thing that remained essentially unchanged was the 6502
microprocessor that controlled it. Even though the 65c02 had more commands
than the 6502, as an 8-bit processor it was inherently limited to directly
addressing no more than 64K of memory at one time. (As an 8-bit processor,
the 6502 could handle only 8 bits, or one byte at a time. However, its
address bus was 16 bits wide, which made for a maximum address of 1111 1111
1111 1111 in binary, \$FFFF in hexadecimal, or 65535 in decimal. If you
divide 65536 bytes by 1024 bytes per "K", you get 64K as the largest memory
size). When Wozniak designed it, 64K was considered to be a massive amount
of memory, even for some mainframe computers. (For example, the old
mainframe on which I learned programming during college back in 1975 was a
ten-year-old IBM 1130 with 8K of memory; this was used for both the
operating system AND user programs!) Most hackers of the time would not
have known what to DO with four megabytes of memory, even if it had been
possible (or affordable) to install that much. Consequently, programs of
the day were compact, efficient, and primarily text-based.

The non-Apple II computer world had developed and advanced, and Apple
grudgingly allowed the Apple II to make its small, incremental advances.
Occasionally, efforts were made within Apple to make a more powerful Apple
II, but the lure of "better" computers always turned the attention of
management away from allowing such a project to actually make any progress.
First the Apple III, then Lisa, and finally Macintosh swallowed the
research and development dollars that Apple's cash cow, the Apple II,
continued to produce. The latter two computers were based around the
16-bit Motorola 68000 microprocessor, which had the capability to address
far more than 64K of memory. The Apple II could make use of more memory
only through complicated switching schemes (switching between separate 64K
banks). Although "Mac-envy" hit many Apple II enthusiasts both inside and
outside of Apple, causing them to move away from the II, there were still

many others who continued to press for more power from the II.

Eventually, a company called Western Design Center revealed plans to produce a new microprocessor called the 65816. This chip would have all of the assembly language opcodes (commands) of the 65c02 through an "emulation" mode. However, it would be a true 16-bit processor, with the ability handle 16 bits (two bytes) at a time and to address larger amounts of continuous memory. The address bus was enlarged from 16 to 24 bits, making the 65816 capable of addressing 256 times more memory, or 16 megabytes. The power to make a better Apple II was finally available.

**THE RETURN OF WOZNIAK** Back in early 1981, Steve Wozniak was involved "\*\*\*\*\*" with several projects at Apple. He had helped write some fast math routines for a spreadsheet product that Apple had planned to release in competition with Visicalc. Also, Steve Jobs had managed to convince Wozniak to participate with his fledgling Macintosh project. Then, in early February, Wozniak's private plane crashed. He was injured with a concussion that temporarily made it impossible to form new memories. He could not recall that he had an accident; he did not remember playing games with his computer in the hospital; he did not remember who visited him earlier in the day. When he finally did recover from the concussion, he decided it was time to take a leave of absence from Apple. Wozniak married, and returned to college at Berkley under the name "Rocky Clark" (a combination of his dog's name and his wife's maiden name). He decided he wanted to finally graduate, and get his degree in electrical engineering and computer science. When he was done with that, he formed a corporation called "UNUSON" (which stood for "Unite Us In Song") to produce educational computer materials, wanting to make computers easier for students to use. He also decided use UNUSON to sponsor a couple of rock music events, and called them the "US Festival".<1> Held on Labor Day weekend in 1982 and 1983, these music and technology extravaganzas were invigorating for Wozniak, but he lost a bundle of money on both occasions. Though nowhere near drying up the value of his Apple Computer stock, he decided that he was ready to return to work. In June of 1983, Wozniak entered the building on the Apple campus where the Apple II division was housed and asked for something to do.

**THE APPLE IIX** When Wozniak returned, he discovered the latest of the "\*\*\*\*\*" Apple II modernization projects, which was code-named "IIX". When he saw what the 65816 could do, he became excited about the potential of the new Apple II and immediately got involved. It was a tremendous boost in morale for the division to have their founder return to work. However, the IIX project was plagued by several problems. Western Design Center was late in delivering samples of the 65816 processor. First promised for November 1983, they finally arrived in February 1984--and didn't work. The second set that came three weeks later also failed.

Other problems came out of the engineering mindset that still existed at Apple at the time. Recall that people there liked designing boxes that would do neat things, but there was not enough of a unified focus from above to pull things together. The marketing department wanted the IIX to have a co-processor slot to allow it to run different microprocessors. The code name of the project by this time was "Brooklyn" and "Golden Gate" (referring to the ability to make it a bridge between the Apple II and Macintosh). The co-processor slot could allow the IIX to easily do what third party companies had done for the original Apple II with their Z-80 boards (which allowed them to run CP/M software). Co-processor boards considered were ones for the Motorola 68000 (the chip used in the

Macintosh), and the Intel 8088 (used in the IBM PC). The IIX project got so bogged down in trying to become other computers, they forgot it was supposed to be an advanced Apple II. Politically it also had problems at Apple, because it was being aimed as a high-end business machine, which was where they wanted the Macintosh to go.<2>,<3> Wozniak lost interest as things ran slower and slower, and eventually the project was dropped.

THE 16-BIT APPLE II RETURNS      When the IIX project was cancelled in March  
 "\*\*\*\*\*"      1983, some of the Apple II engineers were assigned the task of reducing the cost of the Apple II. Engineers Dan Hillman and Jay Rickard managed to put almost the entire Apple II circuitry onto a single chip they called the Mega II. Meanwhile, after the "Apple II Forever" event that introduced the IIC, interest in the Apple II revived and sales were quite good. Management saw that sales of the open IIE were better than the sales of the closed IIC, so they were agreeable to the idea of another try at the 16-bit Apple II, possibly utilizing the Mega II chip. By late summer 1984 it was revived with the code name "Phoenix" (rising from the ashes of the IIX project).<3>

THE APPLE IIGS: GOALS OF THE DEVELOPMENT TEAM      The people involved in the  
 "\*\*\*\*\*"      Phoenix project were very knowledgeable about the Apple II, from the days of the ][ through the //c. They knew what THEY wanted in a new computer. It should primarily be an Apple II, not just something NEW that tried to be all things to all people.<4> Dan Hillman, who had also been involved as the engineering manager for the IIX project, stated in an interview, "Our mission was very simple. First we wanted to preserve the Apple II as it exists today. It had to work with Apple IIE software and Apple IIC software. That was goal number 1. But we recognized that the Apple II was an old computer. It had limitations. The new machine needed to address those limitations, break through those barriers--and the barriers were very obvious: We needed to increase the memory size. We had to make it run faster. We needed better graphics. And we had to have better sound. That was our mission." Since advanced graphics and sound were what would make this new Apple really shine, the name eventually assigned to the final product was "Apple IIGS".<3>

Having learned from their experience in building the Apple IIE and IIC, they knew what would make the new 16-bit Apple II more powerful. The Apple IIC was easy to use because the most commonly needed peripherals were already built-in. The Apple IIE, however, excelled in its ability to be easily expanded (via the slots) to do things that were NOT commonly needed or built-in. Harvey Lehtman, system software manager for the project, stated, "We ... wanted the Apple IIGS to be easy to set up, like the IIC, and easy to expand, like the IIE."<3>

THE APPLE IIGS: ARCHITECTURE      Wozniak was quite involved in designing the  
 "\*\*\*\*\*"      general layout of the IIGS. Insisting on keeping it simple, he recommended AGAINST a built-in co-processor (as they tried to do with the IIX). He also wanted to keep the 8-bit part of the machine separate from the 16-bit part. To accomplish this, he and the other engineers decided to design it so the memory in the lower 128K of the machine was "slow RAM", which made it possible for it to function just as it did on the older Apple II's. This included the memory allocation for the odd addressing schemes used in the text and graphics modes and (which made sense in 1976, but not in 1986). The rest of the available memory space would be fast, and could be expanded to as much as 16 megabytes. With a faster microprocessor, it would also be possible to run programs

more quickly than on the older Apple II's.<3>

THE APPLE IIGS: GRAPHICS     One area they decided to focus on was bringing  
 "\*\*\*\*\*"                     the quality of graphics on the new Apple II up  
 to modern standards. Rob Moore, the Phoenix project hardware group  
 manager, helped define the new graphics modes of the IIGS. Because a  
 change that increased the vertical resolution from 200 dots to 400 dots  
 would make the computer too expensive (it would require a special  
 slow-phosphor monitor), they purposely decided not to go in that direction.  
 Instead, they increased the horizontal resolution, and created two new  
 graphics modes (called "super hi-res"); one was 320 x 200 and the other was  
 640 x 200. This decision also made it easier to keep compatibility with  
 older graphics modes.<3>

As mentioned above, the text and graphics addressing on the old Apple II was odd, from a programming standpoint. When Wozniak originally designed the II, he made the memory allocation for text and graphics to be "non-linear", since this saved several hardware chips and made it less expensive to build. This meant that calculating the memory address of a specific dot on the hi-res graphics screen or a character on the text screen was not as simple as most programmers wanted. The hi-res screen began at \$2000 in memory, and the first line on the hi-res screen (line 0) started at that address. Each line on the hi-res screen was made up of 40 bytes of 8 bits each, and seven bits of each byte represented a dot or pixel on the screen, giving a possible 280 dots horizontally. Since 40 bytes is \$28 in hex, line 0 then ran from \$2000 to \$2027 in memory. However, the second line (line 1) of the hi-res screen did NOT start at \$2028 as one would expect, but at \$2080. The hi-res screen line represented by memory locations \$2028 to \$204F was line 8, and \$2050 to \$2077 was line 16. The last eight bytes of this 128 byte section of memory was unused. The next 128 bytes were allocated to screen lines 1, 9, and 17, and so on.

Because this complicated things considerably for programmers, the design team for the IIGS wanted linear addressing, which would allow the memory addresses of line 0 to be followed by the addresses for line 1, and so on. Because the graphics resolution and range of available colors planned was much greater than either of the older graphics modes (hi-res or double hi-res), they needed 32K of continuous memory to use. Because they planned on a minimum memory configuration of 256K for the IIGS as it would be shipped, they could not come up with that much memory in one single block. Engineer Larry Thompson designed a special Video Graphics Controller (VGC) to solve the problem. The chip combined two separate 16K blocks of memory and make it appear as a single continuous 32K block of memory, as far as the graphics programmer was concerned.<3>

The new super hi-res graphics modes also gave far more color choices than either the old hi-res mode (which had six unique colors) or even the double hi-res mode (which had sixteen colors). In the 320 x 200 super hi-res mode, each line could have sixteen colors out of a possible 4,096, and in the 640 x 200 mode, each line could have four colors out of 4,096. This gave graphics power that was not even available on a Macintosh (which was still black and white at the time).

THE APPLE IIGS: SOUND     The second major area of focus for enhancements  
 "\*\*\*\*\*"                     over the old Apple II was sound reproduction. The  
 original sound chip that had been proposed for the IIGS would have given it  
 the sound quality of a typical arcade game. However, this was no better

than what other computers in 1986 could do. Rob Moore suggested using a sound chip made by Ensoniq, one that was used in the Mirage music synthesizer. He had to push hard to get this included in the final design, but was able to convince management of its importance because he told them it would be "enabling technology" (borrowing a phrase from a Macintosh marketing book). He told them "it would enable people to do things they'd never dreamed of doing."<3>

The Ensoniq chip was capable of synthesizing FIFTEEN simultaneous musical voices. To help it in doing such complex sound reproduction, they gave the chip a separate 64K block of RAM memory dedicated specifically for that purpose.

THE APPLE IIGS: MEMORY The 65816 is designed to address up to 16 MB of "\*\*\*\*\*" memory. The IIGS, however, was designed to support only 8 MB of RAM, and up to 1 MB of ROM (in high memory). With cards specially designed by third-party companies, up to 12 MB of RAM could be added, but the memory manager in ROM was only aware of the first 8 MB. A special patch was needed to allow the system to use memory beyond that point.

Building on the traditional memory organization from 6502 days, memory in the IIGS was usually referred to in banks, from \$00 through \$FF. Each bank refers to a 64K chunk of memory. The lowest bank, \$00, was identical to the 64K memory space in the original Apple II. The next bank, \$01, was the same as the auxiliary memory bank used on the Apple IIe and IIc. (Additionally, the super hi-res graphics display was found in 32K of the memory in bank \$00, from \$2000 to \$9FFF). The banks from \$02-\$7F were also for RAM storage, and covered things up to the 8 MB limit. Banks \$80-\$DF could be used for another 4.25 MB of RAM, but as mentioned above they were unusable (without a patch) because the memory manager didn't know how to access it.

The memory expansion slot designed for the IIGS only had two lines to decode addresses. This allowed for direct access to each of four 256K RAM chips, or four 1 MB RAM chips. In order to make use of the next 4 MB of RAM some special logic was needed to find and use it. RAM cards with more than 4 MB were never directly supported by Apple.<5>

Banks \$E0 and \$E1 were a special part of RAM that was used to duplicate ("shadow") banks \$00 and \$01. This RAM was designed as "slow" RAM, and would better be able to run some of the older 8-bit Apple II software. When shadowing was active, anything a program did to addresses in banks \$00 and \$01 was duplicated in banks \$E0 and \$E1. Although it appeared to a program that it was running in the lower two banks, it was really running in the slow RAM in banks \$E0 and \$E1.<6>

Banks \$E2-\$EF were undefined. The last one MB from \$F0-\$FF was allocated to ROM. The lower 512K (banks \$F0-\$F7) were set aside for a ROMdisk. (A ROMdisk is just like a RAMdisk, except it will not lose its contents when power is turned off). For a ROMdisk to be installed, a device driver for the disk had to be located at the beginning of bank \$F0 (at address \$F0/0000), and the driver had to start with the phrase "ROMDISK". The most common way this was used by third-party hardware providers was to take some of the GS memory, protect it with a battery (so its contents didn't disappear when the computer was turned off), and designate it properly to the IIGS as a ROMdisk (even though it was simply protected RAM, and not true ROM).<7>

The rest of the space from \$F8-\$FF was reserved for system ROM. The original IIGS had ROM code only from \$FE-\$FF, while later versions expanded this space to include \$FC and \$FD.

[\*][\*][\*]

NEXT INSTALLMENT The Apple IIGS, cont.  
\*\*\*\*\*

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\*\*\*\*\*

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- <7> Nolan, Sean. "GS Memory Cards Compared", CALL-A.P.P.L.E., Aug 1987, pp. 10-17.

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Thanks Alan and Charles. I don't know what I would do without /
/ you all and GENIE. I knew C was going to be different but, WOW! /
/ It's like a whole new world." /
////////////////////////////////////// R.WATSON15 //////////////////////////////////

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[EOA]  
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>>> SEARCH-ME! ANSWERS <<<  
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~ April 1, 1993 ~

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Notes From The Editor. Apple II Corner.
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Is That A Letter For Me? By Any Other Name...
REFLECTIONS [REF] CowTOONS! [MOO]
Basic Shareware Etiquette. Great Cows Of Literature.
NIGHTS OF THE ROUNDTABLE [RTC] TELETALK ONLINE [TEL]
RTC Happenings. Online Communications.
THE MIGHT QUINN [QUI] DIGITAL DIVERSIONS [DIG]
Random Access. It's Out Of This World!
PROFILES [PRO] THE ONLINE LIBRARY [LIB]
Who's Who On Genie. Yours For The Downloading.

ONLINE FUN ..... [FUN]  
Search-ME!

APPLE II ..... [AII]  
Apple II History, Part 11.

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Genie's Internet Gateway.

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GENieLamp Information.

[IDX].....

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\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_  
|Name of sender CATEGORY TOPIC Msg.# Page number|

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475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

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or more messages that are following the same topic. For example: {58}.

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/ Heat and GENie. It is amazing how used to things you become /  
/ and how much you miss them even if it is for only 3-? days." /  
//////////////////// C.ALLEN17 ////

[EOA]  
[FRM].....  
FROM MY DESKTOP /  
.....

Notes From The Editor

\*\*\*\*\*

By John Peters  
[GENIELAMP]

FROM MY DESKTOP    When I typed in the characters ATDT and the the number of  
"\*\*\*\*\*"    a local bulletin board for the very first time, I was  
completely and utterly awed. No longer was I alone in my computing  
pursuits. At the touch of a key, I could call out to practically any place  
in the world and make friends with people that I would have never had the  
chance to do so with otherwise. The modem had broken my computing  
isolation from the rest of the world.

Ten years later, I'm still awed by it all, but now, even more so. I  
keep in touch with friends via GE Mail, I stay on top of what's happening  
in the news with Newbytes and I can get answers to just about any question  
I can think of - many times within hours of posting it. I can share my  
knowledge with others and more importantly, I can learn from their  
experiences as well. I can download pictures, sounds and books to read and  
I can even play a friendly game of backgammon or chess with someone in  
Boston, or Miami, or Japan. Amazing.

But it can be frustrating too... When you think about it, we  
"onliners" represent a very small segment of the overall population.  
Surprisingly, there are many people who own computers are unaware of what's  
available to them online. They use the computer to type in an occasional  
school report or (more likely) play games on it. That's okay as eventually  
many of these people will find their way online by way of a friend, an  
article they read or because they are just plain curious (like I was).

The point is, we've only just begun. Think about it...we are in the  
infancy of telecommunications. In a way, I'm sorry I won't be around a  
hundred years from now to see where all of this is heading. On the other  
hand, I am thrilled to be among the online pioneers of this new and  
exciting technology. Welcome aboard, friend, and I'll see you online!

GENie Elsewhere    Did you know that the Public Forum RoundTable (M545) is  
"\*\*\*\*\*"    archiving all of the official White House Electronic  
Press Releases issued by the new White House E-Mail Communications Office?  
The files are available in the PF Library in the format WHPRxxx.TXT, and  
there are currently 177 of these files available. The files include press  
releases, official announcements, transcripts of press conferences & other  
official White House communiques. Interesting stuff here - well worth  
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When accessing GENie via 800-Service (available only in the US), you  
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and 2400 baud access. This surcharge applies to all usage, including  
GENie\*Basic services.

9600 baud access is also available via 800-Service. When using 9600 baud via the 800-Service, you will be charged \$18.00 per connect hour during non-prime time and \$24.50 per connect hour during prime time.

| LOCATION      | BAUD RATE     | SURCHARGE  | NETWORK | ACCESS NUMBER |
|---------------|---------------|------------|---------|---------------|
| United States | 300/1200/2400 | \$6.00/hr  | GENie   | 800-362-1296  |
| United States | 9600          | \$12.00/hr | GENie   | 800-847-5260  |

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PLEASE NOTE If you are dialing long-distance to access GENie, we do not recommend dialing a surcharged access number, as you will incur the \$2.00 connect hour surcharge in addition to long-distance charges. Also note that interstate long-distance calls are usually less expensive than intrastate long-distance calls. Please be sure to verify the long-distance charges with your local telephone company.

[\*][\*][\*]

GENieLamp FUN AND GAMES This is one big issue so I'm going to keep my desktop notes short this time around. One word of caution when reading this month's issue: Don't forget, it's April!

Until next month...

John Peters  
[GENIELAMP]

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////////  
 / "In my previous post, please take the 'h' out of 'wharehouse' /  
 / and put it into 'psychology' where it belongs. Thanks. :)" /  
 //////////////////////////////////////// SAM-RAPP //////////////////////////////////////

[EOA]  
 [TAL]//////////////////////////////////////  
 APPLE\_TALK /  
 ////////////////////////////////////////

Apple II Corner  
 \*\*\*\*\*  
 By Darrel Raines  
 [D.RAINES]

April Fool's Day has always been one of my favorite holidays. It's not a holiday, you say. Well don't try and tell me that. I love good-humored pranks and practical jokes. My only rule is that they cannot be mean-spirited. No one gains by hurting others. On the other hand, this issue of GENieLamp may not be as serious as the rest of the year's offering.

[\*][\*][\*]

A few years ago, many of the major publications for the Apple II computer started to disappear. I was convinced that there were soon going to be no sources of information for my favorite hobby. I am happy to say that I was mistaken in a big way. We are starting to see just the opposite effect recently. "Major" Apple II publications of which I am aware: II-Alive, A+/Incider (with Mac cover), A2-Central (and their associated publications), GS+, Softdisk, Softdisk GS, and GENieLamp. :)

[\*][\*][\*]

A few years ago, I was also starting to get unhappy with the amount of computer software that was available for the Apple II. I have mumbled in this forum a number of times about the great share ware that is available for the Apple computer. This has been a banner month with no less than four major software releases as shareware or freeware: DuelTris, Pente, Bouncin' Ferno 2, and Spy Hunter. Oh, did I mention that this list just covers games. The May issue of GENieLamp may never get edited.

[\*][\*][\*]

On the other hand, I have discovered a way to make everything old, new again. It seems that if I put a commercial game on the shelf for about a year, I can get it back out again for a few weeks and enjoy it as if it were new. Sports simulations are my favorite for this trick. Two-on-two basketball was dusted off recently in honor of the NCAA men's basketball playoffs. Watch out Michigan, I can dunk with the best of them.

[\*][\*][\*]

I just have to sit down with my programming tools at hand one day soon. I have been doing a lot of thinking about a IIgs version of Eamon. Or, at least, a Eamon-like gaming system. My idea is that most people can no longer program on the IIgs. The gaming system would run on database structures that define the dungeon to be explored, the denizens in the dungeon, how the various characters can interact, and other information on this type. I need to sit down and write some of this down. Perhaps I should contact Tom Zuchowski with some of these ideas. Why put it here? Public humiliation if I don't carry through with something!

Enjoy this month's issue.

```

////////////////////////////////////// GENie_QWIK_QUOTE //
/ "Why would anybody need a computer with more than 64K of memory?" /
/ <sigh>" /
////////////////////////////////////// Kenne@SFRT //

```

[EOA]

[HEY]//////////////////////////////////////

HEY MISTER POSTMAN /

//////////////////////////////////////

Is That A Letter For Me?

\*\*\*\*\*

By Darrel Raines

[D.RAINES]

o APPLE II ODDS & ENDS

- o WHAT'S NEW?
  - o THROUGH THE GRAPEVINE...
  - o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<  
 \*\*\*\*\*

- [\*] CAT2, TOP4 .....Cries for help - hard to place questions
- [\*] CAT2, TOP5 .....Beyond the Apple II: Your next computer
- [\*] CAT29, TOP9 .....GEM: Getting started
- [\*] CAT33, TOP2 .....GS+: Letters to the Editor
- [\*] CAT41, TOP5 .....PRIME Help and bug reports

>>> A2 ODDS & ENDS <<<  
 \*\*\*\*\*

GENieLamp PT Script Anyone who wanted the PT3 GENieLamp script:  
 \*\*\*\*\* This is a copy of GEM.PT.Usr to grab a copy of the  
 A2 GENieLamp. You need to run it manually (answer Y to "execute user  
 script after logon?") and have the file f.lamp present in your main GEM  
 directory for it to work. It saves the file as lamp.MMM.YY (mmm is the  
 three letter month), an AWP file.

```
----- Cut Here -----
set &0=<mid <date>,3>
set &1=<path 4>+"lamp."+<left &0,3>+"."+<right &0,2>
if ($a) { do "rec:asc", "["] }
if (exist <path 4>+"f.lamp") {
 do "rec:asc", "<%s> [] save:<awp> copy:2 sup:1 [] [Append]", &1
 pr #4, "^1"
 window 20,8,42,3
 pr #2, "Getting Current Apple II GENie Lamp..."
 pr #1, "m645;7^m"
 wt 5, "P 645>"
 do "rec:asc", "["]
 delete <path 4>+"f.lamp"
}
chain <path 4> +"pt.scripts/gem.pt.main", %12
----- Cut Here -----
```

Let me know if there are any problems with this script; I'll do what I can to fix them.  
 (D.BROWN109, CAT29, TOP17, MSG:47/M645;1)

ZIP TIPS I downloaded UnZip.IIe a short time ago, and in the process of  
 "\*\*\*\*\*" using it found that I could View a certain .ZIP file which I had  
 downloaded, but I kept getting an "invalid pathname error" when trying to  
 unZIP the file to disk.

To make a long story short, using Block Warden I found that the  
 filename was embedded in ASCII in the zipped file and contained a hyphen,  
 and I got it to unZIP to disk properly by changing the hyphen to a period  
 in the zipped file.

Unless I'm doing something wrong, the program has no option to

specify the filename of the new file - if UnZip.IIe had this option it would be much more convenient to use. It works very well, and I like the Shrinkit-type user interface, but unfortunately zipped files don't always conform to ProDOS pathname conventions.....

(STARRIDER, CAT3, TOP4, MSG:119/M645;1)

Concerning Script-Central Larry has once again brought up a very important point, BTW. If you don't ask for features, you can pretty much guarantee you won't get it. On the other hand, if you do ask you may very well get it. In general if I can do "it" and it doesn't go against the way I think things should work, you can probably expect to see it ...ASK!

In this particular case I never even thought of such an option. I thought I had covered all the cool things. Please don't think that it's a waste of time to offer opinions/comments/ideas-for-features.

(A2.HANGTIME, CAT23, TOP8, MSG:178/M645;1)

WHICH SYSTEM? I strongly recommend those with less than 2MB of RAM, or no hard drive, to stick with System 5.0.4. A Hard Drive =and= at least 2MB are needed to effectively use System 6.0. (Having said that, =I= did get System 6.0 running with only 1.75MB of RAM when my memory card died and I had to fall back to my old GS-RAM card. But I also had a hard drive, and I couldn't do anything fancy, and it had already been installed, and it was temporary.)

We keep System 5.0.4 around just because of the myriad of underpowered systems out there.

The best solution is to get a hard drive and more memory.

(A2.TIM, CAT2, TOP4, MSG:162/M645;1)

HP DESKJET 500 HOMEBREW REFILL KIT I just put together a homebrew refill kit this afternoon, and thought I'd relate my experiences. First off, it worked fine, and it was cheap. That's the whole point, right?

Bill of Materials:

| Item                                 | Cost   |
|--------------------------------------|--------|
| 12 cc Syringe                        | \$0.40 |
| 20g 1.5" Needle                      | \$0.18 |
| Jet Black Sheaffer Skrip Ink (2 oz.) | \$3.50 |
| CA State Extortion                   | \$0.31 |
| -----                                |        |
| GRAND TOTAL:                         | \$4.39 |

I purchased the needle and syringe at a local veterinary supply store. When the saleslady asked what I was administering with the needle, I told her "ink." She looked a bit confused, but was quick to make the 62-cent sale. I needed to fill out a form with my name, address, size of syringe and needle, use, and signature. Apparently, the state of California expects that you'll actually write "IV Drugs" if that's what you're going to use it for...

In a post up-topic, someone suggested a 25-gauge, 1.5" long needle. This shop had a 5/8" 25g needle, or a 1 1/2" 20g needle. Figuring that

length was more important than the diameter, I purchased the 20-gauge. When I got it home, I had some trouble filling the BubbleJet 10 cartridge, so I figured that the previous poster had a reason for specifying a 25-gauge needle (for another 19 cents, including tax). I went back out, got the smaller needle, and tried again. It didn't work-- ink seems to go \_very\_ slowly through such a small needle, so I tried once again with the 20g needle. This time, when I encountered resistance at the bottom of the refill hole, I pressed harder and punctured something. After that, I had no trouble injecting about 12 ml of ink into the cartridge, and the self-test printed fine.

By far, the greatest cost in this project was the ink. The bottle contains 60 ml of ink, which will run 5 refills, at a cost of just under 90 cents each. The syringe and needle are both marked "USE ONCE AND DESTROY", but I figured that sterility was not a crucial factor in this application, so I plan on using them for quite a while.

(D.BROWN109, CAT12, TOP8, MSG:121/M645;1)

LIBRARY LISTINGS    You can make your own AW DB listings of GENie  
"\*\*\*\*\*"            libraries. All you have to do is list the libraries you  
are interested in and capture the text to disk. There are two programs in  
the A2 library that can generate DB files from these text captures:

- 17042 GECONVRT3.2.BXY
- 17468 TO.GE.CONV.BXY

I don't normally load TimeOut with Appleworks, so I use GECONVRT. It is a very easy program to use. You don't even have to clean the list headers off the capture or anything.

(T.ZUCHOWSKI, CAT17, TOP4, MSG:95/M645;1)

MOUSE TROUBLES...    Schools are having problems w/students removing the  
"\*\*\*\*\*"            balls from the mouses and using them as superballs.  
Apple had BETTER start selling replacement parts.

(R.WAGONER4, CAT2, TOP4, MSG:84/M645;1)

MDG Extends International ProLine Support    SAN DIEGO, California--March  
"\*\*\*\*\*"            15, 1993--To further support  
international ProLine BBS owners, the Morgan Davis Group has developed an  
enhanced AddUser module that offers flexible account registration for  
non-U.S. systems. The new module offers relaxed verification of input to  
accommodate a variety of address formats used world-wide. Found in eleven  
countries, including Australia, Canada, England, France, Germany, Japan,  
Mexico, Singapore, Spain, Sweden, and the United States, ProLine systems  
share information over the ProLine network, established in 1985, and the  
Internet.

In addition to international support, AddUser can also enforce rigorous input verification now available for U.S. systems. Such verification involves recognizing invalid street addresses, ZIP codes, and phone numbers with non-standard area codes or repeating digits.

Part of the ProLine software package, AddUser allows callers to sign up for their own accounts for immediate validation. This optional feature spares the system administrator from manual account validation. Users can begin to take full advantage of the system's services without having to wait for their accounts to become operational.

The updated module is available free upon request for all international, registered ProLine owners. For more details, contact MDG International Services at +1 619 670 0563 (Monday through Friday, 9AM to 5PM Pacific Time), FAX +1 619 670 9643, BBS +1 619 670 5379, or via Internet e-mail addressed to mdavis@mdg.cts.com.

ProLine is a trademark of Morgan Davis Group.  
(MORGAN-DAVIS, CAT27, TOP3, MSG:182/M645;1)

Upgrading to Twilight II from Signature GS and Desktop Enhancer  
\*\*\*\*\* Thanks for your interest in Twilight II!  
Owners of Signature GS and Desktop Enhancer can upgrade to Twilight II v1.1 for \$25 (\$24 plus \$1 S&H). Twilight II v1.1 we hope to have shipping in about two weeks. (It includes many more features than v1.0.1, or v1.0) It is fully compatible with The Manager from Seven Hills!

If you would like to take advantage of this upgrade offer, send us your original manual cover from Signature GS or Desktop Enhancer, along with a check or money order for \$25 (made payable to DigiSoft Innovations). Alternatively you can also pay via MasterCard or Visa. If you choose to pay via credit card, email us your credit card number, expiration date, card type, etc. Your card will not be billed or your check cashed until Twilight II v1.1 is shipping, in approximately two weeks. We will immediately ship you a copy at that time.

If you haven't already heard, Twilight II v1.1 also runs all Phantasm effects! If you have any additional questions or complaints, let me know. Thanks again for your interest!

Jim Maricondo  
DigiSoft Innovations  
P.O. Box 380  
Trumbull, CT 06611

Phone - 203.375.0837  
(DYA, CAT13, TOP30, MSG:109/M645;1)

THEY'RE DOING IT AGAIN! By now, many of you now know of the  
\*\*\*\*\* collaboration between Sequential Systems and  
Procyon Enterprises in producing Switch-It!, the Apple IIGS application switcher. I'm pleased to announce another collaboration - the combination of Sequential's great Apple II hardware products with Procyon's on-line support expertise.

I (Jawaid Bazayr, email address PROCYON.INC) will be maintaining this new Sequential Systems category. If you have any questions about Sequential products, post them here! (Also, if you've heard any rumors lately, let us know too, so we can dispel them or set them straight, as the case may be).

Both Sequential and Procyon are dedicated to supporting the Apple II - and this is we hope a great example of what we mean by support.  
(PROCYON.INC, CAT20, TOP1, MSG:1/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*



Lawrence Productions, Inc.  
(800) 421-4157

(P.LAWRENCE5, CAT2, TOP27, MSG:3/M645;1)

ERGONOMIC MOUSE & KEYBOARD |he new Ergonomic Mouse and Keyboards will  
" work just fine on a IIGs, though the  
Ergonomic Keyboard has a bunch of buttons on it that have no use to a IIGs  
user.

][I've had an Ergonomic Mouse attached to the IIGs on my desk at work for about two weeks. My reactions to it are mixed. It's very usable, but I don't care much for the way the big button comes down along the sides a little bit. It makes it a bit awkward to pick up the mouse and reposition it while holding down the button. It may be because I have large hands, though. I normally grab the mouse on either side of the button while lifting it up, but this isn't feasible with the new mouse. It does fit very well in the hand, though. When doing fine detail work (like editing icons :) with the new mouse, you have to move the whole thing since the ball is now forward of the center, instead of near the back. This makes the position of the cursor on the screen and the position of the mouse on your desk correspond better to each other. With the old mouse doing detail work you could hold down the front of the mouse and twist the back around for fine left-right movements. You'd often get a little bit of up and down movement, as well, though. So, it's a tradeoff with the new mouse vs. the old one, overall. At home, I'm just going to stick with my old mouse, since that's what I'm used to. \_ /-\t the opening of the new Apple Company Store on Wednesday I got a look and feel at the new Ergonomic Keyboard. This one I'll definitely pass on. It was awkward for me to type on, since with my long nails I don't actually feel the keys, and have to depend on their positions relative to each other. With the keyboard opening up and being variable it really threw me off. It also takes up a lot of desk space, even without the snap on palm rests, because when you open it up it makes an arc. With the palm rests it can end up taking up a square of desk space about one and a half feet on a side when opened up, NOT including the detached keypad.

\\e've got a single LC III in the lab. I'll see if I can throw in one of the IIE Cards I've got lying around into it on Monday, to see if it's any faster in IIE mode than the LC and LC II. I really hope so, because I also have an LC II on my desk, next to the GS (I've got a Mac IICi on the other side of it), with a IIE Card in it and it is dog slow. Seeing the IIGs running next to the LC II... well.... Let's just say that if the dealers had actually had IIGs's in the same configuration (memory, hard disk, monitor, etc.) next to LC IIs with IIE Cards in them on display, they would've sold a lot fewer Mac LC/LC IIs.

P.S. Has it been mentioned in here that the new Color Classic has the same slot in it as an LC/LC II, and can use the IIE Card, as well?  
(A2.LUNATIC, CAT5, TOP2, MSG:46/M645;1)

5th Annual KansasFest

Apple II's Sweet Sixteen Last year's conference was such a rousing  
" success that it made sense to continue the  
celebration this year with a Sweet Sixteen party. In the past, attendees  
have raved over the sessions but were equally (or even more) enthused over



possible configurations.

Desktop Interface See articles in the Symbolix Newsletters volume 2 and  
" 3. Changes involve "3D buttons", new window  
positions/colors, new online help, etc. The desktop has been redesigned by  
a Symbolix user who works with this program almost daily. You'll notice  
that all windows are there were you need them! Symbolix even closes and  
opens windows automatically in some situations.

This limited offer for registered customers underlines Bright  
Software's non- profit philosophy. Ordering your own copy is one of the  
best \_and\_ smallest investments. Please forward your original program disk  
and enclose US\$5.00 - that's all there is to it.

ATTENTION: - Don't forget to make a backup copy of version 1.7 before  
mailing the disk! We'll delete all v1.7 files!  
- This interim release is available from Bright Software  
Switzerland ONLY.

Customers who already sent us their disk will receive v1.8  
automatically. -Your Symbolix guys

\*\* Specifications are subject to change without notice. \*\*

The Manager is a trademark of Seven Hills Software Corp. MultiFinder  
is a trademark of Apple Computer, Inc. Finder is a registered trademark of  
Apple Computer, Inc. Floating Point Engine, FPE, Innovative Systems are  
trademarks of a company that has gone and gave us a wonderful product that  
works only sporadically.

(A.HORSTMANN, CAT13, TOP13, MSG:28/M645;1)

>>> THROUGH THE GRAPEVINE... <<<  
\*\*\*\*\*

From Barney Stone Yo! (As we say here in Philly.) I'm still around, and  
" so are DB Master Professional, and Stone Edge  
Technologies. Here's what's happening:

The shareware version of DB Master is no longer available from Stone  
Edge, simply because I ran out of manuals, and don't get enough requests to  
justify re-printing them.

I still have about 50 copies of DB Master Professional, and I'm  
selling them for \$100 (+\$5 shipping) while they last (a few more months at  
the rate they are crawling out the door).

Stone Edge (that is, me, since I'm the only one left, and yes, that  
had to be me on the phone, unless my wife picked it up by accident) is  
keeping the doors open by doing general computer consulting - PC, Mac,  
Filemaker, MS Acces, DB Master Pro, Advanced DB Master (the MS-DOS  
version), file conversions, Lantastic networks, etc. - whatever I can pick  
up.

I can be reached at (215) 641-1825 for any of the above purposes.

Oh, yes - I still check in here every week or so for messages.

PS - If you call and get my answering machine, please include what you are calling about (ordering, tech support, consulting, etc.) in your message, and note that I only return tech support calls if you say I can call collect - an unfortunate by-product of current business conditions.  
(DBM.BARNEY, CAT8, TOP2, MSG:38/M645;1)

PROTERM V3.0 News Release from the maker of ProTerm V3.0 -- Effective  
"\*\*\*\*\* Immediately:

Because of potential tradename conflicts, the name of InSync Software, Inc. has been changed to InTrec Software, Inc..

All references to "InSync Software, Inc." will now be assumed to be a reference to "InTrec Software, Inc."

Only the name is changed. The corporation, the ownership, the location and the way business has been conducted as InSync Software, Inc. remains the same.

Jerry Cline, President  
Greg Schaefer, V President  
InTrec Software, Inc  
Formerly -  
InSync Software, Inc.  
(INSYNC.SW, CAT24, TOP1, MSG:2/M645;1)

IIGS A MISTAKE? \\_/  
"\*\*\*\*\*" |ou people ought to see the reactions I've been getting  
from people at Apple by having a couple dozen Apple IIGS's on  
racks running  
PaintWorks animations while idle. They run along the lines of "I didn't know a IIGS could do that!" "The animation is so smooth! How does it do that?" "Is that QuickTime?" "I didn't think the GS' resolution was that good." "Boy, they really missed out on a big opportunity by discontinuing that." "Can you use those on a Mac?" and the old favourite "What kind of Mac is that?" (: \_ /-\nd then having a Mac LC II with a IIE Card in it next to a IIGS really shows you how awkward and slow the Mac's emulation of a IIE is. You can say that they should have come out with the Mac LC instead of the IIGS, but it really wasn't possible back then. Even now, at best, the LC's emulation of a IIE is awkward. Looking at it another way: the Mac LC/LC II with a IIE Card emulates about the average Apple IIE in 1986, when the IIGS came out.

|\|aybe the IIGS was a mistake. Maybe they should have just stopped the line with the IIE. But think of how much fun and use we've gotten out of our IIGS's over the years! I've had enough that my IIGS has more than paid for itself since I bought it -- \$1000 for the CPU alone in October, 1986, one month after its release.  
(A2.LUNATIC, CAT2, TOP5, MSG:173/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

WHAT IF... If Apple had released a IIE-compatible color Mac INSTEAD of  
"\*\*\*\*\*" the IIGS, there would have been a true upgrade path to the  
Mac.

Now, instead, we have the IIGS, which looks a little bit like a Mac but isn't, and we have a Mac IIe card which does not give IIGS owners a real upgrade path.

Apple no doubt found the IIGS extremely difficult to market. Obviously, their future plans all hinged on the Macintosh, yet with the release of the IIGS they found themselves saying, no, wait, the Macintosh is NOT our sole future direction. The machine had a split personality (classic Apple II mode and a not-quite-Mac Desktop mode) -- like the Commodore 128 only mo' better and more seamlessly integrated. In demos, it LOOKED like it was a Macintosh (in fact, the case and keyboard even resembled a small Mac II), yet, for years, it thought Mac disks were blank.

I maintain that if Apple had released a Mac that could run Apple II software INSTEAD OF the IIGS, they wouldn't have the problem they have now. That problem is a commitment to support a machine that does not, and never did, have a place in their grand design. The problem is 1.5 million users who demand this support and are p\*ssed off at Apple for "abandoning" the machine. The problem, in short, is a non-Mac computer that Apple started producing long after they had decided that the Mac was their future.

It's a pretty decent machine, and it's a lot of fun, but I can hardly blame Apple for their confusion about what they should do with it. (And their confusion is obvious. They never advertised the machine, yet they spent huge amounts of efforts on things like System 6. One action seems virtually "evil," the other is clearly "good.") I think Apple's continuing support for the machine is astonishing, frankly.

If Apple had never made the IIGS and had instead focused on a low-cost Mac that could run IIe software, most of you IIGS users would be using Macs RIGHT NOW. And most would like the Mac as much as they like the IIGS. (QC, CAT2, TOP5, MSG:182/M645;1)

>>>> Welllllll, I don't know about that. I didn't upgrade from the II+ """""" to the IIe. I waited around until I saw something that made it worth my while to upgrade. The superior (to my existing II+) graphics and especially the sound of the IIgs turned my head. I wanted color graphics and stereo sound long before the Mac's ever offered either. Think back to the days of the IIgs introduction. There was nary a color Mac to be found. And to this day, no personal computer under \$3000 offers better stereo sound out of the box. Add to this the fact that I was not too much taken with the desktop metaphor until much later, and I come to the conclusion that I would not have purchased a low-end Mac instead of the IIgs.

I still enjoy a text-only interface at times (ProSel is my startup program) and I like my home computer to be as cheap as possible. This saves more money for productivity software, games and magazines. :)

I know that some of us have seen this type of argument and griping over and over again. However, many GENIE subscribers have never had the chance to express themselves in this type of forum before. I fully support the right of anyone to "wail at the wall" for awhile. It sometimes helps to just get things off of your chest. Most Apple II owners have felt like the earlier posting by J.AMBURGEY at one time or other. By all means, release a little frustration in this forum if it makes you feel better.

Speaking for myself, I have given up feeling angry at Apple computer. (It never did any good anyway.) As a matter of fact, I have even managed

to generate a little good will toward them with the continued support of Apple II system software such as GS/OS version 6.x .

(D.RAINES, CAT2, TOP5, MSG:45/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
 \*\*\*\*\*

Category 11,  
 Message 246  
 A2.LUNATIC [Lunatic]

Topic 16  
 Tue Mar 16, 1993  
 at 06:13 EST

][ think we need to get a few things cleared up, here. There are three categories of terms we are using, and it's easy to start getting them confused. They break down like this:

- A) Double Density, High Density, Floptical (Very High Density?), etc.
- B) GCR, MFM, and RLL (Floptical)
- C) ProDOS, HFS, MS-DOS, etc.

Each one of these categories is completely separate from the others. A formatted 3.5" disk has one attribute from each category.

Category A is the type of diskette (media). Category B is the type of LOW-LEVEL format. Category C is the type of HIGH-LEVEL format. Any one of the options in each category has the ability to be mixed with any of the options from the other categories. Some of the combinations you will simply never see, though. Here are some of the most common combinations, and what you get as a result:

- 1) Double Density + GCR + ProDOS = 800K disk
- 2) Double Density + GCR + HFS = 800K disk
- 3) Double Density + MFM + MS-DOS = 720K disk
- 4) High Density + GCR + ProDOS = 1600K disk (old AE HD drives ONLY)
- 5) High Density + MFM + ProDOS = 1400K disk
- 6) High Density + MFM + HFS = 1400K disk
- 7) High Density + MFM + MS-DOS = 1400K disk
- 8) Floptical + RLL + ProDOS = 21 MB disk
- 9) Floptical + RLL + HFS = 21 MB disk
- 10) Floptical + RLL + MS-DOS = 21 MB disk

Now, a regular Apple 3.5 drive can handle 1 and 2 only (unless it's hooked up to a PCT, but that's another story...). The Apple 3.5 drive is Double Density only, and GCR only. Apple SuperDrive + SuperDrive Controller Card can handle 1, 2, 3, 5, 6, and 7. The Apple SuperDrive is Double Density or High Density, and GCR or MFM compatible. In High Density mode it only supports MFM, though. Floptical drive is supposed to support Double Density, High Density, and Floptical media, in MFM and Floptical formats only. Looking at the list, this means it supports 3, 5, 6, 7, 8, 9, and 10. In addition, a Floptical drive supports Double Density + MFM + ProDOS or HFS, which should give you:

- 11) Double Density + MFM + ProDOS = 720K disk (apparently only 668K)
- 12) Double Density + MFM + HFS = 720K disk (true size: ?)

I suspect that when the RamFAST was used to (low-level) format the Double Density disks in J-Bird's tests, it put a SCSI partition map on the disks, which ate up some K, only giving him 668K of free space. J-Bird,

what version of the RamFAST ROM do you have? Later versions (3.00j and up) are supposed to correct this.

\\_/
|es, from the numbers above you might guess that you could do Double Density + GCR + MS-DOS to give you an 800K MS-DOS disk. Well, technically it's possible, yes. Unless the PCT can do it, though, I don't know of any drive/software combination that will give you a disk like that. There would be little point, though, since the whole MS-DOS world uses MFM. \_ (\_)h yeah, one more format I haven't mentioned, which isn't really relevant here since I've never seen any Apple equipment support it, is Extra High Density, or ED/EHD. These disks are capable of double the storage of High Density, which would most commonly be 2.8 MB.

\\//hile I'm at it, I'll mention that it is generally regarded as a mistake that Apple chose GCR for its Double Density 3.5" drives/disks, instead of MFM. While GCR stores a bit more information than standard MFM, it's also considerably less reliable, and tends to give mass disk duplicators headaches. \_ |\_ |inally, (am I \_ever\_ going to stop?? :) the Amiga uses a non-standard type of MFM which gives it 880K per disk. I've heard that they have a considerable number of reliability problems with that format, though. (If someone tells you that the Amiga simply uses unformatted diskettes to get so much space, don't believe them. A totally unformatted Double Density disk should actually store as much as 1 MB.)

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your AII, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////
/ "Don't be a stranger, John! (feel free to continue to be /
/ strange, just don't be a stranger!)" /
////////////////////////////////////// T.MCCOMB //////////////////////////////////

[EOA]

[HUM]//////////////////////////////////////

HUMOR ONLINE /

//////////////////////////////////////

GENie Fun And Games

\*\*\*\*\*

By Darrel Raines

[D.Raines]

>>> APRIL 1ST COLUMN <<<

\*\*\*\*\*

(a new annual event)

ANNOUNCING THE BANANA PC

\*\*\*\*\*

In a new product announcement made to an audience of PC industry pundits that were



available in ROM (Read-Only Memory). 15 different Word Processors are available at the touch of a key. Each of the Word Processors is able to exchange data with the others (common clipboard). You can even load files directly into any of the 15 different programs without converting file formats. Use the Programmer's WP for those coding tasks. Then switch over to the Document WP for the instructions that go with your code. Finally, jump to the Note WP to write down those ideas that come to you while working. You may never need to buy another Word Processor again! Editor's note: We were unable to run more than one of the Word Processors at a time without expanding the 64 Meg memory of the base system. Our best recommendation is to go ahead and get about 1 Gig of memory to start with. That should last you at least a year, until lazy software manufacturers catch up with that memory standard. [other editor's note: What?]

Parent Company and Availability Banana Computer, Ink. was formed to develop and market this new computer in 1990. S. Sboj and S. Kainzow are the founders of the company. The initial stock offering for Banana Computer, amazingly enough, coincided with the announcement of the new PC. Stock prices have been soaring with the initial market acceptance and advance orders.

Most corporate buyers of computers are concerned about purchasing computers that are not at the leading edge of market technology. These same buyers can purchase the Banana PC with confidence. It is guaranteed to be old technology by the time it actually shows up at your office. Banana Computer is firmly committed to making product announcements so far in advance of delivery, that they will have announced the successor to a computer BEFORE the computer itself is ever rolled off the assembly line. One inside source at Banana Computer has been identified and asked to comment on the mighty feature list indicated earlier in this story. "Yeah, right", the engineer exclaimed. While asking for anonymity, the source went on to say that "it would be nice if we could get the darn thing to power on without burning out chips before the announced delivery date". However, this newsletter is not trying to cast a disparaging light on official company spokesmen. [Heh, heh. Oops.]

Banana PC's will be distributed through Sears stores nation-wide. You can place advance orders by sending a certified check directly to any Sears store or the computer manufacturer. When asked about Sears participation in home computer sales, a local store official remarked: "Why not, nothing else is selling in here."

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////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "I really enjoy CardFile 4. I use it to dial the phone mostly. /
/ I no longer remember any of my friends' phone numbers." /
////////////////////////////////////// MUSE ////
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[EOA]  
[REF]//////////////////////////////////////  
REFLECTIONS /  
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Basic Shareware Etiquette  
//////////////////////////////////////  
By Phil Shapiro  
[P.SHAPIRO1]

As shareware becomes an increasingly popular channel for software distribution, it seems fitting and appropriate at this time to review some of the basics of shareware etiquette. As your mother so often told you as a child, the rules of shareware etiquette apply equally to both shareware users and shareware creators. Good manners and thoughtful behavior have a uniquely wonderful reciprocalness to them.

Shareware etiquette starts with the shareware creator. Creators have the obligation of politely informing shareware users that the software they are using is being distributed on a try-before-you-buy basis. Shareware notices should be concise and pleasantly phrased. It's entirely appropriate to give tactful hints that further goodies await the kind souls who send in the requested shareware fee. Please note that "starving college student" humor can be acceptable if it's truthful, sincere, and tasteful. Brevity, as always, is a must.

On the other side of the table, shareware users have the duty of pleasantly reading the pleasantly phrased shareware notice. They have the further duty of pleasantly understanding what the tactful and thoughtful shareware message is saying.

Customarily, shareware users are granted two weeks to try out shareware programs. If, after that time, they find the particular shareware program does not meet their current needs, they have the duty of pleasantly and thoughtfully formatting the floppy disk containing the shareware. In the case of hard drive users, they have the duty of removing the shareware entirely from their hard drive system.

Should they decide to keep, cherish, and foster the shareware, they have the duty of sending in the shareware fee along with a suitably brief but heartfelt expression of their gratitude and appreciation.

When sending in the requested shareware fee, shareware users are given generous opportunities to earn extra-credit etiquette points. Extra-credit etiquette points can be earned by including: 1) Suggested enhancements for possible future versions of the shareware; 2) Ideas for new shareware disks, and, 3) A self-address stamped envelope. To earn admiration far and beyond the call of standard shareware etiquette, a stamped, self-addressed floppy mailer might be included.

Kindly take note that shareware etiquette does not end with the shareware fee being sent. Far from it. Upon receipt of the shareware fee, the shareware creator has the duty of sending a timely, appropriately phrased expression of gratitude. This expression of thanks need not exceed two typed paragraphs. But at least two to three sentences must address the particular comments included in the shareware user's letters. Shareware etiquette frowns seriously upon the unchivalrous sending of mail-merged form letters.

It's appropriate for shareware creators to express in their own words how meaningful it is to them to have their faith in humanity renewed by the kind and thoughtful sending of the requested shareware fee. Please - - - no gushing sentiments, though.

The sending of extra software goodies to the shareware user is entirely within the impeccable discretion of the shareware creator. But here again, extra-credit etiquette points can be earned by going above and beyond the call of duty. By sending extra software goodies, shareware

creators can help perpetuate a spiral of goodwill resonating out in ever widening circles of trust and charity.

Please be aware that special etiquette rules apply to educational shareware programs. If such shareware is being used primarily by children, then the rules of shareware etiquette dictate that the children themselves should write the thank-you letter accompanying the requested shareware fee. Handwritten letters carry far more meaning than typed letters in these circumstances. As usual, the expressions of gratitude needs to be both heartfelt and brief. Handwriting, as usual, should be the child's very best. Black or blue-black ink on white lined paper, thank you.

The rules of shareware etiquette have not fully developed to address the question of what happens if the shareware fee letter is returned as being undeliverable. We live in such a mobile society that such eventualities happen far too often. In such cases, the kind and considerate shareware user has an obligation to make reasonable efforts to track down the shareware creator. Polite inquiries directed to one's local users group, or on the national information services, are entirely appropriate.

If reasonable efforts are unable to reveal the current address of the shareware creator, a fitting course of action is to donate the money from the returned shareware fee to a deserving local charity. In that way the goodwill generated by the initial shareware creator continues to live on in some other form.

By following the basic rules of shareware etiquette yourself, you can feel enobled by your own role in carrying on a tradition that has served computer users for several hundred years. How very fortunate we all are for the shareware traditions our forefathers and foremothers passed along to us in the early days of microcomputers.

-Phil Shapiro

[\*][\*][\*]

[The author takes an interest in the social dimensions of communication technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro; and on Internet at:pshapiro@pro-novapple.cts.com]

[EOA]

[MOO]////////////////////////////////////

CowTOONS! /

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Cows from Literature,  
History, and the Arts

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Volume I, Number 2

By Mike White  
[M.WHITE25]

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Cowsimoodo
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The Hunchcow of Notre Dame

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by Victor Moogo, 1831

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Mrs. O'Leary's Cow

started the Chicowgo Fire

~~~~~  
October 8, 1871

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Watch for another thunderin' herd of Moo Fun from Mike White in the next issue of GENieLamp.

Moorice Chevalier  
1888 - 1972

"Thank heaven for little cows."  
~~~~~

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CowTOONS? Les Blatt took us up on our offer and sent in this month's CowTOONS cowtribution.

Noel Cow-ard
1899 - 1973

Bon vivant/playwright/songwriter
~~~~~

Works include:

- Mad Cows and Englishmen
- A Room With a Moo
- I'll See Ewe Again
- Blithe Heifer
- Mooed With Violin
- By Les Blatt
- [L.BLATT]

If you have an idea for a CowTOON, we would like to see it. And, if we pick your CowTOON for publishing in GENieLamp we will credit your account with 2 hours of GENie non-prime time!

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////  
/ "Personally, everything I do is just to use up time until Biker /  
/ Mice From Mars premires this fall." /  
////////////////////////////////////// R.MARTIN22 ////////////////////////////////////////

[EOA]

[RTC]//////////////////////////////////////

NIGHTS OF THE ROUNDTABLE /

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RTC Happenings

\*\*\*\*\*

By Gina Saikin

[G.Saikin]

>>> UNLOCKING THE MYSTIQUE OF THE REAL TIME CONFERENCE <<<  
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Ever wanted to talk to your favorite software author, or visit with gurus in your area of interest? Ever wanted to chat with your fellow Apple, IBM, or Atari users, or with people that share your interest in the environment, family matters, government interests or any other interest you can dream of?

On GENie's Real Time Conferences (RTC) these wishes can come true. Nearly every special interest area within GENie has their own Real Time Conferences.

What is a RTC? Well, imagine anywhere from 2 to 102 people sitting at separate computers in cities and towns all across the country. At exactly 7:30 EST, they all logon to GENie and go to an electronic "conference room". In this conference room, every message that they type on their computer keyboards is instantaneously transmitted to every other person in the room. Conversations turn this way and that as the various individuals add their ideas and thoughts to the discussion at hand. This free-wheeling exchange of ideas is an RTC.

There are so many advantages to online RTC's, it'll be hard to list them here. For instance you don't have to travel halfway around the world to talk to a special speaker in Tim Buk Tu: you don't even have to dress up (that is, until we get "computervision" <grin>). You won't have to buck Mother Nature or the traffic to get in touch with your favorite software guru, either.

We have lots of fun in the RTC's. Generally almost anything goes - discussions that may start about a hard drive might end up debating the pros and cons of crime and punishment. A spiel on AppleWorks might wind up ending in a discussion of governmental ills. Actually, craziness is NOT a detriment to an RTC. It is encouraged.

In our A2 RTC's, we've managed at some time or other to solve the problems of crime and punishment, ruminate the philosophy of good and evil, and extol the benefits of national health care. We've even managed to sandwich in discussions about Appleworks, recalcitrant hard drives, GEM, and other knotty technical problems.

Shy? Don't be. One of the beauties of the RTC is that no one can see you. This can also be a drawback, for no one can read your body language. However, this barrier has been overcome with an ingenious series of

expressions. Below are just a few to help you get started:

:), :-) or variations indicate a smile  
 :( says you're sad or unhappy  
 :P is sticking out your tongue at someone  
 :/ is puzzled  
 X-) indicated "crossed eyes"

You can be as creative as you want. I've only mentioned a mere few of the expressions you can use to indicate your mood. Also, there are several shorthand expressions that we use:

IMHO = for In My Humble Opinion  
 BTW = By The Way  
 ROFL = Rolling On The Floor Laughing  
 LOL = Laughing Out Loud

Again, these are just a few of the shorthands that RTC'ers use to make typing easier and faster.

You've read all about RTC's, and want to participate in an RTC? It's simple. From the main menu, when you first come into GENie, type either mXXX;2, with XXX being the page number of the areas main menu (i.e., for A2, you'd type m645;2), or type the keyword (i.e., A2) followed by selecting menu choice number 2, and you will shortly see this:

```

GENie                               Page 645;2
      Apple II Real-Time Conference
      Version 3.12
  
```

(In this space will either be a message indicating no users in the RTC or one indicating a room number(s) with the number of users in the room(s))

Address of <G.SAIKIN> will be used.  
 What ROOM (1-3), or <Q>uit>

If you get the message "No users in RTC," that means that no one is here yet, or there is no conference being held. However, if you get the message indicating a room number and number of users in it, a conference is in session. Then, you choose the number of the room with people in it, by typing 1,2 or 3 at the prompt. Afterwards, you'll see this message:

```

Room 1, The General Club room.
** <G.SAIKIN> is here.
  
```

Ok, now you've managed to get into the conference room. Suddenly, you not only find that you may not be able to see what you're typing, but people seem to type right over you. This is a common event in every newcomer's premier appearance in an RTC. Don't dismay. This can be simply remedied by putting your comm program in either full duplex AND chat mode or at the very least, half-duplex and chat mode. Then, you'll not only see what YOU are typing, but you'll be able to sort out your typing from the other guy's, because your typing will show up below a dotted or solid line. Easy, wasn't it? Each comm program has their own special terminology and ways of setting for split-screen chat, and if you don't know how to set your comm program, ask when you get into the RTC. Someone will likely be able to help you.

We can't forget your name. Nicknames can be as simple as your first name, or as creative as S.O.F.H. (Sysops from Hell), or my favorite, Binary Bear. To identify yourself to your fellow RTC'ers, simply type /NAME XXXX, with XXXX being your name or nickname. Many RTC'ers change their nicknames throughout the conference to echo their current mood (for instance, one night we were talking about the fate of Apple, and a disgruntled RTC'er called himself "FireScully")

Now, you're really into the flow of the conversation, and someone you know pops in. You want to talk to him, but you don't want everyone else to hear the latest gossip you want to tell him. This is simple. First of all, type /USERS to list the job numbers of every person. Now type /SEND XX, with XX being your friend's job number. At this point, only your friend will see what you're saying. If it's going to be a long and involved conversation; and your friend doesn't mind getting dragged away from the mainstream, you can meet him in private, by typing /PRI XX, with XX being his job number.

Most of the time, an RTC is a study in organized confusion and you can just pop in with your ideas, your philosophies, and of course, your jokes, for what would an RTC be without laughter? In the more formal conferences which normally have formal guest speakers, the RTC host will probably put the room into a listen only mode - that means you have to remember back to your school days, and /RAISE your hand (by typing /RAISE) to be called upon. (BTW, you don't have to raise your hand to be excused from the room - just simply type AFK for Away From Keyboard, but remember to type BAK when you return, so we know your back.)

Below is a schedule of the A2 RTC's. As mentioned below, there is a theme for each night, but don't let that sway you. Come on in anyway - even if you come in on Wednesday, where we discuss Hypermedia stuff, and have a question about GEM, you'll more than likely find someone that will be able to solve your problem. The only night where there may be some formality is on Tuesday nights. However, don't be shy to pop in anyway - if there is no special speaker, the RTC will be open to any discussions.

A2 Weekly Schedule

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Sun 1200 ET Kids RTC Host: Gena Saikin
Sun 2130 ET II Speak Host: Don Arrowsmith
Mon 2130 ET New Users Host: Tara Dillinger
Tue 2130 ET Formal Guest Host: Susan
Wed 2130 ET Hypermedia Host: HangTime
Thu 2130 ET TBC Forum Host: Mike Garvey
Fri 2130 ET Telecommunications Host: Jim Zajkowski
Sat 2130 ET Games Host: Dave Ciotti
    
```

Formal Conferences:  
 (Tuesdays, 2130 EDT, 1830 PDT, Room 3)

IMHO, I think I've pretty much covered the basics. Oops, I forgot to tell you how to get out of the RTC at the end (or when you decide your bill has reached it's limit - or your mom or spouse has threatened to hang you up if you don't get out). Type /EXIT to leave the room and go into other areas of GENie. There are, however, other ways of leaving the RTC area. You can type /BYE, and that will log you off GENie, just like in any other area. You can even move to another room (/ROO X, with X being the room number). You can also move to another page or area (/MOVE 200;9 or /MOV CHAT).

Remember, in the RTC, to move to another area, exit or say bye, you'll have to use the first three letters of the command (EXI, MOV, BYE) with a forward slash before it (/). This is true of most RTC commands.

Hopefully, this article has eased the nervousness that most first-time users experience with a RTC. I didn't want to be too technical in this first article, but wanted to give just a thumbnail sketch to get you started in the wonderful world of Real Time Conferencing. Don't be shy, jump in. We will be looking for you soon.

P.S. I snuck a few shorthands in the last part of this article to see if you could remember what they meant. How did you do? You must be ready for an A2 RTC.

```
////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Yep! I use to think I 'knew' a little something about 'puters, /
/ that was until I met some of the folks here on GENie... Wow!! :) /
////////////////////////////////////// T.EVANS21 ////
```

```
[EOA]
[TEL]//////////////////////////////////////
                TELETALK ONLINE /
//////////////////////////////////////
Online Communications
*****
By Al Fasoldt
[A.FASOLDT]
```

```
>>> THE SECRET SESSION OF THE ISO <<<
*****
```

~ Copyright 1993 by Al Fasoldt. All rights reserved ~

Every year at this time, I report on the activities of a group that has been shamelessly ignored by the mass media. It's the International Substandards Organization, which has been setting substandards for consumer electronics in all member countries for decades.

The ISO is a powerful organization, and its decisions affect all of us. It was the ISO, for example, that ordered Sony and JVC to manufacture two competing vide-recording methods, Beta and VHS, and the ISO was also behind the unsuccessful marketing of four-channel sound on LP records in the 1970s. (A proposed ISO slogan, "Bad Sound All Around," never made it into print, however.)

This year's ISO conference was held, as usual, in secret, but I have obtained minutes of the session from an American delegate. The full conference report was to be made public on the first day of April, but the inevitable delays of translating from Sanskrit to other languages may keep

the report from public view again this year. So here is an exclusive account.

According to documents left on one of the coffee tables at the conference, chief among the concerns of ISO members from the United States and Japan is the need to secure faster computing speed in the latest generation of personal computers.

Early personal computers worked at what by current standards could be called a slow "clock rate." Computer designers worked hard to speed up the "clock" in these computers, and were quite successful.

But as computing speed increased, it became increasingly clear that computer chips could not be speeded up past a certain point -- that point being, as all school children know, the speed of light.

In their debate over this issue, delegates from ISO's member nations said design engineers had reached the limits of their know-how, and one delegate told the group "it was time nature did something to help us out for a change."

The delegate then proposed changing the speed of light to a more useful figure, and his motion was approved without dissent. The change is to take place immediately. The ISO then renamed the existing units for measuring the speed of light, and came up with these terms instead:

Present speed of light: 55 megaphotons per candlestick.

Proposed speed of light: 65 megaphotons per candlestick.

My source said many delegates had refused to approve the higher limit until they were assured that it was to be allowed only in those chips that were uncongested. Chips used in urban computers will continue to follow the older limit.

He added that the first computers designed to use the higher "natural" clock speed should appear this fall. Intel, maker of most of the chips used in IBM-compatible PCs, is expected to market the new design under the "Pent Up" trade name.

On another topic, a proposal to ban black-and-white televisions from the market was narrowly defeated after complaints from manufacturers of pocket sets, who said color models that will replace the tiny B/W sets are not yet readily available.

The ISO is expected to vote again on the ban next year. The ISO's opposition to B/W sets is based on medical evidence that deprivation of color leads to deep-seated ambivalence. ISO members have been of two minds about the issue for some time.

Another change that the ISO turned down would have allowed sales personnel at hi-fi shops to implant newly developed bone-conduction headphones on customers. ISO members said most hi-fi store employees do not have the experience needed to perform the implantation, in which a tiny loudspeaker is sutured under the skin behind each ear.

"The sales people at the store I go to can't even find a 6- by 9-inch speaker in a box full of parts," one ISO delegate reportedly said. "How am

I supposed to trust them with a surgeon's knife alongside some customer's head?"

The issue will come up again next year. Health authorities in some countries have already said they are opposed to the implants, unless they are performed by doctors who know something about hi-fi.

Otherwise, the ISO's yearly meeting was dull and routine. Members voted to ban "boom boxes" from all public streets in affiliated countries, and a measure to require copy-protection devices on the liner notes of recordings was approved unanimously; apparently, a strontium-90 insert at the edge of each record jacket and CD liner card will disable Xerox-type copiers permanently.

That's my report on the ISO's annual session. Please do not ask me for more information, as I have told you more than I know already.

[\*][\*][\*]

Al Fasoldt writes about computers and consumer electronics from Syracuse, N.Y., where he is a newspaper editor and programmer.

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////////  
/ "[Aladdin] allows me to participate in this message base, where /  
/ I would not be able to afford it if I had to do my typing online, /  
/ and gives me time to spend downloading the files I want." /  
////////////////////////////////////// NTACTONE //////////////////////////////////////

[EOA]

[QUI]//////////////////////////////////////  
THE MIGHTY QUINN /  
//////////////////////////////////////

Random Access  
\*\*\*\*\*

By Mark Quinn  
[NEWSIE]

"A Whole Buncha Milliseconds with Mark"  
by Mark Quinn, DOA  
GENie address: NEWSIE

Ah, the life of the modern American man. We're sent out on midnight missions to Blockbuster Video for the latest 'Schwarzenegger flambes Rambo' movie. We lie there in our robes and wife's/girlfriend's bunny slippers, the remote control territorially perched on our bellies.

I'm not sitting down at this word processor to condemn the above lifestyle. Everyone deserves time to kick back in front of the tube after a hard day's work making large piles of paper into small ones. It is all too easy to lob brickbats at the 'establishment'. Which reminds me of the time (hyuck) I stood behind a car in the parking lot of my local BlockBuster Video store staring agape at a bumper sticker that read "Shoot Your TV". I heard no weapons discharging close by. Maybe the joke was on me, and the TV killers were carrying compound bows.

By now, you have probably sensed that I like these toys. I do. I drooled over the Apple, the Atari 800, and the Macintosh fruitlessly; I was unable to Koff up the Kash for any of the three. I ended up with a 4K Color Computer that was soon upgraded to 32K. (Yawn. Yes, we all remember the time when we saw the potential of the PC, and that little red LED flashed above our heads and sent out its evil, MasterCard- melting rays. And from that point on, we were happily-ensnared techno drones, or we were The Liberated -- I guess your outlook determines which category you fall into.)

I've seen too many examples (in the media and in real life) of technology helping the handicapped, mentally dysfunctional, etc., etc., to join the "Shoot Your Wang" crowd. True, we're just scratching the surface of the virtual pond, but the years ahead should be exciting ones.

No, that last sentence should read "will be exciting ones". So, crank up the Sound Blaster and the surround sound, but not too high: save your ears and eyes and mind for the ride ahead.

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////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "...a pessimist will always be rewarded with pleasant surprises. /
/ The best an optimist can expect is for his expectations to be /
/ met - everything else will be disappointing. <grin>" /
////////////////////////////////////// J.EIDSVOOG1 ////

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[EOA]

[DIG]////////////////////////////////////

DIGITAL DIVERSIONS /

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Out Of This World -- A Review

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By Darrel Raines

[D.RAINES]

"Out of This World" draws its name from the extraterrestrial setting of this action/adventure game. The cinematic quality of this particular game makes it much more of a science fiction movie than any of the productions by the now defunct CinemaWare Inc. You can best describe the long introduction and even the events that follow in the game itself to be equal to about an hours worth of entertainment at the theater. However, you don't think that you will get to just sit there and enjoy the computer making pretty pictures do you? You were hoping not, right? Good, because you are up to your elbows in tough problems with this nifty game.

Life starts off pretty much as normal for you, an average, run-of-the-mill, physicist working one night with the particle accelerator. The new computer system that the boss installed a week ago makes running new experiments as easy as programming. You are about to start a new set of accelerator runs, when something bad happens. Lightning is good for more than just making Frankenstein's creature into a monster: it can also have dire effects on certain particles during extreme acceleration. You may have discovered anti-matter before there are containment fields for it! Big problem.

There's really no time to worry about anti-matter right now, though. Because you have been sent spinning "out of this world". It would be nice to just sit around and look at the new alien lands cape for a while. But the local flora and fauna have other things in mind. This game will have

you racing from one screen full of problems to the next while trying to figure out action puzzles along the way. You will not have time to sit back and enjoy the dazzling graphics, since to do so will ensure almost instant death for your character.

Time out for observations. This game, for me, was an immediate throw-back to one of its recent ancestors in the Apple IIgs software market: The Immortal. The Immortal introduced action gaming to the IIgs world in much the same fashion as the video arcade game "Dragon's Lair". For each of the games in the lineage, the main objective is for the player to make a series of correct choices with a joystick and buttons. These decisions are in the form of paths to take, jumps to make (and when to make them), sword swings, lever presses, and many other actions. The main character in the story will take these actions, at your command, and the story will illustrate the effects on the main character, his surroundings, and the other characters.

In a video game, the player loses his chance to play when he makes too many wrong decisions and loses his last "life". If a new coin is placed in the slot in the allotted time, then the player is allowed to continue from the last successful choice made in the game. The computer game equivalent of this feature is the "passcode". At certain points in the game, passcodes are given out to let you know that you have completed certain obstacles. Then, when you lose your characters "life" later in the game, you can start over at the last point indicated by your best passcode. This same feature allows you to start the next day at the same place, without having to complete everything done correctly to this point.

As I stated earlier, all of these games have very common features concerning game play and passcodes. However, there is one feature that distinguishes "Out of This World" from any other computer game that I have ever played: Graphics. The graphic's style used in this game is called polygon-fill. The idea is that the shape of an object is mapped to the screen coordinates and filled in to form visually "solid" objects. Bit-map, size-specific, graphics (like the ones used in "The Immortal") can render more detailed objects than are usually obtainable with polygon-fill graphic techniques.

And the graphics in this game are definitely less detailed than those in "The Immortal". However, the big strength of polygon-fill graphic techniques are used for some nice effects in this game. You see, the mapping process can let you vary the size of the objects that are being drawn. Therefore, you can vary the size of the "picture screen" that you are using for the "science fiction movie" to be anywhere from full monitor to quarter monitor in height and width.

This variance in screen size can be used to good effect when you have a game as complex as this one. The various sizes can be used depending on how much acceleration that your computer has. A distaste on the part of the player for slow computer response to commands would be a major reason for choosing a smaller screen size. Whatever your reason for choosing, the choice exists at all, only because of the technology behind the graphic techniques. I believe that you will enjoy the results. Above all, the graphic style probably aids in the overall effect that is maintained of an "other-worldly" experience.

Back to our story. This game sets new standards for action games in that you do not simply kill everything in sight to win. Certain characters

in the story will help you. Of course, most of the other characters are out to get your hide, but still, some of them are willing to be buddies. There are many puzzles in this game. Most of them will require some amount of joystick jockeying. Some will require a bit of cerebral exercise. Some will require a little bit of luck. A very few are ridiculously hard.

I had less trouble with this game than some of the others that I have tried in this vein. I figured out most of the puzzles without any help. However, I recommend a cheat sheet, a friend who has completed this game, or an online service to help you keep your sanity. After trying 50 different approaches to a problem and feeling certain that I have tried every angle, it is better to have some help on the problem than it would be to set the game aside unfinished. So you will want help available without having to go too far for it. I will offer one small hint. You will not get very far in this game unless you learn how to use a gun very well. Hint: The gun will perform different functions depending on how long you hold the trigger!

It is time for our assessment. I found this game very engrossing. It has a very original idea that is presented in a fresh style. The polygon-fill graphics are a leading edge technology that push your IIgs to new limits for a computer game. The storyline kept me guessing and wanting more. Even after the final credits, you will be wanting more and more from this fascinating plot. Highest ratings go for this facet of the game.

One of the drawbacks to paying a lot of money for a game like this one will be its long term playability. I finished the game in about a week. I spent probably about 30-40 hours actual play time. Once you have watched a movie, you are not likely to want to see it again anytime soon. The same holds true for this game. I will pull it out a few more times to relive the experience, but I will not get a lot more value from my investment. This is simply something to be aware of with any action/adventure game. I have not played Wizardry I since the first time I finished it, and will in all probability never get it out again. Such is the nature of the experience. This is not an unexpected detriment for a game of this genre. I simply mention it for completeness in this review.

The puzzles in this game are fairly difficult. The puzzles are actually not quite as hard as some I have seen in similar games. The joystick maneuvering is more difficult than what I have seen in similar games. Therefore, the average couch potato will have some difficulty in getting past some of the obstacles. This will be a serious impediment to a few game players. If you are a below average joystick jockey, then you may be very frustrated with this game.

The manuals (if you can call them that) are extremely minimal. However, this is not a bad thing. The minimum of instructions that are printed in the introduction material is sufficient to get you started. The rest of the information that you need will be learned along the way. Therefore, I would rate the documentation as adequate and appropriate for the type of game.

This game is also addicting. I had to keep playing the week that I purchased it, until I had finally won the game. I warn first-time players: make sure that you have some free time coming up. You may be tempted to drop everything else for a while after you start playing this game.

Nit-picking point: Some of the passcode points are far between in the

game. You may have to complete a number of perfectly timed jumps, a few well placed shots from your gun, and a few other gyrations with the joystick to reach the next checkpoint. Any slight mistake in this sequence will mean that you have to start from the last passcode point. Again. Frustration will build in a situation like this and you will still be unable to proceed in the game. The only solution is to take a break and try again at a later time.

Overall evaluation: This game is "Out of This World".

Specifications:

"Out of This World"  
Produced by Interplay

System Requirements:

Apple IIgs with at least 1 Meg of memory  
One 3.5" disk drive  
GSOS version 5.0.4 or later

Recommended:

Hard drive (installable)  
Accelerator card

Distributed by Big Red Apple Computer Club

Suggested price:  
\$49.95

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//////////////////////////////////////////////////// GENIE_QWIK_QUOTE //
/ "A prediction: In nine months or less there will a plastic /
/ version of the popsicle stick idea, called something like /
/ "DeskAlign", selling for $14.95 or more. Just watch the /
/ back pages of MacWorld and see. It'll be somewhere near /
/ the refill kits. :-)"
////////////////////////////////////// GRMEYER //////////////////////////////////

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[EOA]

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[PRO]//////////////////////////////////////
                               PROFILES /
//////////////////////////////////////
Who's Who In Apple II
*****

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>>> WHO'S WHO <<<
*****

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~ Introducing the GENIElamp A2 Staff ~

In lieu of an interview this month, we turn our microphones off and give you a little background information on the various staff members that write each month's articles for this newsletter. You probably don't know too much about us, so we thought that we would take this opportunity to introduce ourselves. Hopefully, this will provide our readers with some additional insight into the editors and writers that bring you monthly information on GENIE.

Darrel Raines

- Editor for A2 edition of GENIElamp

\*\*\*\*\* I have been using Apple II  
personal computers for over 11 years now. It all began back in my first

job out of college. I graduated Texas A&M with an Electrical Engineering degree in 1982. We used Apples around the workplace for various tasks, including pressure chamber control and temperature measurement. I liked what I saw with the Apple II and bought one for use in the home. My wife wrote her master's thesis on the II+ using AppleWriter.

I skipped the IIe and IIC with my jump to the Apple IIgs computer in early 1987 (income tax refund). Since the company I was working for at the time did not use Apple II's, I began to write shareware, freeware, and commercial software for the Apple II line of computers. Once conflict of interest was removed as a possibility, I have run a small business on my home computers for over 4 years. I write custom software, consult for other business computer users, create and build custom hardware, and write articles for various publications. Did I mention that I gather great enjoyment from my hobby/business?

In mid-1989, I was hired by CAE-Link to work in Houston, Texas, on the Space Station Freedom (SSF) simulation project. (Actually, I spent more than a year working on F-16 simulators before I moved over to the space side of business.) I am currently a contractor working for NASA on this wonderful project. Write your congressional representative early and often to endorse the money that the United States spends on research projects like the Space Station. This is one of the few government projects that actually ends up saving taxpayer money over the long haul.

Since moving to Houston, I have been a regular GENie user. I started writing articles for GENieLamp early in 1992. When Tom Schmitz (my predecessor) was forced to resign his position due to job pressures, I was selected to serve as editor of the A2 edition. I have enjoyed writing articles and other text, as an alternative to writing Apple II software. I STILL enjoy my Apple II computer, and editing the A2 version of GENieLamp helps me explore new possibilities for my talents. It also keeps me abreast of the latest Apple II news.

As I have mentioned in a recent editorial, please feel free to give us feedback on the A2 version of GENieLamp. We are always searching for ways to better meet the needs of our readers. Let us know what you think.

Phil Shapiro

- Assistant Editor for A2 edition of GENieLamp I first became enchanted  
with the Apple II in  
1987 when testing out some educational software I wrote for my fourth grade students. The kids got all excited about playing a simple geography game I made up. When a few of them asked to stay late after class to finish playing the game, I knew I wanted to get more involved in educational software development.

So then I taught computers in elementary school for about four years before quitting to start my own software publishing company, Balloons Software. I miss the interaction with kids in the class room sometimes, but stay in touch with a dozen or so kids by giving private computer lessons.

Locally, I stay active in the local Apple user group, the Washington Apple Pi, a cozy little group with about 4000 members. For the past three years I've served as the chairperson of the club's education special interest group. Our meetings often run late into the night because there's so much interesting Apple II educational software to talk about. One

teacher in our group uses Apple II's with her mentally retarded middle school students, and her experiences in the classroom are always fascinating to hear about.

I signed up for GENie the day after their flat-rate structure went into effect. I've grown tremendously in my Apple II knowledge since that day.

Mel Fowler

- Staff writer for the GENieLamp A2 I was born on a small farm about 5  
\*\*\*\*\* miles outside Vernonia, Oregon in  
1939. We moved to northern California shortly after my dad returned from  
WWII and settled in Yurika. Oops, he did say a short biography, didn't he.

Well maybe I should tell you that I am a retired Navy Senior Chief Radioman with 30 years in the of service. I served from Guatanimo Bay, Cuba, to the aircraft carrier USS America, USS Oklahoma City on the Commander 7th Fleet Staff, were I was the Chief of Satellite Communications. Then my last twelve years were with the Defense Communications Agency with tours in Hawaii, Korea, and Japan. I am married to my final wife Hui Tae (Hee Tay) and live in Mililani, Hawaii. Currently I manage a 40 unit townhouse project here in Mililani.

The first computer in my experience with computers was purchased in 1982, while stationed at the DCA, Field Office Korea and was a Korean clone of the Apple ][+. We called them "Krapples." It was a 32K model with a cassette I/O, with my television set serving as a monitor. Pretty basic by today's standards. Next, came an upgraded Krapple with two slim line drives, IBM type keyboard, with programmable function keys. It was equipped with a CP/M card, Grapple+, Language Card, 1 MEG ram card, and an No-Name DP-80 printer. All this was Korean made, as this was all we could get then. WordStar v1.01P and DBase II v1.1 were the programs we used the most, typing up reports and developing data bases on all the DCS stations in Korea. We used it at the office and became one of the first DCA offices to become computerized.

Later, I again upgraded to an Apple IIc, a real Apple this time, also equipped with a CP/M card, and 1Meg RAM card so that I could use it in the office. It also had an Apple Color Monitor, with an Epson FX-80 attached.

When I saw Steve Wozniak on the front cover of InCider introducing the "It's Amazing," "The new IIGS," I just had to have one. I was stationed at Yokota, AB, Japan at the time. About six months later I was able to get one at the base exchange. It was love at first sight. I had to upgrade my IIGS to ROM 01 and get a new VGC chip which were supplied by an Apple representative that was sent to Japan for that reason. Currently it contains a 4 Meg OctaRAM card, Sound Blaster stereo card, TransWarp GS, Vulcan 40 Meg internal hard drive, with an ImageWriter II and LaserJet IIP printers.

I have been on GENie for just over a year and was lucky enough to become a GENieLamp staff writer. Primarily I write reviews of current uploads to the A2 Library. I am active with the local user's group, the Honolulu Apple User's Society, being the Apple IIGS Special Interest Group (SIG) chairman, a director on the Board of Directors, Staff writer for the IIGS section of "SIGNAL" our club journal, and even bulk mail the journal each month. I have even been known to sweep the floors and take out the garbage occasionally, but I do not do windows.

If you are curious about my handle "MelSoft" it came from some software that I had developed in my early days with a "MelSoftware" moniker. There was a home inventory program and a label maker that were mostly used in the Korea, and Japan user groups and bulletin boards. Anyway, the MelSoft part of the name has stuck and I have used it on BBS and articles ever since.

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "But where the heck are my issue's going?? I live in Pennsylvania.. /
/ About a hour and half drive from East Stroudsburg.. How about if I /
/ go pick my issue up, and save you guys a buck??   :)" /
////////////////////////////////////// T.EVANS21 //////////////////////////////////

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[EOA]
[LIB]//////////////////////////////////////
                THE ONLINE LIBRARY /
//////////////////////////////////////
Yours For The Downloading
*****
By Mel Fowler
  [MELSOFT]

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o HyperStudio presentations

HYPERSTUDIO, FROM ROGER WAGNER PUBLISHING has been the most popular multimedia program for the Apple IIGS since it was released. It allows the capability to merge graphics, sounds, music, and animation into a presentation of cards (screens) organized into stacks. With the rapid display of cards you can create animation. Nearly any subject can be presented using HyperStudio. Stacks are fun and easy to create. Schools throughout the U.S. have used HyperStudio as class projects creating innovative programs which cover everything from volcanos to stars.

Some talented shareware and freeware authors have uploaded a large collection of HyperStudio presentations into the A2 library on GENIE. This month's article will try to highlight the best of the A2 collection.

Let us start with a tour of the Apple IIGS. Stephen L. Brown from Ontario, Canada, has created a shareware program entitled "Steve's Tour Of The Apple IIGS." It is divided into two sections:

1. Looking Inside The Apple IIGS and,
2. Looking Outside The Apple IIGS.

The inside tour shows you a graphic of the Apple IIGS mother board with various parts and components displayed in their relative locations. By clicking on a part or component you turn on a text window which explains what the part does. The outside tour displays the front and back of the AppleColor RGB monitor and the Apple IIGS computer. You can get explanations of all the major components, back panel controls, connectors, and ports. This is an excellent tour of the IIGs for beginners and is fun and easy to use. Shareware fee \$15.00 U.S.

[\*][\*][\*]

13694 TOUR.GS.BXY "The Middle East" by Jan K. France is another tour but  
 "\*\*\*\*\*" this time it covers the middle eastern countries. The  
 first card is a map of the world and the stack asks you to try and find  
 middle east. Once you have completed this task you are presented with a  
 map showing the countries and main seas, gulfs, and oceans of the region.  
 When you click on a country, the country's name is spoken, then you are  
 presented with a map of the individual country. A large text window is  
 supplied which includes interesting information about the country. By  
 clicking on "Flag" you are presented with a full screen graphics of the  
 country's flag. There is also a "History" section included with presents a  
 histogram of events from 3500 BC to 1990 AD. If you are interested in  
 learning more about this little known region of the world, this is the  
 program for you. Freeware.

13604 MIDEAST.BXY "Meet the Orchestra" is a four (4) disk presentation  
 "\*\*\*\*\*" created by Karl Ivers which introduces you to the  
 instruments of the Symphonic Orchestra. There are four sections to the  
 program reflecting the sections of the orchestra, Strings, Woodwinds,  
 Brass, and Percussion. You choose which section to use and then which  
 instrument to learn about. There is a short text window that gives some  
 background information on each instrument. When you click on the  
 instrument itself, it will play a song for you. Pop quiz: In what section  
 of the orchestra do you believe the piano would be in, Strings or  
 Percussion? What is the difference between a Harp and a Harpsichord? Which  
 sounds lower, a Clarinet or an Oboe? The four disks must have specific  
 volume names, "ORCHESTRA, ORCHESTRAL, WOODWINDS, and PERC.BRASS." Meet the  
 Orchestra is extremely well done, easy to use, and most educational.  
 Freeware.

10149 MEET.ORCHES.BXY  
 10150 STRINGS.ORB.BXY  
 10151 WOODWIND.ORB.BXY

10152 PERCUS.ORB.BXY One of the premier HyperStudio authors is Joel  
 "\*\*\*\*\*" Helton who has created some of the best multimedia  
 presentations. "Interesting and Little Known Facts About Our Presidents"  
 is, I think, his best. You can learn about all the presidents from George  
 Washington to Ronald Reagan. Each presentation shows you a picture of the  
 president and a text window full of "Interesting and Little Known Facts."  
 Version 2 of the program added voice recordings to some presidents starting  
 with Theodore Roosevelt. You will learn for example: What James Monroe had  
 to do with the death of George Washington; why Mary Todd Lincoln was  
 accused by the press of being a Confederate spy; and what the "S"  
 represents in Harry S. Truman. This is an entertaining and informative  
 program which is essential for hypermedia fans. A companion three disk set  
 entitled "Presidential Quiz" is also available which will quiz you on your  
 knowledge of what the presidents look like. You will be asked to choose a  
 president from four pictures. Both these programs are Freeware.

13363 PRES1.V.2.BXY 16016 PRES.QUIZ.01.BXY  
 13493 PRES2.V.2.BXY 16030 PRES.QUIZ.2.BXY  
 13866 PRES.3.BXY V.2.0 16045 PRESQUIZ.03.BXY  
 "\*\*\*\*\*" "\*\*\*\*\*"

Another name you run across frequently while looking at HyperStudio  
 programs is Jim Hirsch. One of his best is about the ongoing Galileo  
 mission to Jupiter. Launched in 1989 from the Shuttle Atlantis, the  
 Galileo space craft first made a trip to Venus in February of 1990, then  
 around the sun and back to Earth where it made two loops, the last of which

was in December of last year. All this maneuvering is so the spacecraft will gain enough speed to get to Jupiter which is scheduled to be in December of 1995. This excellent hypermedia program tells you about the mission, what experiments are planned, about the space craft, the orbiter, the Jupiter probe and more. Freeware.

10171 HS.SHUTTLE.BXY Jim Hirsch and Diana Hewitt have created another  
 "\*\*\*\*\*" excellent program entitled "HyperMoney." You can use it to teach your young children all about U.S. coins from a half dollar to a penny. You are first presented with a coin, and then asked to name it. The graphics are super and this is a well organized, easy to use program. Freeware.

10226 HYPERMONEY1.BXY  
 10227 HYPERMONEY2.BXY "Hyper.AWGS.WP" is another excellent Jim Hirsch  
 "\*\*\*\*\*" offering. This is an easy way to learn how to use the word processor module in AppleWorks GS. You are presented with a graphics of the word processor screen. Various parts of the ruler can be selected and a text window will appear to explain what each item means. You can also choose any of the pull down menu items to learn what they do and how to use them. Also, Freeware.

10285 HYPER.AWGS.BXY There are two outstanding multimedia programs that  
 "\*\*\*\*\*" teaches you about the states. State.Stack by Bob Vawter and HyperState by Marty Knight. HyperState is the more elaborate presentation supplying two different maps of the U.S., one showing "Political" boundaries and the other showing "Regional" boundaries. From the Regional map you can choose a region of interest and you are presented with a regional map. From either the Political U.S. map or any of the regional maps you can pick a state and are supplied with a state map with a text window with information about the state.

The text information includes the states' region, capital, nickname, chief industry, and the date when the state joined the Union. Also included is a State Quiz stack. With this stack a map of the U.S. is displayed and by clicking on a state the states' name and capital are shown. State.Stack also displays a map of the U.S. and when a state is chosen switches to a text window screen. State.Stack is simpler in nature but does provide addition information which includes the state motto, area in square miles, population since the 1986 census, racking among the states regarding area and population, and the state flower, bird, tree, and song. Impress your friends and family by learning all the state capitals.

10099 HYPERSTATES.BXY  
 17370 H.STATES.BXY "HyperBrain" by Jim November uses a main menu which  
 "\*\*\*\*\*" is a graphics of the human brain. Numbers identify various regions of the brain. Each card also has several hidden buttons to move to other regions. The graphics are well done and make exploring the human brain a real adventure. Find out where your Hypothalamus and your Medulla Oblongata are and what they do.

8835 HYPERBRAIN.BXY V.2.0 If you want to learn more about how to animate  
 "\*\*\*\*\*" Hyperstudio stacks then I would recommend several programs by Bill Lynn. You can learn such interesting animation as watching your flowers grow or flooding your living room with "Animation School." Shareware \$5.00. Learn how to animate your buttons with "Stupid Button Tricks," "More Stupid Button Tricks," and "Button School." These three stacks give you great examples of how you can liven up your stacks.

Rotate a fan, smash a lady bug, eat the screen, or see your name in lights. These are fun and show a great sense of humor.

15560 SBT.ANIM1.BXY

15640 SBT.ANIM2.BXY

17302 BUTN.SCHOOL.BXY There are far more HyperStudio offering within the "A2 library than could be highlighted here. You will find stacks that help young people with their math and reading skills. A large collection of sound and clip art files. There is even a seven (7) disk series on Star Trek the next Generation. But, we do not have the room to include everything. I hope we have keyed your interest in exploring the vast collection of Apple II hypermedia software available.

[\*][\*][\*]

[Note: You can quickly navigate to the A2 Library on GENie by typing M645;3 at any standard GENie prompt. The letter "m" stands for the command "move." The number 645 refers to the "page" on GENie where the A2 Roundtable is located. And the semi-colon 3 refers to the A2 file library, as opposed to the message areas of the A2 Roundtable. To navigate directly to the message areas (bulletin boards) of the A2 Roundtable, type: M645;1 at any standard GENie prompt.]

[EAO]

[FUN]////////////////////////////////////

ONLINE FUN /

////////////////////////////////////

Search-ME!

\*\*\*\*\*

By Scott Garrigus

[S.GARRIGUS]

WELL, HERE WE ARE It's April and Spring is upon us, finally. I'm really getting sick of all the snow up here in good ol' Derry, NH. Soon it'll be Easter and the Easter bunny will be bringing all you good boys and girls his Easter eggs. But before that, we have the inevitable April Fools Day.

But I'll say right now that I'm not going to stoop so low as try and fool all you good folks out there. So on to this month's RoundTable...

All you ladies out there are going to love this one... this month I visited GENie's famous Hairdressing Roundtable. Oh, you didn't know we had a special place for hairdressers here? Well, surprise, surprise! Here you can get expert advise on all the latest styles and techniques. Learn how to do it yourself and get first hand instruction in this wonderful field. Yes, you too can have the greatest looking hair in town. Visit GENie's Hairdressing Roundtable today!

To get there just type JUSTALITTLEOFFTHETOPPLEASE or find it on page 1234567.

But before you rush over there to get the latest haircutting advice, be sure and solve this month's puzzle. It's sure to keep you a cut above the rest! :-) Ta, Ta! And Happy Easter!

>>> HAIRDRESSING ROUNDTABLE <<<
\*\*\*\*\*
[JUSTALITTLEOFFTHETOPPLEASE]

R T R O H S T U C I L L N U J S J O U Q U J K
B Z R R Y N R V N D H B S L J A E D E Y Z O X
W Z W X H W H Q D L T S N C G S N L W M P S U
D A W A A O O P M A H S K I M S M H C T M A E
F R S G Z V U C T B R S R E N O I T I D N O C
H E N H H X B G Z R E H O A F O C V N Z U A Z
Q O N W T J G K M A S N Z P A N O P Z Z K S Z
L B A R B E R J S I S H K R G C V L Q Y V B E
X Q T E T E E T K D E Q I W N R B K O D U R N
Z C A T Z A Y Q L S R X A N S J M H R J D U L
R Z D Z I L C F J D D X J B D Y H I M H N S D
B X Q C I V G R C A N Q I C O D E J R O G H A
P E F S M S M U O T T D V P E R M I V Q O X B
H O T W E I R J M X S P X O O Y A P L A O S V
P R E L R U C O B M T S G R R H D E V C J M E
Z M D S S Y J G S T G O V N U X H Q M T E A U
Y V F W I N Z O P S A P D I U Y I B J D L O W
P G N P W M U W Q P I Y M O O O F A U U Y H Z
C R A G O S Y D P J Z C L J K A M E M V T L A
N U V I B N Y K M H S S S T O N I C M B S H V

BARBER BRAIDS BRUSH
COMB CONDITIONER CURLER
CUT DRESSER DRIER
HAIR LONG MOOSE
PERM SASSOON SCISSORS
SHAMPOO SHORT STYLE
STYLIST TONIC WASH

[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of
\*\*\*\*\* the magazine.

This column was created with a program called SEARCH ME,
an Atari ST program by David Becker.

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////
/ "Correction!!! I was supposed to make a NOTE not a NOT. /
/ Looked real confusing didn't it? :>" /
////////////////////////////////////// P.VARN ////

[EOA]
[AII]//////////////////////////////////////
APPLE II /
//////////////////////////////////////
Apple II History, Part 11
\*\*\*\*\*
By Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<  
\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1993, Zonker Software  
(PART 11 -- THE APPLE IIGS, CONT.)  
[v1.1 :: 05 Mar 93]

INTRODUCTION This segment of the Apple II History continues with the  
\*\*\*\*\* description of the IIGS, the 16-bit version of Steve  
Wozniak's legacy. It continues discussion of its hardware, firmware, and  
system software, enhancements, as well as the product introduction.  
Finally, some of the later parts of the IIGS story that have not yet  
appeared in previous releases of this segment of the history are included.

[\*][\*][\*]

THE APPLE IIGS: MISCELLANEOUS HARDWARE Other features Apple engineers  
\*\*\*\*\* added to make the Apple IIGS a  
next generation computer included a built-in clock, slot space for internal  
expansion cards, and the electronic equivalents of seven more expansion  
cards.<1> Taking the cue from their experience with the Apple IIc, they  
included as built-in features the peripherals that most users would want to  
use. They allocated serial ports to slots 1 and 2, the classic 80-column  
firmware to slot 3, the mouse controller to slot 4, a Smartport controller  
to slot 5, a 5.25 inch disk controller to slot 6, and AppleTalk capability  
to slot 7. (AppleTalk was Apple's network protocol that had been designed  
originally for use with the Macintosh).

Because the engineers wanted to make the IIGS capable of connecting to  
the AppleTalk network, the serial ports they planned were based on a  
different communications controller chip than was used in the older Super  
Serial Card and the Apple IIc serial controller. Although the new  
controller chips were more capable than the older ones used on the 8-bit  
Apple II's, telecommunications programs written for those older Apple's  
wouldn't work. This was because most terminal programs, for the sake of  
speed, were written to directly control the old Super Serial Card (rather  
than going through the slower, built-in firmware commands). The  
controlling commands necessary to manage the newer chip were very  
different, and so caused such software to "break".<2>

The case and motherboard used in the Apple IIGS was made smaller than  
that found in the IIe, both in order to make a smaller "footprint" on a  
desktop, and also to make it easier to make an upgrade available for IIe  
owners. They had wanted to make it possible even for Apple II and II Plus  
owners to upgrade, but in the end it turned out to be just too expensive  
and difficult to execute.<2>

The Macintosh engineering group was at this time designing a protocol  
for interfacing standard input devices, such as keyboards, mice, and  
graphics tablets. This protocol, called the "Apple Desktop Bus", was first  
implemented on the Apple IIGS. It made possible the interchangeability of  
hardware devices between the Macintosh and Apple II lines, allowing Apple  
to sell a common set of peripherals that both computers could use.<2>

THE APPLE IIGS: FIRMWARE Firmware, you may recall, is that layer of  
\*\*\*\*\* controlling programs in ROM on a computer that  
sits between an application program and the hardware it is trying to

control. On the IIGS, the firmware was designed after the hardware was finalized. Unlike the older ROM that Wozniak included with the original Apple II, the IIGS software engineers tried to make it more than just a set of addresses to call to carry out a function (such as clearing the screen). Rather, they wanted to make a more comprehensive system (called a "toolbox") which could be more flexible for future enhancements of the hardware and firmware. In particular, they didn't want to have the addresses for carrying out certain functions to be fixed in a single location as on the older Apples. This toolbox would have a single address to call, and a specific command would be passed on through that address. Set up like this, it would allow Apple's firmware programmers to modify the ROM in the future without having to take trouble to make multiple addresses in the ROM "line up" properly. Additionally, they made it easy to "patch" the toolbox code in the ROM using code loaded from disk, allowing programmers to fix errors that were later found without having to replace the physical ROM chips.

At first, they were given 64K of space for the ROM, over four times as much as was available on the original Apple II. Later, they had to go back and ask for 128K of ROM, because of the many things that they needed and wanted to do. Of course, Applesoft had to be present in ROM in order to maintain compatibility with the older Apple II software. Additionally, they also put all of the mouse-handling tools into the ROM (unlike the II, II Plus, and IIe, which had to have the mouse firmware on a card in a peripheral slot).<1>

A boost to the firmware design of the IIGS came, unexpectedly, as a result of the merger between the Apple II and Macintosh divisions. This merger came as part of the reorganization that coincided with the departure of Steve Jobs from Apple. Since the Macintosh team was now working in the same place as the IIGS designers, they were available to offer help and ideas. Bill Atkinson, the programming wizard who wrote MacPaint and many of the mouse tools for the Macintosh, helped in the creation of the mouse tools and QuickDraw II for the IIGS. (This was the name given to the ROM tools used to draw on the super hi-res screen, and was borrowed from the older QuickDraw routines on the original Macintosh).<1>

To allow the user to easily configure certain features of the IIGS to their own tastes, a "control panel" was designed (another idea borrowed from the Macintosh). It was used to set the clock, the system speed (between a "normal" 1 MHz and a "fast" 2.8 MHz), change the standard text display from 40 to 80 columns, set colors for the text screen, set sensitivity of the mouse and keyboard, and make the standard settings for the printer and modem ports. These preferences were saved in a special battery-powered RAM that would survive even when the system power was turned off.<1>

THE APPLE IIGS: SYSTEM SOFTWARE      ProDOS needed to be updated to better  
 "\*\*\*\*\*"                              take advantage of the additional memory  
 on the IIGS, as well as the larger storage devices that were not very  
 available when ProDOS was originally written. Back then, five megabytes  
 was felt to be quite a large disk size. By the time the IIGS was designed,  
 40 megabytes was becoming a common standard. The new IIGS-specific  
 version, called "ProDOS 16", would also be able to handle any number of  
 open files at the same time (the older version of ProDOS was limited to  
 eight files open simultaneously).<1>

The first version of ProDOS 16 was more limited than Apple's designers

wanted it to be, but they didn't want to hold up the new IIGS until a better version was ready. The version of ProDOS that would run 8-bit Apple II software (on the IIGS or older Apple II's) was renamed "ProDOS 8". That version was modified to handle system interrupts better, which was important on the IIGS because of the control panel feature and the way in which the Apple Desktop Bus worked. (An interrupt refers to a special signal that is sent to the microprocessor by a hardware device. This signal "interrupts" what the processor is doing, redirects it to do something else, and then returns the processor to what it was previously doing. The mouse on the IIC and the mouse card for the other Apple II's use interrupts to handle movements of the mouse).<2>

(Further details about ProDOS 16 and its later replacement system, GS/OS, will be found in an upcoming part of the Apple II History).

IIGS PROJECT CODE NAMES AND TEAM MEMBERS      The earliest name used  
 "\*\*\*\*\*"      internally at Apple for the IIGS project was Phoenix (as mentioned earlier). It was also known as "Rambo" (when the design team was fighting for final approval from the executive staff), "Gumby" (from an impersonation done at Apple's Halloween-day parade), and "Cortland".<1>,<3>

Some of the members of the design team not yet mentioned here include Nancy Stark (an early and energetic champion for the IIGS project); Curtis Sasaki (IIGS product manager); Ed Colby (CPU product manager); Jim Jatczynski (Operating System group manager); Fern Bachman (who worked to ensure compatibility with existing Apple II software); Gus Andrate (who developed the sound tools and the unified drive firmware); and Peter Baum, Rich Williams, Eagle I. Berns, John Worthington, and Steven Glass, who each developed part of the IIGS system software and firmware.<4>

THE APPLE IIGS: PRODUCT INTRODUCTION      In September of 1986, Apple  
 "\*\*\*\*\*"      introduced the new Apple IIGS, bundled with an Apple 3.5 drive, for \$999 (not including a monitor). Apple management, somewhat surprised by the response that occurred in their "Apple II Forever" event two years earlier, made the decision to heavily promote this new Apple II. Why they came to this change of heart was unclear. Although they showed no slowing in their plans for the Macintosh (which was making steady progress in gaining acceptability in the business world), a multi-million dollar marketing and media blitz was arranged to promote the new IIGS as the ultimate home and recreational use computer. Even employees at Apple who had worked on the IIGS project were startled (but pleased) at the marketing intensity that was begun, and the order for this came directly from the top. John Sculley himself had insisted that the Apple IIGS be given highest priority. (Apple's CEO since 1983, he had just a year earlier ousted founder Steve Jobs from day to day responsibilities at Apple). Rumors flew, but were never confirmed, about a shaken Sculley who had come to an executive staff meeting in July of 1986 with stories of strange things he had experienced. He had supposedly received a frightening nighttime visit from a yellow-garbed alien who called himself "Darth Vader" from the planet Vulcan. "He told me that he would meld my brain if I didn't put all I could into marketing the Apple IIGS! I have to do it!!", he was reported to have said, white-fisted and pale, at that meeting. Despite the obvious references to science-fiction movies and television of the 1960's and late 1970's, the executive staff bowed to his requests (which were no less firm after Sculley had taken a Valium and had a couple of Diet Pepsi's. After all, he WAS the boss).

Of course, the IIGS was received by the Apple II community with enthusiasm. After initial sales broke all previous records, including those for the Macintosh, Apple re-doubled its efforts to promote this as the computer for nearly everyone. After all, it had ties into the past (compatible with Steve Wozniak's 4K Integer BASIC Apple II at its core), and ties into the future (with the 16-bit technology and expanded memory). Within a year it was outselling the Macintosh (which had also received a boost in sales, thought to be benefiting from the wave of IIGS sales).

By 1988, a significantly enhanced Apple IIGS was released, with more advanced system software (which worked more like the easy-to-use Macintosh interface) and higher density graphics (the cost of better color monitors had come down considerably since the initial design of the IIGS back in 1985). Apple even decided to take the unprecedented move of licensing the Apple II technology to a couple of other companies, who worked on producing IIGS emulators for other computers, including IBM and its clones! Software and hardware sales hit a spiraling upward curve, which stimulated more sales of computers from Apple, which increased software and hardware sales further. Apple even produced a IIGS emulator of its own for the Macintosh and Macintosh II series of computers. Eventually...

(Hold it. Something just doesn't seem right. I don't recall things going NEARLY that well for the IIGS. Computer!

APPLE II: [ Tweedlesquidge ] State request, please.

AUTHOR: Compare time events just outlined in previous section with known events in database notes.

APPLE II: Working... [ Blinkitydinkitydinkityzeerp ] Events just described are from a parallel timeline, which diverged from our own timeline in July 1986.

AUTHOR: Hmmm. Any way of moving into that timeline?

APPLE II: Negative. Insufficient energy available in power supply to actually make changes necessary to alter the events in our timeline to allow the above scenario to actually occur.

AUTHOR: Then HOW did we come across that information in the first place?

APPLE II: Flux capacitor was affected by a momentary surge in power lines due to a nearby thunderstorm.

AUTHOR: Interesting. Well, maybe someday I'll have to beef up this power supply a bit and have a talk with Mr. Sculley if I can find my yellow radiation suit... So how do we get back to the correct information?

APPLE II: You could effect a complete shutdown and memory purge, then reload correct data from protected archives.

AUTHOR: Very well. Make it so.

APPLE II: Working... [ Blinkitydinkitydinkityzeerpity... ]

PROOFREADER: Your Apple TALKS???

AUTHOR: What? Yes, well I had a CPU conversion done in the early 24th century...

APPLE II: Data reload completed. You may proceed when ready.

AUTHOR: Now, let's see if we can get it right this time...)

THE APPLE IIGS: PRODUCT INTRODUCTION (Take 2) In September of 1986, Apple  
..... introduced the new Apple  
IIGS, bundled with an Apple 3.5 drive, for \$999 (not including a monitor).  
The Apple II community was excited about the new computer, and inCider  
magazine featured a exuberant Steve Wozniak on the cover of its October  
1986 issue with the caption, "It's Amazing!"

Apple, for its part, did do some advertising for the new computer in the pages of current Apple II publications of the time. However, there was no major push for the new computer, and again it seemed destined to be dwarfed by Apple's preoccupation with the Macintosh.

Though announced in September, the IIGS was not widely available until November. Early production models of the IIGS had some problems; one of the new chips did not work properly, and necessary changes to fix them caused a delay. The upgrade that would turn an Apple IIe into a IIGS was also delayed until early 1987.<5>

THE APPLE IIGS: ENHANCEMENTS In September 1987 Apple made an incremental  
..... improvement to the IIGS with the release of  
a new ROM. The ROM 01 revision made a few changes in the original IIGS  
ROMs and included an improved video controller chip. Bugs in the ROM code  
were fixed, and a problem with a "pink fringe" effect with certain graphics  
displays was fixed. The new ROMs were not compatible with any IIGS System  
Disks earlier than version 2.0. The new ROM was identified by a message at  
the bottom of the screen when booting the IIGS that said "ROM Version 01".  
The original IIGS had no message in this location.<6>

The next change came with the release of the ROM 03 version of the IIGS in August of 1989. This new IIGS computer came standard with 1 meg of RAM on the motherboard, and twice as much ROM (256K versus 128K on the older IIGS). This allowed more of the operating system to be in ROM, rather than having to be loaded from disk when booting. Additionally, fixes were made to known bugs in the ROM 01 firmware. (The latest version of the IIGS system software made patches to ROM 01 to fix those bugs, but these patches still had to be loaded from disk, which slowed startup time. Having the latest new tools and fixed new ones already in ROM made booting the version 03 IIGS a bit quicker). The new Apple IIGS also had the capability of using both the internal slot firmware as well as using a peripheral card plugged into a slot. The ROM 01 IIGS could, of course, use cards plugged into the slots, but only at the expense of being unable to use the internal firmware for that slot. With so much useful system firmware built-in, a ROM 01 user who wanted, for example, to add a controller card for a hard disk would have to give up either AppleTalk in slot 7 or use of 5.25 disks in slot 6. Almost everything else had to be set in the control panel to the internal firmware.

The ROM 03 IIGS also included enhancements for disabled users. A feature called "sticky keys" made it possible to do multiple keypresses.

(To execute an "Option-Control-X" sequence, for example, required pressing three keys at once. This was something that a paralyzed user with a mouth-stick to press keys could not previously do). Also, more things that had required a mouse now had keyboard equivalents (using the keypad). The new IIGS also had somewhat "cleaner" sound and graphics. However, because the improvements made were minimal compared to the cost of providing upgrades to previous owners, no upgrade program was announced by Apple. In any case, many of the new features could be obtained on older IIGS's by upgrading the memory to at least one megabyte and using GS/OS System Software 5.0.2 or greater.<7>

A feature that was added to the ROM 03 firmware that was entirely fun, instead of functional, was accessed by a specific key-sequence. If the computer was booted with no disk in the drive, a message that said "Check startup device" appeared, with an apple symbol sliding back and forth. At that point, if the user pressed the keys "Ctrl", "Open Apple", "Option", and "N" simultaneously, the digitized voices of the Apple IIGS design team could be heard shouting "Apple III!" Also, the names of those people would be displayed on the screen. If running any version of GS/OS System 5.0, the user would have to hold down the "Option" and "Shift" keys, then pull down the "About" menu in the Finder. It would then say "About the System". Using the mouse to click on that title would cause the names to be displayed and the audio message to be heard.

THE APPLE IIGS: THE FAT LADY SINGS? Unfortunately for the IIGS and its  
 "\*\*\*\*\*" loyal users, decisions were made at  
 Apple during the late 1980's that dictated that the future of the company  
 would be in the Macintosh computer, and in other entirely new platforms  
 they would create after Macintosh. The view by Apple's management, and  
 even by some of the engineers that had worked on the IIGS, was that it was  
 simply underpowered when compared to the 68000 series Motorola processors  
 that were used by the Macintosh. As I've mentioned before, the backward  
 compatibility with the 8-bit Apple II was one of the greatest strengths of  
 the Apple IIGS; however, this was also one of its greatest weaknesses, as  
 it compromised from the start some of the decisions made in its design. It  
 could be compared to creating a brand new type of automobile, one that had  
 the capability of doing things that owners of earlier cars couldn't even  
 imagine, but insisting that it MUST run on gasoline and use a 12 volt  
 battery. If it could be allowed to run EXCLUSIVELY on a specialized new  
 fuel and a more comprehensive power plant, the new car could perform  
 considerably better -- but it needed to be backward compatible with  
 previous releases of the car. In terms of the IIGS, it was given the power  
 to be very much like a Macintosh, with its ease of use and graphic  
 interface. But with all this power came the connections to its 8-bit past,  
 and this complicated things for designers as well as programmers.

Another problem for the IIGS was that no one at Apple was in a  
 position of power to champion the machine and push for full support and  
 promotion by the company. After its product introduction, which involved a  
 couple of television and magazine ads, Apple turned its attention to other  
 concerns and left the Apple IIGS to sell itself. What promotion was done  
 for the IIGS or products associated with it was done with all the fervor  
 Apple had applied to the Apple II line since the Apple III had been  
 designed (in other words, very little).

The IIGS still had people within the company that poured out their  
 hearts in making changes to improve the computer, both in software and  
 hardware. Their advances in system software managed to make the computer

faster without requiring any changes in hardware, and also made it possible to take advantage of new peripherals as they became available. On the hardware side, rumors flew for years after the release of the ROM 03 IIGS about an updated IIGS that was in the works, one with the capability of higher quality graphics, a faster processor, the capability for larger memory sizes, and even the possibility of a more advanced processor, the 65832. But no one in Apple's administration would give approval for these dreams to get off the ground. Even at the last minute, just before the first Apple User Group television satellite broadcast in October 1991, a ROM 04 IIGS that was to have been announced along with several new Macintosh models was pulled from the program and disappeared. This new IIGS would have included 2 MB of memory, a built-in hard drive (becoming almost a necessity to run the sophisticated GS/OS software that was available), and possibly a built-in SuperDrive (which would be capable of reading and writing 3.5 disks created by MS-DOS computers). But the future was Macintosh, and releasing another advancement to what Apple considered to be a dead-end platform was not considered to be good business sense.

It was the termination the ROM 04 IIGS that reportedly contributed to the delay in the introduction of GS/OS System 6.0, which finally arrived in April 1992. (The tools that were part of System 6.0 would have been in the ROM of the new IIGS, and made as patches to the ROM 01 and 03 machines; things had to be changed when it turned out that there was to BE no new IIGS).

The final blow to the IIGS was, of course, economic. The IIGS had been selling itself nearly from the beginning, and Apple had begun to push the Macintosh as a computer for schools to use. This had been traditionally the stronghold of the Apple II, back from its earliest days. As school sales fell, and the computer public, unaware of the capabilities of the IIGS, bought Macs and IBM-compatibles, Apple dealers found it less profitable to carry the Apple IIGS. Lower sales also translated into fewer new software titles to run on the computer, which further depressed the market. The end of the production run of the Apple IIGS came in December 1993, when it was finally removed from the price lists Apple provided to dealers. The Apple IIe was still selling well enough (primarily to the education market) that it was left on the price lists for the time being, but the Apple IIGS was relegated to sales through the used or resellers market. Although Apple pledged to continue software support for the machine (with at least two enhancements to System 6.0 planned), there would clearly be no new IIGS, ever.

[\*][\*][\*]

NEXT INSTALLMENT    Peripherals & the Apple II Abroad  
 \*\*\*\*\*

NOTES  
 \*\*\*\*\*

- <1> Duprau, Jeanne, and Tyson, Molly. "The Making Of The Apple IIGS", A+ MAGAZINE, Nov 1986, pp. 57-74.
- <2> Pinella, Paul. "In The Beginning: An Interview With Harvey Lehtman", APPLE IIGS: GRAPHICS AND SOUND, Fall/Winter 1986, pp. 38-44.
- <3> Hogan, Thom. "Apple: The First Ten Years", A+ MAGAZINE, Jan 1987, p. 45.

- <4> Szetela, David. "The New II", NIBBLE, Oct 1986, pp. 5-6.
- <5> Weishaar, Tom. "Miscellanea", OPEN-APPLE, Nov 1986, p. 2.74.
- <6> Platt, Robert, and Field, Bruce. "A.P.P.L.E. Doctor", CALL-A.P.P.L.E., Nov 1987, p. 58.
- <7> Doms, Dennis. "Apple upgrades IIGS hardware", OPEN-APPLE, Sep 1989, p. 5.57.

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/              "(Topic cops forward at will..:)"              /
////////////////////////////////////// VANDENHEUVEL //////////////////////////////////

```

```

[EOA]
[GEO]////////////////////////////////////

```

```

                GENie ONLINE /
////////////////////////////////////

```

```

Using GENie's Internet GateWay
*****

```

```

By Bill Garrett
[BILL.GARRETT]

```

```

>>> ACCESSING THE WORLDWIDE INTERNET THROUGH GENie <<<
*****

```

```

INTERNET GATEWAY  GENie's Internet gateway offers access to the largest
*****
communications network in the world. GENie users can
send and receive Internet mail, subscribe to newsgroups, and even request
files to be downloaded from the Internet to GENie (see services offered by
the Unix RT, below).

```

Following are some answers to commonly asked questions, as found in the Unix RT Bulletin Board on page 160;1. While researching this article, I found the Unix Rt to be the best place on GENie to get information about the Internet gateway. Most of the info provided here comes from Andy Finkenstadt (ANDY), Unix RT SysOp, by way of the messages in Category 12 of the Unix RT Bllletin Board. Library file references are to files in the Unix RT Library on page 160;3.

[\*][\*][\*]

```

>>>>  HOW DO I SEND MESSAGES TO PEOPLE IN INTERNET?
*****  There are two ways - one works from page 207, and one works at any
place you can send a mail item - with the SEND command, or at the Mail
Command Mode (200;9 or 8004;9).

```

On page 207, there is an option for "Send an Internet Mail" or words to that effect. It guides you through the process, and merely asks for the internet address of the person you want to send to, allows you to CC any addresses, asks for the subject, and then puts you in the 1> 2> line editor. .\*S at the end and you've sent your first piece of mail.

In mail command mode (ENTER) or with the SEND command, at the To: or Cc: prompts, or with the .\*TO .\*ATO .\*CC and .\*ACC commands you address your letter to the person plus the special string @INET# For example:

To: andy@vistachrome.com@INET#  
Cc: S.POPKES  
Sub: Testing  
1> Hi there! Just testing a letter to Andy's work account.  
2> .\*S

Now GENie will respond with three messages - the item creation message, the "queued for INET#" message, and the item sent message. Now your item has been sent.

If there are problems you will receive a return mail from the gateway machine or a machine along the way that discovered the problem or error. Typically these come from MAILER-DAEMON or POSTMASTER or other addresses that don't contain real people's names.

Just like with FAX# delivery you can check on the status of an Internet mail item that you sent with the "DIS" command in mail command mode. Record the 7 digit item number referred to in the "queued for INET#" message and type at the Command? prompt:

Command? DIS 1234567

It will tell you the current status of the item.

>>>> HOW DO I GET MESSAGES BACK?  
"\*\*\*\*\*" Typically if you have sent a message, your correspondent will be able to merely use the "reply" command on their mailer. Your address is S.POPKES@GENie.geis.com (you can use upper or lower case, it won't matter) so you can tell people to write you back at that address easily enough.

>>>> HOW IS THE GATEWAY TO BE BILLED?  
"\*\*\*\*\*" On page 207 there is a "Rates" menu item. The following prices went into effect on Nov. 1, 1992:

\$2.00 registration fee - this will be a one time charge for all new users signing up for the service. However, if a user cancels and signs up another \$2.00 charge will be incurred.

\$.30 for each 5000 bytes or portion thereof for incoming or outgoing messages. For example:

A 10000 byte message would cost \$.60 A 20000 byte message would cost \$1.20 A 5000 byte message would cost \$.30 A 12000 byte message would cost \$.90

(If you read mail during the day, you'll be charged the standard GENie connect rates since the GENie.\*Basic pricing plan is only in effect weekends and undays during the week. Also, at 9600 baud special charges apply for all GENie access, night or day.)

>>>> THERE ARE SEVERAL CONFERENCES ON THE INTERNET.  
"\*\*\*\*\*" HOW ARE THESE ACCESSED?  
The files "MAILING-LISTS.TXT" and "INTEREST-GROUPS.TXT" (and the corresponding compressed files ending in .Z) show a list of about 300 to 400 special interest groups and mailing lists available on the Internet.

For example, to join the "Christianity Mailing List" sponsored by Liz

Allen, you send mail to

mailjc-request@grian.cps.com  
or to  
mailjc-request@grian.altadena.ca.us

and ask to be added. You might re-affirm your mail address as  
USER.NAME@genie.geis.com just in case something gets mangled by a piece of  
software between GENie and there.

Then the moderator of the mailing list (or his/her duly authorized  
program <grin>) sends you back a welcome message, and explains the exact  
procedure for posting to the group. In the case of the foregoing example,  
it's sending mail to

mailjc@grian.cps.com or  
mailjc@grian.altadena.ca.us

For an explanation of how domain names (the @somewhere.site.com)  
works, the file DOMAIN.INF is available that explains it in rather basic  
untechnical language.

Additionally there are over 3000 newsgroups (3572 in my newsgroups  
file at work) of which approximately 700 to 800 are active. Getting on a  
mail feed of that list requires a bit more patience.

Sometimes a friendly System administrator can be convinced to set up a  
mail-based feed of a couple newsgroups to a specific address - as part of  
the testing I did this to see what kinds of things would happen. Reading  
newsgroups via mail is quite a trip though .. a real time-sucker-downer. :)

CAVEAT: You may want to be aware that at 30 cents per item per 5000  
characters, an active mailing list can easily cost a small fortune per  
month.

>>>> CAN I SEND MESSAGES FROM GENie TO FRIENDS ON  
"""""" COMPUSERVE AND VICE VERSA?  
Yes, easily. From GENie do this:

To: 76334.641@compuserve.com@inet#  
{useriud} CIS internet mailbag

You can leave off the @INET# =if= you are using the form on page 207.

Your friend can send from Compuserve to you with this:

To: >internet:ark.royal@genie.geis.com

>>>> ARE THERE GATEWAYS TO OTHER NET SERVICES AS WELL? SUCH AS DELPHI  
"""""" AND PRODIGY?

If you mean can you connect with the Delphi or Prodigy services and use  
them as if you had called them directly, No.

You can send mail to subscribers on Delphi ( username@delphi.com ),  
and Prodigy has plans to have an Internet gateway for extra cost this year  
or next.

>>Can I use GENie's special mail commands such as .\*ATO, .\*ACC and BLIND  
>>with Internet addresses?

Yes, when we were testing, the BLIND,address@site@inet# worked fine.  
 (The only reason you use BLIND, I assume, is to avoid the potentially 60  
 lines of headers at the beginning of the letter, right?)

...you can optimize your ATO commands like this:  
 .\*ATO,BLIND,address1,address2,address3,address4, <-- note trailing comma  
 address5,address6,address7,address8@inet#,  
 address9@inet#

And so on... It's actually a bit faster that way.

>>>> IS THERE A WAY TO JOIN USENET GROUPS VIA GENIE'S INTERNET GATEWAY?  
 """""" At present, Usenet access is not available on GENie. There are  
 several lists posted in the Unix RT Library of newsgroups and their  
 counterpart mailing lists. If you can't find information on the newsgroup  
 you're looking for, post it on the Unix RT or drop a note to UNIX\$ and  
 we'll see if we can find out for you.

[\*][\*][\*]

Several files in the Unix library are great starting places for  
 information about the Internet and GENie's part in it. As a convenience to  
 the Unix RT participants we have made these available in 3 different forms:  
 Text form, Unix Compress form, and ZIP form. The file names and numbers  
 are listed below:

| Description                          | Name  | Text | ZIP  | Unix |
|--------------------------------------|-------|------|------|------|
| How to find College E-Mail addresses |       | 3625 | 4361 | 3512 |
| Bibliography of Internet Info        | FYI 3 | 4365 | 4364 | 3529 |
| New Internet User Questions          | FYI 4 | 4366 | 4367 | 3530 |
| Experienced Internet Questions       | FYI 7 | 4368 | 4369 | 3533 |
| Who's Who on the Internet            | FYI 9 | 4370 | 4371 | 3535 |
| Gold in the Internet                 | FYI10 | 4363 | 4362 | 3536 |
| ZEN and the Art of the Internet      | ZEN   | 3624 | 3623 | 3321 |

(The Unix compressed version of ZEN requires a PostScript printer.)

Other files about the Internet can be found by searching for  
 "INTERNET" while in the Unix libraries on page 160.

[\*][\*][\*]

Services offered by the Unix RT As mentioned above, the Unix RT is a  
 """""" great place to get more info on the  
 Internet and the gateway here on Genie. Here are some of the services  
 offered by the Unix RT sysops, and where to find more information:

- .\* Many Frequently Asked Questions archived from the Internet.  
 Search on "FAQ" in the software library.
- .\* Up to date Usenet UUCP Maps in library #15.  
 Start with file #2551 README.MAP for interpretations.
- .\* FTP Request Service. If you can't find it elsewhere on a GENie  
 RoundTable, ask us to find it for you. See bulletin board  
 category #1, topic #8. Library #41 for listings, #42 for files.

Real Time Conference:

Sunday: 8:00p-10:00p Unix & Internet Help Desk in Chat Lines

INTERNET Support in category 12 of the bulletin board. Informational files in the software library #33 or search for "INTERNET".

Chief Sysop: ANDY Andy Finkenstadt
Assistants: MIKE.NOLAN Michael Nolan
GARS Gary Smith
LRARK Rick Mobley
DELPHI Brian Riley

////////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////
/I dragged Aladdin to the trash 3 times before getting it /
/ figured out. Now I can't imagine using GENIE without it..." /
////////////////////////////////////// NTACTIONE //////////////////////////////////

[EOA]

[LOG]//////////////////////////////////////

LOG OFF /

//////////////////////////////////////

GENIElamp Information
\*\*\*\*\*

- o COMMENTS: Contacting GENIElamp
o GENIElamp STAFF: Who Are We?
o GET\_THE\_LAMP Scripts & Macros
o SEARCH-ME! Answers

GENIElamp GENIElamp is monthly online magazine published in the
\*\*\*\*\* GENIElamp RoundTable on page 515. You can also find
GENIElamp in the ST (475), the Macintosh (605), the IBM (615) Apple II
(645), A2Pro (530), Unix (160), Mac Pro (480), Geoworks (1050), BBS
(610), CE Software (1005) and the Mini/Mainframe (1145) RoundTables.
GENIElamp can also be found on CrossNet, Internet, America Online and
many public and commercial BBS systems worldwide.

We welcome and respond to all GEmail.To leave messages, suggestions
or just to say hi, you can contact us in the GENIElamp RoundTable (515)
or send GE Mail to John Peters at [GENIELAMP] on page 200.

U.S. MAIL
\*\*\*\*\*

GENIElamp Online Magazine
Atten: John Peters
5102 Galley Rd. Suite 115/B
Colorado Springs, CO 80915

>>> GENIElamp STAFF <<<
\*\*\*\*\*

GENIElamp o John Peters [GENIELAMP] Editor-In-Chief
\*\*\*\*\*

ATARI ST o John Gniewkowski [J.GNIEWKOWSK] Editor
\*\*\*\*\* o Mel Motogawa [M.MOTOGAWA] ST Staff Writer

Apple II Computer Info

|                       |                     |                |                        |
|-----------------------|---------------------|----------------|------------------------|
|                       | o Terry Quinn       | [TQUINN]       | ST Staff Writer        |
|                       | o Sheldon Winick    | [S.WINICK]     | ST Staff Writer        |
|                       | o Richard Brown     | [R.BROWN30]    | ST Staff Writer        |
|                       | o John Hoffman      | [JLHOFFMAN]    | ST Staff Writer        |
|                       | o Al Fasoldt        | [A.FASOLDT]    | ST Staff Writer        |
| ATARI ST/TX2<br>***** | o Cliff Allen       | [C.ALLEN17]    | Editor/TX2             |
| ATARI [PR]<br>*****   | o Fred Koch         | [F.KOCH]       | Editor/PD_Q            |
| IBM<br>****           | o Robert M. Connors | [R.CONNORS2]   | Editor                 |
|                       | o Peter Bogert      | [P.BOGERT1]    | IBM Staff Writer       |
|                       | o Brad Biondo       | [B.BIONDO]     | IBM Staff Writer       |
|                       | o Tippy Martinez    | [TIPPY.ONE]    | IBM Staff Writer       |
|                       | o David Holmes      | [D.HOLMES14]   | IBM Staff Writer       |
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|                       | o Bret Fledderjohn  | [FLEDDERJOHN]  | Mac Staff Writer       |
|                       | o Bill Garrett      | [BILL.GARRETT] | Mac Staff Writer       |
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|                       | o Paul Collins      | [P.COLLINS]    | MacPRO Staff Writer    |
| APPLE II<br>*****     | o Darrel Raines     | [D.RAINES]     | Editor                 |
|                       | o Phil Shapiro      | [P.SHAPIRO1]   | A2 Co-Editor           |
|                       | o Mel Fowler        | [MELSOFT]      | A2 Staff Writer        |
| A2Pro<br>*****        | o Jim B. Couch      | [J.COUCH2]     | Editor                 |
|                       | o Nate C. Trost     | [N.TROST]      | A2Pro Staff Writer     |
| INTERNET<br>*****     | o Jim Lubin         | [JIM.LUBIN]    | GenieLamp IBM          |
| ETC.<br>****          | o Jim Lubin         | [JIM.LUBIN]    | Add Aladdin            |
|                       | o Scott Garrigus    | [S.GARRIGUS]   | Search-ME!             |
|                       | o Bruce Faulkner    | [R.FAULKNER4]  | CrossNET Support       |
|                       | o Mike White        | [M.WHITE25]    | Cowlumnist/Asst. SysOp |

GenieLamp CONTRIBUTORS

\*\*\*\*\*

|                    |              |
|--------------------|--------------|
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| o Larry E. Elseman | [L.ELSEMAN1] |
| o Les Blatt        | [L.BLATT]    |

>>> SEARCH-ME! ANSWERS <<<

\*\*\*\*\*

+ T R O H S T U C + + + + + S + + + + + + +  
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| CUT     | DRESSER     | DRIER    |
| HAIR    | LONG        | MOOSE    |
| PERM    | SASSOON     | SCISSORS |
| SHAMPOO | SHORT       | STYLE    |
| STYLIST | TONIC       | WASH     |

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GENie, set your modem to 2400 baud (or less) and half duplex
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                XTX99014,DIGIPUB
and hit the [return] key. The system will then ask you for your
information. Call (voice) 1-800-638-9636 for more information.
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
[EOF]
    
```

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DOCUMENT almp9305a.app
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Vertical bar patterns forming a decorative header.

Your
GENieLamp Apple II
RoundTable
RESOURCE!

~ PROFILES: Kitchen Sink Software ~
~ APPLE\_TALK: Industry Standards ~
~ JOE KOHN: Connections ~
~ MESSAGE SPOTLIGHTS! ~

GenieLamp A2 ~ A T/TalkNET OnLine Publication ~ Vol.2, Issue 14
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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
~ May 1, 1993 ~

FROM MY DESKTOP ..... [FRM] APPLE\_TALK ..... [TAL]
Notes From The Editor. Apple II Corner.
HOT TOPICS ..... [HOT] A2 ODDS & ENDS ..... [ODD]
Too Hot To Handle, Almost. Here & There.
WHAT'S NEW ..... [WHA] THROUGH THE GRAPEVINE ... [THR]
New and Improved. Rumors, Maybes and Mayhem.
MESSAGE SPOTLIGHT ..... [MES] HUMOR ONLINE ..... [HUM]
Word To The Wise. GENie Fun & Games.
TELETALK ONLINE ..... [TEL] THE MIGHTY QUINN ..... [QUI]
Online Communications. Random Access.
PROFILES ..... [PRO] REFLECTIONS ..... [REF]
Who's Who On GENie. Online Communications.
CONNECTIONS ..... [CON] ASK DOCTOR BOB ..... [ASK]
By Joe Kohn. Gotta Problem?

CowTOONS! ..... [MOO]  
100% Lean.

APPLE II ..... [AII]  
Apple II History, Part 12.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|  
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic.

ABOUT GENie GENie costs only \$4.95 a month for unlimited evening and  
"....." weekend access to more than 100 services including  
electronic mail, online encyclopedia, shopping, news, entertainment,  
single-player games, multi-player chess and bulletin boards on leisure  
and professional subjects. With many other services, including the  
largest collection of files to download and the best online games, for  
only \$6 per hour (non-prime-time/2400 baud). To sign up for GENie  
service, call (with modem) 1-800-638-8369. Upon connection type HHH.  
Wait for the U#= prompt. Type: XTX99014,DIGIPUB and hit RETURN. The  
system will then prompt you for your information. Need more information?  
Call GENie's customer service line (voice) at 1-800-638-9636.  
.....

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////  
/ "Bring the Pepsi and we be doin' the Aladdin thang! ;-)" /  
////////////////////////////////////// R.MARTIN22 ////////////////////////////////////////

[EOA]  
[FRM]//////////////////////////////////////  
FROM MY DESKTOP /



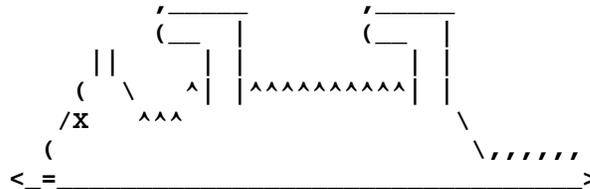
newsletters. But electronic publishing goes much deeper than just magazines and newsletters. Therefore, we came to the conclusion that the time has come for electronic publishing and hence, the Digital Publishing RoundTable came online.

The Digital RoundTable (or DigiPub for short) is a GENie\*Value RT here on GENie for people who are interested in pursuing publication of their work electronically whether here on GENie or via disk-based media. For those looking for online publications, the DigiPub library offers online magazines, newsletters, short-stories, poetry, informational text files and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub bulletin board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital online book. As an added bonus, the DigiPub RoundTable is the official online service for the Digital Publishing Association.

(Whew!) Until next month...

John Peters  
[GENIELAMP]

[\*][\*][\*]



Title: Never Bite a Computer Mouse Lying in the Sink  
Medium: Phospor  
Artist: Rod Martin

[EOA]  
[TAL]////////////////////////////////////  
APPLE\_TALK /  
////////////////////////////////////

Apple II Corner  
\*\*\*\*\*  
By Darrel Raines  
[D.RAINES]

INDUSTRY STANDARDS One of the secrets to becoming a happy computer owner  
"\*\*\*\*\*" is very simple: standardized components. I have  
learned that I go with industry standards whenever possible. This may  
sound obvious, but there is more to this than meets the eye.

Since the Apple II (and for that matter, any computer platform) will not last forever, you have to have an eye toward the future. I am always trying to decide what hardware I should purchase based upon the ability of that hardware to function on more than one type of computer. I want to be able to take most of my equipment with me whenever I change computers. Or, more likely, when I purchase other computers to supplement my Apple IIgs.

An example involves my hard drives. I decided some time ago to use an interface standard that works across the various platforms. Therefore, the SCSI interface was the only logical route to travel. These hard drives will work on Apple II's, Mac's, IBM's and the various clones, just to mention a few. I do not have to worry about the ability to use my mass storage devices on the new equipment I might purchase. The SCSI standard provides me that assurance.

Another example: my laser printer is an Epson product that conforms to the Printer Control Language (PCL) defined by the industry standard Hewlett Packard (HP) LaserJet IIP. This standard insures that my printer will work on a number of computer systems. It also insures that the software I purchase will support the printer. (An Epson dot matrix emulation adds to the functionality of the printer.)

At this point we can see one of two problem areas begin to arise: new standards that replace the old. HP has come out with a new printer, the LaserJet III printer and an updated PCL for that printer. If I want to stay up-to-date with the most current printer control language, I must buy a new printer that conforms to the new standard. When, and if, I make this change is dictated by my budget and the software I might purchase that needs this updated PCL. I have ignored the possibility of "buying a new toy" for the sake having the latest and greatest electronics.

The other problem area is the choice of which standard to buy into. My laser printer will work as another case study. The HP PCL standard is not the only game in town. Adobe has created a Page Scripting language that they call PostScript. This standard is radically different than the HP PCL and has been around longer. A good case could be made for purchasing a PostScript printer instead of the HP compatible. However, price of the final printer was a deciding factor for me (PostScript is fairly expense to license from Adobe).

With these goals in mind, I have purchased computer hardware that can be used on my current system, other computers systems that I might want to hook up, and future systems that I may buy. The biggest pay-back for this planning will be immediately after purchasing a new computer platform. I will not have to buy new equipment for every peripheral I need to enjoyment of my computer. If this type of thinking has not been a factor for you in the past, why don't you give it some consideration. You might save some money over the long haul.

[\*][\*][\*]

Look for a couple of graphic demo programs (from me) during the next month. I managed to find the time to shake off my programming rust and get two projects finished. One package relates to the mention I made last month of Eamon software for the Apple IIgs. Where do you think that you will see these uploads first: GENie, of course! See you online.

[EOA]  
[HOT]////////////////////////////////////  
HOT TOPICS /  
////////////////////////////////////  
Too Hot To Handle, Almost...  
\*\*\*\*\*  
By Darrel Raines

[D.RAINES]

>>> BULLETIN BOARD HOT SPOTS <<<  
\*\*\*\*\*

- [\*] CAT2, TOP4 ..... Cries for help - hard to place questions
- [\*] CAT11, TOP12 ..... HD questions from the uninitiated
- [\*] CAT11, TOP16 ..... Removable Mass Storage Devices
- [\*] CAT12, TOP8 ..... HP DeskJet and Other Inkjet Printers
- [\*] CAT17, TOP6 ..... Ultra & UltraMacros for AppleWorks
- [\*] CAT24, TOP2 ..... ProTERM 3.0
- [\*] CAT29, TOP15 ..... Requests for GEM 5.0

[\*][\*][\*]

DEGAUSSING DISKS I've had excellent results with a strong magnet I moved  
 "\*\*\*\*\*" over the disk cover of disks (either 3.5" or 5.25")  
 which the GS refused to format, 'cause the Finder detected some conflicting  
 data on them. This worked also at work on a MS-DOS clone and a Unix system.  
 A friend with an Amiga does this regularly, 'cause the Amiga seems to be  
 very picky about disks that are to be formatted.  
 (U.HUTH, CAT11, TOP16, MSG:268/M645;1)

There is also a knack to using magnets (bulk erasers included).  
 Start with the item right against the magnet and then move it in a circle  
 against the magnet. Then (and this is important) slowly (that's slowly!)  
 move the item away for the magnet while continuing to move it in a circle.  
 Also always do this to both sides of the item. (I used to use a magnetic  
 mount CB radio antenna, myself). -- HangTime [Script-Central] B-> (Oh,  
 how far do you move the item away? Full arms distance, especially if  
 you're using a strong magnet like a bulk eraser)  
 (A2.HANGTIME, CAT11, TOP16, MSG:328/M645;1)

[EOA]

[ODD]////////////////////////////////////  
 A2 ODDS & ENDS /  
 //////////////////////////////////////  
 Here & There  
 \*\*\*\*\*

CONFUSING? Boy, I'll bet this is confusing people. :-)  
 "\*\*\*\*\*" At 2400, the 800 line access costs \$6 per hour, plus whatever  
 else you'd normally pay. For a Basic Services bulletin board, that would  
 be nothing, so you pay only the \$6/hour that 800 use costs. For someplace  
 like A2, which costs \$6/hour, that would be added on, so it's \$12/hour.

At 9600, the 800 line is a real good deal because THERE IS NO  
 SURCHARGE. It's a flat \$18 per hour, period.

For those who have 9600 and call long distance, or pay toll calls  
 anyway, this is a really good deal.  
 (A2.DEAN, CAT2, TOP4, MSG:165/M645;1)

TECH TALK Uhhh...we spent some time with this years ago (it was written  
 "\*\*\*\*\*" up in A2- Central back in Feb. 1988, p. 4.3). The "Monochrome"  
 setting only affects the composite output (the "RCA phono" style  
 connector), not the RGB output (which is always color). Selecting  
 "Monochrome" forces the composite output to use gray-scale sans color.

(This is the same effect as setting bit 7 of \$C021 to "1".)

Apple IIe (and probably IIc) RGB interfaces normally support a tricky softswitch toggle to enable a "monochrome" mode. Unfortunately, the IIgs RGB interface doesn't support that protocol.

There is a different register value (bit 5 of the IIgs Video Control Register at \$C029) that can be set to force (both RGB and composite) graphics to monochrome while the double high-resolution graphics mode is engaged (Annunciator 3 is set "off"); this is how the original Apple II Desktop (a modification of MouseDesk) managed to get crisp monochrome graphics on the IIgs using the DHR screen. By setting that bit to "1" and kicking the screen back to 40-columns (with AN03 still off to simulate DHR activity, but setting 80- columns off by touching \$C00C or issuing a control- Q to the 80- column firmware and letting it do it) you can get something that simulates mono high-res. (This trick was even mentioned in an Apple II Technical Note.)

Two "gotchas": First, if you change \$C029, when you enter the Control Panel it will change back (the Control Panel remembers what it's supposed to be). That means manually toggling from something like "Visit Monitor" is hopeless. Second, enabling the 80-column firmware to simulate the "single- wide double high-res monochrome" mode will force you to use the alternate character set, which means no flashing characters (and make sure you use the right ASCII range for "inverse" characters or you'll see text as MouseText). If you're writing your own program, you can probably work around these. If you're using someone else's program, \$50-\$100 for a monochrome monitor (you can leave it hooked up at the same time as the RGB monitor) is probably the quickest road to sanity.

Incidentally, the green/purple "fringe" created by single vertical lines on the standard high-res screen on a color monitor is normal and perfectly proper due to the way the color circuitry was originally designed on the Apple II. Remember the Apple II was one of the first personal computers using any color, and the design had to carry through for compatibility reasons. (I'm always getting letters from people insisting I'm wrong and that this is "broken". It isn't; look up the original articles by Steve Wozniak in Byte and Bob Bishop in Apple Orchard. :)

If you have to have a vertical white line, you have to plot it two pixels wide, effectively reducing the screen resolution to 140 across. This isn't usually enough to simulate high-res text, so high- res simulations of the text screen have color fringes. (Bishop's article explains this better than anything I've seen, and maybe the information needs to be paraphrased in A2- Central someday. :)

See, it's really easy to figure out. (NOT! :)  
(A2-CENTRAL, CAT2, TOP11, MSG:14/M645;1)

TECH TALK II    Your problem with out of memory errors in your program is  
"\*\*\*\*\*"  
NOT a reflection of your 4 MB RAM IIgs (which seems massive enough) It is because when you are using Applesoft BASIC you are ACTUALLY running a 128K Apple IIe. To word it a different way: Inside your 4 MB Apple IIgs is a smaller box. In that box is an Apple IIe, 128K memory. Furthermore, inside that 128K Apple IIe is a 48K Apple II+, in a smaller box. Applesoft was designed in 1977 for that 48K computer, and it has NO IDEA that is REALLY running on a computer with 85 times the memory.

With 48K memory, you've got 2K being used by the system for screen display, stack, and so on, plus 10.5K being used by BASIC.SYSTEM (in the upper part of that memory). That leaves 35.5K for programs, which does NOT take into account any space that might be needed by variables, strings, etc. And don't even THINK about hi-res graphics, which takes another 8K right out of the MIDDLE of your program (not a convenient place).

What are your options? Well, you COULD go back to DOS 3.3 and do the program from there (although I doubt it could be done from DOS 3.3 either, unless you are using a utility that moves DOS onto the "Language Card", which was the name for the extra 16K memory that II+ users could add to give them a 64K machine. That memory is built into the IIe, which you recall is what you are actually running on in this example). Using the DOS 3.3 Launcher (available here in the A2 Library) you could still have the program on a 3.5 disk and launch it from the Finder.

OR, you could find the old Beagle Bros called "Extra K", which frees up the other 64K available in your 128K Apple IIe for use of your program (for variable and string storage). I am not sure, but I believe that Extra K may be here in the A2 Library as a freeware program.

OR, you will have to segment your program, so that it is in smaller parts that link to each other as needed.

OR, you could learn a IIGS-specific language, and write your program to run under that language. That kind of language would KNOW that it was running on a IIGS, and would be able to take advantage of the extra memory.

If you need further help with this, there are many smart programmers in A2Pro that would be glad to explain this further.

(S.WEYHRICH, CAT9, TOP9, MSG:64/M645;1)

DRIVES, DRIVES, DRIVES You cannot format a SyQuest yourself.  
"\*\*\*\*\*" The floptical is different though. The drive can actually lay down a low level format, but it may be tricky if the disk was previously formatted. Read on.

The "optical" in floptical refers to the mechanism which the drive uses to align the magnetic r/w head between the servo tracks. The hundreds of servo tracks are "etched" into the media and are themselves impervious to magnetic fields. Open the shutter on one of your 21 meg diskettes and look closely at the bottom surface.

However, magnetic tracks written are NOT impervious. By playing around with a diskette with different enclosures, cards, drivers etc, I managed to mess one up pretty well. A RamFast format would fail with an error every time. Thought I had ruined the diskette actually..

But it reminded me of Apple tape media, where if you screw it up just right, you can hopelessly confuse the drive as it tries to rely on invalid manufacturers track info. Also, without an erase head (like a streamer tape would use for example) the drive may have problems overwriting an existing format if there is not enough write current compared to the drive which originally formatted the media. Some of my GSTape users are very familiar with the problem.

The solution (as with the Apple tape) is to "bulk erase" the puppy and wipe it "completely" blank. (I recommend the video-tape eraser from Radio Shack which is more powerful and thorough than the cheaper one sold for audio cassettes.)

Then format it with the RamFAST utility program. Go into the SCSI util part and insert the disk. While the drive is spinning mindlessly, select format. It takes 25 minutes or so so be patient.

(TGRAMS, CAT11, TOP16, MSG:309/M645;1)

HEY, EASE UP A BIT! I think you're being a little hard on the good old "IIE's"! Bought mine in 1983, and it has yet to develop a single problem - in spite of having been dragged overseas (where it spent 5 years running on 50 Hz power) and back.

Installed a Vulcan internal HD 4-5 years ago along with an internal modem. All slots are full and it's running on an 8 MHz ZipChip. It's on 24 hours a day except when I'm away for more than a couple of days or a power outage is imminent. The only additional cooling I use is a Kensington System Saver (which has also been running for 10 years).

(S.LORD, CAT17, TOP4, MSG:98/M645;1)

> I was trying to track down a minor problem I was having in AWorks 3.0 > and noticed that one of the versions had Seg.00, Seg.AM. and Seg.XM, and > the other version didn't.

These three segments and one other (SEG.RM) are used to tell AppleWorks what type of memory you have and how to use it. Only one of the four is actually needed for whatever machine you are using it on. Here is what you need for each type of machine.

SEG.RM -> //GS memory segment  
SEG.00 -> //e or //c with 128k  
SEG.AM -> //e with larger memory card in aux slot  
a //c with extra memory will need one of these two, I don't know which  
SEG.XM -> //e using a standard slot memory card  
(B.MILYKO, CAT, TOP, MSG:/M645;1)

[EOA]

[WHA]////////////////////////////////////

WHAT'S NEW? /

////////////////////////////////////

New and Improved

\*\*\*\*\*

DOS 3.3 LAUNCHER I just got Dos 3.3 launcher which launches d3.3 files from the finder or prodos 8 on a IIE\\//c. It is one of the best utilities I've ever used. I can play Defender without having to reboot!  
(D.HAND4, CAT9, TOP16, MSG:35/M645;1)

If there is still anybody who does not know:

When it comes to IDE drives, the Turbo IDE Card is the ultimate hard disk controller for any IDE drive, including Vulcan, InnerDrive and OverDrive systems. Why? The Turbo IDE Card uses DMA to make IDE drives RAMFAST!! It is the only IDE controller for the Apple II that uses DMA.

So if you feel your hard drive is a little bit too slow, consider

upgrading your system with a Turbo IDE Card - don't throw away your IDE hard drive equipment and buy SCSI!

More details about the Turbo IDE Card you can get in the A2 library on GENie:

TURBO.IDE.BXY a description of the Turbo IDE Card  
TURBO.NEWS.BXY Turbo IDE Card supports !!any!! Vulcan drive

The Turbo IDE Card is available from

SHH SYSTEME Dipl. Ing. Joachim Lange  
Schoenstrasse 80a  
DE-8000 Muenchen 90  
Germany

GENie: J.LANGE7

new address, valid on June, 1. 1993

SHH SYSTEME Dipl. Ing. Joachim Lange  
Bergstrasse 95  
DE-8035 Stockdorf  
Germany

!\*\*\*\*\*!  
! "We make IDE Hard Drives RAMFast !!" !  
! "We make Vulcan Hard Drives RAMFast !!" !  
!\*\*\*\*\*!  
(J.LANGE7, CAT21, TOP6, MSG:5/M645;1)

[EOA]

[THR]////////////////////////////////////  
THOROUGH THE GRAPEVINE... /  
////////////////////////////////////  
Rumors, Maybes and Mayhem  
\*\*\*\*\*

\\\/ell, GSHK was going to be commercial.... ][ think I mentioned it  
\*\*\*\*\* before, but: When the  
programs that pack files are commercial, changing the format is beneficial  
to the people that make/sell them, as people need to keep buying the  
updated versions to unpack the changed format. Even when they're  
NONcommercial the programmers have few scruples about changing the format,  
as they figure "well, anyone can download the latest version, so it  
doesn't matter." It may not matter to the computer format that the program  
was written for, but it does matter to all others. Also, think about  
this: if the programmers keep updating the formats, then people need to  
keep downloading the latest versions of the programs, which actually makes  
the online services happy. It's like selling appliances or cars. If you  
sell a customer one that never breaks, they're never going to need to buy  
a new one from you again. You'll have to rely on only the allure of  
having the "latest and greatest" for people to buy new models.  
(A2.LUNATIC, CAT2, TOP17, MSG:18/M645;1)

>>>> R.VAWTER wrote: That sure sounds like a great deal, Diff!!! I  
"\*\*\*\*\*" will weemail you now!

>>>> S.WEYHRICH [ Historian ] wrote: Diff, I'm glad he's going to

"""""" weemail YOU and not ME...

>>>> R.DIFFLEY [Diff] wrote: Right! I'm a little nervous about this  
"""""" new form of E-Mail, so I'm being real careful <grin>.

BTW, this guy hasn't responded to my \_E-Mail\_ \-: Anyone know this  
guy? "Come out, come out, where ever you are!"  
(various authors, CAT4, TOP5, MSG:84-86/M645;1)

[EOA]

[MES]////////////////////////////////////

MESSAGE SPOTLIGHT /

////////////////////////////////////

Word To The Wise

\*\*\*\*\*

Category 24

Message 3

A2.DEAN [II Infinitum]

Topic 11

Fri Apr 02, 1993

at 20:29 EST

A couple of tips -

On GENie, use a line width of 78 instead of 80. You won't be able to  
tell the difference, but, many people use this width. Thus, if your  
messages are sent with a line width of 80, some lines will wind up wrapped  
improperly, as in the case with the following part from Jerry's message  
above, which looked like this on my end:

How to:

<> Log on automtically, read mail if it exists, go to favorite areas, read  
the posts of interest there and log off with just a couple of  
keystrokes.

But which he probably meant to look something like this:

How to:

<> Log on automtically, read mail if it exists, go to favorite areas,  
read the posts of interest there and log off with just a couple of  
keystrokes.

I thus strongly recommend setting to a "Send length" of 78 or less (75  
if you want to be really conservative - some graphical based programs,  
especially those on smaller Macs, can't quite manage 80 columns readably).

Also, much as I hate to admit it, GENie is a fairly slow system at  
times. Therefore, I strongly advise using a Protocol Speed setting of  
"Slow" instead of "Medium" or "Fast."

I recommend using everything else Jerry recommended. :-)

[\*][\*][\*]

Here's a tip not everyone knows for making sending stuff to GENie  
easier:

Go to the GENie setup menu (just type SETUP at any page-numbered menu  
prompt) and set up GENie to use a "prompt character" of ASCII 62 instead of  
63. This will substitute a greater-than for a question mark at most of

GENie's prompts - i.e. "P 645?" will be "P 645>".

THEN, you can do something really neat. You can set up a text file to do everything for you, such as in the following way:

```
M645;1
SET 24
REP 11
```

Hi Jerry! Nice to see you giving people these handy tips for using GENie! ProTerm is awesome. Keep up the good work!

```
Dean Esmay
*s
SET 29
REP 5
To heck with you GEM users, I can do it all within ProTerm!
```

```
Dean Esmay
*s
BRO NOR
BYE
```

....and so on.

I put a space in front of everything here to prevent GENie from getting confused by the "\*S" at the start of some of those lines - normally you wouldn't do that.

See, with GENie set to send a prompt character of greather-than instead of a question mark, that makes EVERY line start with a ">". So if you set ProTerm to watch for a ">" prompt, then you can set up text files with any string of commands or text you want.

So if you just know the GENie commands you want, you can set up a text file to do lots of stuff for you. In fact, programs like GEM and CoPilot use this very trick to do a lot of GENie work automatically. :-)

By the way, in case you didn't know, BRO NOR means BROWse NOReply, so if you type BRO NOR, it will get all new messages without stopping between topics or categories - it'll just go VOOM like a rocket and grab everything new. You can also do a BRO CAT NOR if you just want to do that on one category. ;-)

So the text file above, if you started to send it to GENie from anywhere on GENie, would jump to page 645 (A2) and select option #1 (enter the bulletin board), SET to category 24 and reply to Cat 11, put in that message and save it, then SET to 29 and reply to Topic 5, then would get a list of all new messages in the bulletin board, then log off.

Then you could read all the new messages in your scrollback buffer (if you have enough memory) and use the ProTerm editor to clip out, quote, and respond to anything you want, building your text file the same way.

This is just one way of doing things.

[\*][\*][\*]



Once I have completed this, I will be tracking down another much needed problem. Does magnetism just disappear? Now that I've pretty much proved that magnetized objects weight more than non magnetized, and that matter cannot be created or destroyed, where does the magnetism go when it becomes unmagnetized?

While working on a mobile radar system, I found that the twystron transmitter tube (power output of a klystron and the bandwidth of the TWT tube) had what was called a VAC ION pump. It's purpose in life was to pull electrons that for some reason have strayed from the center flow and stuck the walls of the tube. The VAC ION pump was like a vacuum cleaner that attracted these stray electrons and gave them a path to ground, so that they would not become a hindrance to the concentrated electron beam that eventually produces the RF energy needed by the radar system. I apologize for straying, but I needed to produce some substantiating evidence to prove my next point.

A 0 bit weighs nothing, and a 1 bit weighs a little more than nothing. When you replace a 1 with a 0, where does the 1 go? I think I have found out. While looking through the schematics of several computer systems, I came across a couple of ICs with obscure labeling. Looking through an IC Master book, these ICs pinned out to be compact RAM storage. In effect, these ICs are spare bit storage. When data is entered into the computer, if a 1 is needed, the MMU (memory management unit) first checks the bit storage chip, if empty it will bring one in from outside circuits. The term, computer glitch is so common that it is just accepted. My theory is that the bit storage chip is full and the unstored 1 causes these glitches.

The device that I'm building and testing at present will be modified to contain additional bit storage. Look for this much needed and revolutionary device at the BLUE RIDGE ATARIFEST in July. Y'all Come! Ask for the \*\*\*\*\* LIRPA 1 \*\*\*\*\*

The ultimate platter balancer and bit bucket!

[EOA]  
[TEL]////////////////////////////////////  
TELETALK ONLINE /  
////////////////////////////////////  
Online Communications  
\*\*\*\*\*

By Al Fasoldt  
[A.FASOLDT]

>>> ILLITERACY OF HOMONYMS <<<  
\*\*\*\*\*

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A new kind of illiteracy is sweeping the country.

To give it a proper name, it's the illiteracy of homonyms - words that sound the same as other words but are spelled differently. Some say it's caused by the proliferation of spelling checkers used on computers, but that's not the full story.

You see, most spelling checkers are abysmally dumb. They don't know the difference between "bear" and "bare," or "do" and "dew." All that most spelling checkers know is that "do" is spelled just as correctly as "dew" is.

And that's where the disaster comes in.

Combine a bad speller (human variety) with a bad software program that can't distinguish between the appropriate word and the one that is just plain ludicrous, and you have the seeds of the new illiteracy.

A poem posted on the Internet, a worldwide computer network, shows what I mean. Here it is:

"Spellbound"  
by Pennye Harper

I have a spelling checker;  
It came with my PC.  
It plainly marks four my revue  
Mistakes I cannot sea.  
I've run this poem threw it;  
I'm sure your pleased too no.  
It's letter-perfect in it's weigh.  
My checker tolled me sew.

I've brought this problem up with other writers, and many of them say the current reliance on spelling checkers has made most of us lazy. Instead of looking up (and learning) a word we don't know how to spell, we just keep typing away, confident that the spelling checker will catch our mistakes.

This is probably true. But I look at it another way. Spelling is supposed to be taught in school long before students do much writing on PCs, so I don't think spelling checkers are to blame if we can't spell; I think these brainless software programs are simply showing how poorly we were taught at an early age.

I say "we" so that you don't get the impression that I am just talking about kids. Adults have this homonymic affliction, too.

The other day, a distinguished publisher of how-to books sent me a review copy of a book by a respected author. In the back of the book, he explained how he had done most of the work on the book himself - even producing the book's pages, ready for the publisher's press, on his own desktop-publishing software and laser printer.

I hadn't read past Page 11 when I saw his first gaffe.

"Press the brake key," the book said.

There were other mistakes just like that throughout the book.

I had better things to do than wade through that sort of illiteracy, so I put on the breaks and went back to my keyboard. The book went into the trash.

[EOA]  
[QUI]////////////////////////////////////  
THE MIGHTY QUINN /  
////////////////////////////////////

Random Access  
\*\*\*\*\*

By Mark Quinn  
[NEWSIE]

"A Whole Buncha Milliseconds with Mark"  
by Mark Quinn, DOA  
GENie address: NEWSIE

"When he sits around the computer, he really sits around the computer."

That sentence pretty much describes me. I'll admit it: I've tortured my culinary sensibilities with McWendy's not-so-haute cuisine with the worst of them. Richard Simmons would be aghast at the sight of my daily repast.

While I'm baring my ASCII: I'm 6'5" (not 6'5" through, by the way, but the jury is out as long as the light inside the refrigerator isn't) tall, and when I was in high school and attended family gatherings, distant male relatives would always ask me if I played football.

People have stopped asking me that. Instead they'll say something on the order of "I've got a cousin about your size. Where do you buy your clothes?". My father will take a close look at me and fade into a story about someone he vaguely knew ten years ago who died in bed after about nine heart attacks after they had quintuple- bypass surgery, the result requiring bashing a gaping hole in the roof of the poor deceased person's house, the services of a crane operator, a carpenter, and a large flatbed truck with a "Wide Load" sign fluttering in the breeze on its rear.

I really shouldn't trivialize my plight and the plight of many others who are ruled by their food. Then again, no one else should -- but does that stop every dumbarse from recycling tired fat jokes for the burning ears of overweight targets, waddling down the main aisles of KMarts across the country? I've felt their dull barbs for most of my life, and my main recourse is humor. My main course is a double cheeseburger with the works, but my main recourse is humor.

I haven't always been obese. When I was 14 years old, I starved, bicycled, and exercised my excess weight into temporary oblivion. I was amazed at the easy way I became 'popular' with the jocks. One of them asked me how I did it, and seemed quite surprised when I said, "I don't eat anymore. I'm a one-serving kinda guy."

Then summer vacation came, and my weight slowly began to return -- along with the stares and the jokes. I can remember sitting in our living room and scarfing down one peanut butter sandwich after another. Why? I've often thought that I was so afraid of living up to everyone's expectations that I took the easy way out: my old protective coloration. I doubt it. The answer was that I was on the wrong kind of diet. Starvation diets hardly ever work, as I've since been told.



a fresh challenge. The computer teacher at the high school had just gotten a lab of Apple //e's and offered a short in-service in computer programming. I took it. We learned a few simple commands and that was about it. I checked the Applesoft manual out of the library and started reading it during my hall duty. It seemed logical and easy to do. A friend of my wife Cindy had purchased an Apple //+ with one drive and an Okidata printer. That was a \$2700 system. In those days you could buy a good late model used car for that kind of money! She tried programming but it just didn't "take" with her so she loaned me the computer over the summer of 1983. I wrote a few programs. Nothing over a few hundred lines and none of them did anything of any significance.

GENieLamp> When and how did you decide to start Kitchen Sink Software?  
 "\*\*\*\*\*" What was your company's first software product?

Kitchen Sink Software> The next school year I looked into buying a CAD  
 "\*\*\*\*\*" system. I bought an architectural design program that is still popular today. It had no scale to the printout. You could design a house, but it was a fantasy house that could not be built. So I sent it back and tried a Versawriter. It was a graphic tablet with software. It was a darned good product in its day. I found a way to measure when using the Versawriter that allowed me to get accurate scale printouts on an Epson MX-100 printer using Graphtrix software to dump the hires screen to the printer. It was workable but in the winter of 1984 I started writing a program that would teach true CAD in the classroom. In the spring I bought an unenhanced //e and really sweat over all the extra money I put out for the full 128k and duodisk (that duodisk STILL duplicates hundreds of disks each year). I called it CADDRAW.

In the late spring I called a Drafting supply company that supplies schools and has an excellent reputation. They wanted to take a look, so Cindy and I packed up the computer and drove 50 miles to the supplier. They weren't interested at first but called us back the next week and we gave another demo. This time they said they would sell it and make it their big new product in the Fall when school starts. They were doing nothing with software at that time, and were scared of venturing into the field.

They wanted me to handle the publishing because of their initial fear. I just wanted royalties but decided to publish it. CADDRAW ended up being 10% of their total sales the first year. We made good money and they expanded their customer base as CADDRAW brought them new customers for traditional supplies too. They are still out biggest dealer. CADDRAW became the number one program in the schools for teaching CAD. The major press didn't think much of it though, so we didn't get good reviews. It was a bit crude since it was my first real program. But, it was the only program of the time that gave accurate scale drawings on a dot matrix printer. As a professional designer, that was far more important to me. The other programs were slightly "slicker" in appearance but the output was worthless.

GENieLamp> At some time in the company's early history you teamed up  
 "\*\*\*\*\*" with Jerry Kindall, who recently became editor-in-chief of "II Alive," the new bi-monthly magazine published by Quality Computers. How did Jerry come to work for Kitchen Sink Software?

Kitchen Sink Software> I saw Jerry writing letters to Open Apple (now  
 "\*\*\*\*\*" A2-Central). He seemed to really know ProDOS. I had started AccuDraw in DOS 3.3 but wanted to go ProDOS with it. But

BASIC.SYSTEM is such a memory hog. Jerry lived in a suburb of Columbus exactly across town from Westerville where I am. So I looked up Jerry in the phone book. I found a Kindall in Grove City, but not Jerry. Turned out he was a student at the local 2 year college. He and I both had an interest in writing a compact shell to link Applesoft with ProDOS. He was selling paint at Sears part time. I offered him slightly more than Sears and he went for it. He started on a compact DOS shell. He kept saying things like "With just 28 more bytes I can add a rename command." The next thing you know, we had MicroDot. Then he started writing graphic assembler routines for AccuDraw. Then he graduated and got a real job at Quality. CADDRAW was starting to fade badly so I could not afford to pay him anymore so it all worked out the best for both of us that Quality wanted him.

GENieLamp> When did Eric Bush come on board at Kitchen Sink Software? And  
 "\*\*\*\*\*" what programming projects has Eric worked on for the company?

Kitchen Sink Software> Eric was my student teacher in 1988. He had never  
 "\*\*\*\*\*" worked on an Apple before, but he learned fast. I told him what I thought a good grade book program should be and a year later he showed up with Amazing Window. A year later it went into production, Eric and I became friends and he helped do a million little things for AccuDraw and other projects like "Kick Start" and "Routines Vol. I," just because he thought it was fun. This past January Eric finally got paid. He now owns 1/3 of Kitchen Sink. He still doesn't make anything, but now I can call him anytime or have him help with a mass mailing and have no guilt feelings. :)

GENieLamp> Your two flagship products, the AccuDraw CAD (computer-  
 "\*\*\*\*\*" assisted design) program, and the Amazing Window grade book program, are marketed to schools. Do you use these programs in the classes that you yourself teach? Can you briefly describe how AccuDraw is different from other Apple II CAD programs on the market? How is Amazing Window different?

Kitchen Sink Software> I use both programs in my classes along with the  
 "\*\*\*\*\*" CNC Trainer (which is a G-Code editor and machine driver for teaching Computer Numerical Control programming - for you tech types). Eric used them in his classrooms also along with Robot Assembly Lab.

AccuDraw is different because it works much like a paint or draw program rather than like a traditional CAD system so it is easier to work with. It is the only Apple // product ever produced that gives you accurate scale drawings in every scale there is on every dot matrix printer made. And it runs on a 128k //e (a must in the education market). It will do cut with rotated pastes, use Apple IIIGS screen fonts (font file length maximum is 6k), standard Applesoft shape tables (though our own AccuSymbols are far more efficient and draw up to 20x faster than hires shapes) and Eric's most incredible circle routine.

It will "grow" an elliptical arc in real time on a 1 megahertz //e. It does regular polygons, ellipses of any degree and all of the above rotated to any angle! You can do it faster than you can figure out all the parameters of what I just said. It also lets you use any symbol as a paint brush. It has fill routines that are accurate to common scales. It will make printouts up to 6 x 8 FEET ( Yes, feet) at 72 dots-per-inch (DPI) on a standard 8 inch wide dot matrix printer. It will make a poster of any screen. It can import standard hires screens. The measurement readout is

decimal based and is constantly updated as you move the cursor. No counting grid lines or ruler lines on two edges. The X, Y, True Length distance and angle from horizontal are right together so you see them all at once. Just press "m" and the 0,0 point changes to the current cursor location. There is much more.

Amazing Window is THE best grade book program. It is a spreadsheet with two windows. One window shows student names and the other shows the corresponding grades. It displays 10 names and ten grades for each name at a time. The current student name and current grade are both highlighted so there is no doubt which name you are on. At the top of the screen, the current assignment name, point value and weighted area are displayed. You can get a spreadsheet type printout or ten other printouts. The most popular is the work sheet. It is a temporary grade book for storing a weeks worth of grades and attendance. I use them the first few weeks of the year while kids are changing schedules.

When Cindy Field (from A+/Incider) reviewed Amazing Window she gave me a call. One of her comments was that she was amazed at how fast the spreadsheet scrolled and displayed all the information too. It is a credit to Eric's programming skill. Cindy thought her Apple IIGS might still be in the fast mode when it was actually in the slow mode. It is just that Eric's code is so fast.

You never hear about Robot Assembly Lab but last year it was our number one program. It is simple enough for 5th graders to use and interesting enough for high schoolers to use. You design robots based on customer specifications using the 64 components available. Cost is a factor and you earn commissions. It is our biggest seller to dealers.

GENieLamp> Just recently Kitchen Sink Software obtained the distribution  
 "\*\*\*\*\*" rights to OmniPrint, an ImageWriter II printer utility. How  
 did this arrangement come about? What do you think are the most useful  
 features of OmniPrint?

Kitchen Sink Software> When Randy Brandt (creator of TimeOut UltraMacros  
 "\*\*\*\*\*" and other gems) first showed me OmniPrint in the  
 wee hours at the Kansasfest summer conference, in 1991, I told him I could  
 sell a hoot load. He said he'd give me a good dealer price if we could  
 just come to agreement on what a hoot load is in real numbers. We  
 negotiated and concluded it was a whole Byte (256). I love Apple //  
 people! They are never to busy to waste a bunch of time having fun!  
 Skipping all the details of why, we are now the publishers of OmniPrint.  
 The changes we have made to the package are that it now runs on a 128k //e  
 with 5.25" drives. (OmniPrint does require AppleWorks 3.0.) It also now  
 includes a printed manual and two great "cheat sheets." We also put a  
 couple more sample files on the disk. The work we did to get it to this  
 point is why Randy let us take over publishing it. The features I use the  
 most are the borders, the double-high fonts and the ability to change  
 Characters Per Inch and fonts mid-line.

Also, I use OmniPrint to set the ImageWriter II to the best print mode instead of pushing the buttons on the ImageWriter. Math teachers will love the math symbols. Foreign language teachers will like the fact that you get ALL the ImageWriter II foreign characters. GENie folks will like the ability to print Mousetext as well as all the features. And what's really neat is that it prints out at text speed. If you have a color ribbon, you can change colors anywhere in the document you want and as often as you

want. Note, though, that OmniPrint work only with the AppleWorks word processing module.

GENieLamp> What is your wife Cindy's role in running Kitchen Sink  
 "\*\*\*\*\*" Software?

Kitchen Sink Software> Cindy does the real work. She puts together the  
 "\*\*\*\*\*" software packages, shipping, invoicing. She does  
 all the day to day operations as well as keep me on the straight and  
 narrow. She makes sure our programs and instructions are understandable by  
 real people and not just us weirdos.

GENieLamp> From what I understand your partner, Eric Bush, recently  
 "\*\*\*\*\*" finished his masters degree. Was this a masters in  
 education or a masters in computer science? Will Eric be staying on at  
 Kitchen Sink?

Kitchen Sink Software> Eric has to stay. Since he is part owner he comes  
 "\*\*\*\*\*" under the heading of "Slaves cannot quit." :)  
 I'll let him tell you about his Master's.

GENieLamp> Eric, can you tell us a little about the subject of your  
 "\*\*\*\*\*" master's thesis? Are you currently teaching full-time?  
 Doing any computer programming work outside of Kitchen Sink Software?

Kitchen Sink Software> My thesis was titled "Considerations for the  
 "\*\*\*\*\*" Development of Educational Computer Software".  
 In using software, I saw programs that were written by programmers that had  
 no teaching background. I saw programs that were written by teachers with  
 no programming background. A model was presented in my thesis to allow  
 programmers to see what should be included from an education standpoint and  
 to allow teachers to see what should be included from a programming  
 standpoint.

I taught in the public schools for three years before returning to The Ohio State University to pursue my Master's degree. I completed my Master's in Education in December of 1992. I am currently involved with a national clearinghouse for science and mathematics related instructional materials. The clearinghouse collects, abstracts, and makes available instructional materials for the K-12 teacher. These materials will include, software, kits, videos, filmstrips, and any other kind of media you can think of. My position relates to creating relational databases that can be accessed across a network and providing the catalog records that can be searched on-line.

My position at the clearinghouse allows me to do some applications programming, but it is mostly software setup and database development. I do most of my programming (Apple II) between 6:00 pm and 12:00 am (with some nights a little later than that).

GENieLamp> Eric, can you tell us about your hobbies and interests? What  
 "\*\*\*\*\*" would you like to do more of if you had the time?

Kitchen Sink Software> My biggest hobby is of course computer  
 "\*\*\*\*\*" programming. But, when I am not programming, I  
 enjoy working on my father's farm (which is about 4,500 acres). I am  
 currently refurbishing two antique reel type lawn mowers which I hope to  
 use to maintain the yard in the house that my wife (Cheryl) and I purchased

in October, 1992. Electricity is a hobby that has come in quite handy with the new house. Adding lights, switches, phones, etc. where I want them has been an enjoyable pastime.

GENieLamp> Many software publishing companies that started out with the  
"\*\*\*\*\*" Apple II are moving to cross-platform development for future software products. Is it possible that Kitchen Sink Software may be releasing any Mac or IBM products in the future?

Kitchen Sink Software> We already have a product for both. It is called  
"\*\*\*\*\*" Streamlined CNC. It is for writing G-Code program for CNC vertical mills. Any product we develop in the future will be across all platforms. In the education market, there simply is no choice any more. Eric is the MAC person. He has already started a total re-write of our Robot Assembly Lab for the MAC. I am doing the Apple version. And we have a third person doing the IBM version for royalties (that means he'll actually make some money!). We do have an Apple // specific program in the works and an IBM specific program in the works. Sadly, I expect the IBM program to be the best revenue generator. But if it makes money, we can afford to keep developing for the Apple. I guess I am an Apple // groupie. Note that we are 8-bit people and we still think that the //e still holds up compared to the others for the type of applications that most people need or want. I am sitting next to my MAC Centris 610 as I use AppleWorks to type this in.

GENieLamp> Kitchen Sink Software has attended three out of the four  
"\*\*\*\*\*" summer KansasFest conferences organized by Resource Central. Can you share a few words about your view of Resource Central and their work? Are you planning on making a presentation again at this summer's conference?

Kitchen Sink Software> Jerry Kindall went to the first KansasFest when he  
"\*\*\*\*\*" was working for us. Eric and I have gone together to every conference since then. We both presented at the last two conferences, and our presentations were well attended. We seemed to be the major 8-bit presenters there. We will be submitting proposals to Resource Central to present again at this upcoming summer's conference.

Eric and I both like teaching to people who really want to learn something. Which is so refreshing compared to the public school classroom.

I think of Resource Central as the glue that is holding together what is left of the Apple // world. They carry on the old Apple // hacker atmosphere that Beagle Bros started. And Kansasfest itself... It is as good as going to the National Model Railroading Convention. Now that may not mean much to most of you, but these are the only two places I ever go overnight without my wife and I AM FAITHFUL to her.

GENieLamp> For reference purposes, kindly list the Apple II software  
"\*\*\*\*\*" products that Kitchen Sink Software distributes - - - along with their prices and how to reach you.

Kitchen Sink Software> Call us at 1-800-235-2205 or 614-891-2111  
"\*\*\*\*\*"

Kitchen Sink Software, Inc.  
903 Knebworth ct.  
Westerville, OH 43081 USA

## Apple II Computer Info

I try to be by the phone from 3:30 to 5:30 E.T weekdays. If I don't answer the phone you will either get Cindy or the answering machine. Please leave a message. We WILL call you back.

We publish a newsletter 2 to 3 times a year called "Creativity Update." It is oriented toward our education market but has general computer information and, of course, all of our products. Call for a free copy. We send one out with every inquiry. But to get onto our regular mailing list for two years you have to purchase a product direct or through a dealer or send us \$2.00 for two year subscription.

A note on dealers. Naturally, we make more profit on a direct sale, but frankly, dealers provide volume because of exposure in their catalogs. We have found it extremely difficult to get dealers outside of education. Call your dealer and insist they order it in for you. We will be happy to give them a good discount. We want them to find out that they can make money carrying our products. They won't know if they don't hear from customers.

Products (Apple //e except as noted):

AccuDraw Electronics \$ 99.95  
AccuDraw Floor Plan \$ 99.95  
AccuDraw Floor Plan and Electronics \$ 138.90  
AccuDraw Floor Plan network version \$ 299.95  
(you can add the second module later for \$39.95)  
Amazing Window Gradesheet \$ 49.95  
Amazing Window Gradesheet building license \$1.50 per teacher  
Amazing Median Gradesheet - same as Amazing Window 1/4" Scale Exterior  
Elevation Symbols for AccuDraw \$ 24.95  
1/2" Scale Kitchen Symbols for Accudraw \$ 39.95  
Robot Assembly Lab \$ 49.95  
Robot Assembly Lab pack for 6 computers \$ 99.95  
Bridge Builder \$ 58.95  
Bridge Builder Lab pack for entire building \$ 118.95  
Bridge Builder IBM \$ 98.95 Lab Pack/5 disks IBM \$347.95  
MicroDot \$ 29.95  
Kick Start \$ 9.95  
Routines Vol. I \$ 9.95  
CNC Trainer \$ 69.95  
Bridgeport Mill Driver \$ 39.95  
Dyna Mill Post Processor and Driver \$ 39.95  
CNC Trainer with building license \$ 149.95  
Streamlined CNC MAC or IBM \$199.95  
Streamlined CNC with building license MAC or IBM \$399.95  
Getting Started in G-Code book \$ 5.00  
OmniPrint \$ 49.95

Shipping is \$3.00 anywhere in the lower 48 states.  
8.00 for Canada, AK and HI  
Actual Cost every place else.  
\$5.00 extra for COD  
Overnight or 2nd day air UPS: Actual cost

We take checks, money orders, purchase orders, Visa, Mastercard, or COD.

[EOA]

[REF]////////////////////////////////////  
REFLECTIONS /  
////////////////////////////////////  
Online Communications  
\*\*\*\*\*

By Phil Shapiro  
[P.SHAPRIO1]

>>> ONLINE EDITING <<<  
\*\*\*\*\*  
~ Polishing the Written Word ~

In ages past the written word served principally as a means of communication. In this information age, the written word is increasingly becoming an economic commodity in its own right. But unlike tangible economic commodities, information commodities have the capability of bearing greatly enhanced value if they have first passed through the hands of an eagle-eyed editor.

Chances are that in the not too distant future every professional, regardless of trade, will spend upwards of two to three hours each day writing. When a person's livelihood depends on the clarity of his or her written expression, you can be sure that person will give thought to making use of editing services.

Enter online editing. When it absolutely positively has to be edited before tomorrow morning, you can't beat electronic mail for speed, price, and convenience.

To be sure, the fax machine has great potential as an editing tool. Editor's comments can be scribbled in the margins, or can be penciled in right above the offending text. But faxes take time to send. For a simple editing job, fax machines could work well. But if multiple drafts need to be sent back and forth, electronic mail works out to be both faster and cheaper.

The Pricing of Editing Services The pricing of online editing services  
\*\*\*\*\* is likely to be pegged to the  
time-sensitive nature of the editing job. Prose that can wait a whole week to be edited will likely be priced at a substantially lower rate than prose that needs to be edited before tomorrow morning. Premium rates will apply to prose that needs to be edited before the end of the next hour. Some editing services may even offer live, while-you-wait, online editing.

It's interesting to spend a little time thinking about the pricing of online editing services. Of what economic value would it be to a lawyer to make sure his or her legal brief is clear, concise, and free of embarrassing grammatical mistakes? Would the value be \$75? \$150 \$350? \$500?

If you're not sure how to answer this question, consider asking a defendant in a criminal trial how much he or she values his or her freedom. Ask a doctor accused of malpractice how much he or she values retaining his or her medical license. Ask a large corporation how much it values being exonerated of tort liability.

Naturally, the value of an editing service may vary depending on the

particular circumstances facing the author on that particular day. But it's quite conceivable that a professional worker may be willing to pay \$200 or more to have an hour's worth of online interactive editing. When the stakes are really high, the value of an online editing service could rise to the \$800 to \$1000 level for two to three hours of late-night, while-you-wait editing.

Online Editing in the Academic World Thinking along the same lines, how much would it be worth for a college student to have his or her English, history, or social studies paper looked over by an editor's eyes? How much would an Ivy League pre-med value getting an "A" over a "B" on an important term paper?

This, of course, raises some thorny ethical issues. How can a professor be sure that a student's writing has not been entirely re-written by a fee-based online editing service? The best counter-argument to this concern is that the ethical problems of "student originality" have always been a concern on campuses. The fact that a student makes use of an online editing service does not itself imply that an abuse of that editing service has taken place.

Already steps are being taken on some campuses to verify the originality of student writings. College students of the 1990's should not be surprised, then, to have professors asking them to hand in rough drafts along with their finished papers.

Online Editing Conventions As online editing becomes a more accepted practice, online editing conventions will surely become more commonplace. Instead of re-sending an entire edited manuscript back to an author, many editors will favor sending just the suggested modifications.

For instance, text to be deleted could be enclosed in square brackets. ["To be or not to be; that is the thing I've been thinking about a lot lately."]

Text to be added could be included in curly-brackets. {"To be, or not to be. That is the question."}

Numbered Paragraphs Greatly Assist Online Editors For ease of reference, the numbering of paragraphs will be a big help to online editors. In the case of detailed technical writings, the numbering of sentences could be useful, too. Almost any word-processing macro language can take care of numbering sentences or paragraphs. Look for such a macro coming to a disk drive near you, soon.

It's a basic law of psychology that the human mind cannot simultaneously concentrate on the content of ideas and the expression of those ideas both at the same time. And even if you could do so, few writers anywhere can write prose that is so flawless as to leave an editor with no suggested changes to make. (Whether you decide to make those suggested changes, or not, will always be up to you.) To be sure, grammar checkers and spelling checkers can be helpful in correcting the superficial imperfections in writing. But to straighten out the internal logic of prose - - - to tighten prose so that every word carries force and meaning, you must necessarily look to the services of a skilled human editor.

Luckily for you, a fee-based online editing service may be soon only an e-mail message away. It will be interesting to see which of the national information services takes the lead in bringing such services online.

[\*][\*][\*]

[The author takes an interest in the social dimensions of communication technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro; and on Internet at:pshapiro@pro-novapple.cts.com]

[EOA]  
[CON]////////////////////////////////////  
CONNECTIONS /  
////////////////////////////////////  
By Joe Kohn

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[\*][\*][\*]

Greetings everyone.

\* I am firmly convinced that the single most valuable peripheral device that can be connected to a computer is a modem. Once a modem is connected, it's possible for anyone to join that huge group of Apple II users who frequent America Online, CompuServe, GENie, and the Internet. I'm so convinced of the importance of "going online" that I will be writing a new column for inCider/A+ on the subject. By now, many of you will have seen the first installment of "Grapevine", and I hope that it's piqued your interest in owning a modem. Each month, I'll be sharing interesting Apple II related tidbits found on the various online services, and I'll also be sharing money saving hints and tips for those of you who already have modems. Grapevine; coming monthly to inCider/A+.

\* I'd like to mention a brand new \$10 Shareware program that's one of the best brain teasing, yet enjoyable, games I've ever played on the IIGS. Kenrick Mock, the author of that fine game Columns GS, has just released BoggleGS, and it's something that all fans of word games should have. When first run, a colorful grid filled with letters appears. You have 3 minutes to find words that can be made from adjacent letters in the grid. It's a very colorful program and even has music. If you enjoy working crossword puzzles, you should really enjoy it, and if you're a teacher, you'll love BoggleGS.

\* Speaking of shareware, I'd like to let you know about a fantastic new Apple IIGS shareware utility program that may change your life. Coming all the way from New South Wales in Australia, John MacLean's \$10 DOS 3.3 Launcher should be of great interest to long-time Apple II owners who have

a large library of older DOS 3.3 software. In short, DOS 3.3 Launcher provides an easy-to-use way to store, and run, DOS 3.3 software on any hard drive connected to an Apple IIGS. Even if your hard drive wasn't DOS 3.3 compatible before, it is now.

DOS 3.3 Launcher is a GS/OS desktop based program that can be launched from the Finder. It has a standard GS/OS interface complete with pull down menus. Once run, it will allow you to copy DOS 3.3 Binary files, or entire DOS 3.3 disks, to your hard drive, and it will let you launch those files or disks from the Finder, and will return you to The Finder when you're finished using the DOS 3.3 software. DOS 3.3 Launcher works with single or double sided disks. It even slows down old games so that they run at 1 Mhz, and returns you to the GS'es faster speed upon exiting those programs. It does not work, of course, with copy protected software.

John MacLean, who also wrote Roger Wagner's Graphic Exchange, has written a very useful utility program that will soon have you dusting off your old DOS 3.3 software.

\* Speaking of new software, I finally got around to installing the new AppleWorks Classic enhancement TimeOut Grammar. This is a grammar checker that works right from within AppleWorks, and I like it a lot. This TimeOut version is based upon the old Sensible Grammar, and works in a similar manner. It checks Appleworks word processing documents for grammar usage and punctuation. Combining that with TimeOut Thesaurus, AppleWorks V3.0 is a writer's best friend. TimeOut Grammar is available from Quality Computers.

\* Quality Computers will soon be releasing Finder Helper, an incredible collection of System 6.0 Finder Extensions and Desk Accessories written by noted IIGS programmer Bill Tudor. I really like Finder Helper a lot, but before I provide any details, allow me the liberty to stray, and please be patient with me as I editorialize a little.

Many of the utilities found in Finder Helper started out life as shareware products. Bill Tudor must have been quite proud when he saw that his programs had been downloaded hundreds of times from the various online networks, and were in use on thousands of System 6 equipped GS'es; hardly a day went by when I didn't hear someone rave about how great Bill Tudor's shareware programs were. But, something was amiss. Many of the people that used Bill Tudor's shareware never bothered to send in their shareware fees, so he sought a more traditional outlet for his software. Now that it's a commercial product, he'll at least be getting some monetary reward, but, in some ways, I can't help but feel that the Apple IIGS community has lost something.

It's important to submit shareware fees for programs you use. By sending in shareware fees, you'll be helping to prolong the life of the Apple II, because you'll be encouraging those who program these computers. Think about it, and then take the pledge to submit at least one shareware payment to an author whose work you like.

Getting back to Finder Helper, it's a collection of Finder Extensions and New Desk Accessories that provide useful new tools that can be used when using GS/OS. It includes a very well behaved Alarm Clock that appears in the IIGS Menu Bar. It includes Cdev Alias that allows you to control your Control Panel Devices from a New Desk Accessory. SuperDataPath allows you to easily instruct the Finder where it can find your data files.

HotKeys allows you to launch your favorite programs directly from the IIGS'es numerical keyboard. Catalog will save a disk catalog's contents to a file on disk. File Peeker shows you the contents of Text, Teach, Pictures, Sounds, Icons and Filetype documents. Workset allows you to double click on one small icon and have AppleWorksGS, for example, launch and load multiple documents. Crypt allows you to encrypt all your sensitive personal files, and MoreInfo provides, among other things, the ability to lock and unlock files right from the Finder's Extra Menu.

Due to the fact that Apple has trademarked the word "Finder", when this set of utilities is actually released, it may have a different name. No matter what it's named, it's a great package of System 6 enhancements.

\* I spent a pleasant afternoon recently with Olivier Goguel, the founder of the FTA, when he was visiting San Francisco. If you're not already familiar with the FTA, make sure you pick up some of their freeware disks from your local user group or download some from your favorite online service. The France based FTA has created a stunning collection of GS software, and it is not to be missed.

The FTA disbanded late last year, and are no longer actively programming for the IIGS, but Olivier Goguel still managed to bring me some GS news from France. And, it's from France that we might eventually see a MultiFinder. In any case, Olivier did give me a disk of his latest software. Alas, it requires an IBM or compatible. I brought it over to a friend's to see, and we were both mightily impressed.

I was able to arrange what I think of as the "Summit Meeting of the Century" between Olivier Goguel and that GS programming master, Bill Heineman. The two spent a day together, impressing each other with their programming abilities. It's just possible that we'll see a joint project coming from that meeting.

\* In the rumor department, I've been hearing a lot recently about One World Software Wizards, a new group of Apple IIGS programmers whose plans include a freeware CAD program and a new version of NoiseTracker. It's even rumored that the founder of the FTA is going to be involved. Stay tuned, in future months, to see if anything comes from these great plans.

[\*][\*][\*]

\*\* Joe Kohn is a Contributing Editor for inCider/A+ Magazine, and writes the monthly "Shareware Solutions" and "Grapevine" columns. He also writes a monthly column for Softdisk G-S, and is the Founder and President of Shareware Solutions: The User Group. Connections is his monthly column that is distributed as Copyrighted Freeware. Write to Joe Kohn at 166 Alpine Street, San Rafael, CA 94901. Send a self addressed stamped envelope if you'd like a personal reply. Or, contact Joe online. He shouldn't be too hard to locate on America Online, CompuServe, GENie, or on the net.

[EOA]  
[ASK]////////////////////////////////////  
ASK DOCTOR BOB /  
////////////////////////////////////

Gotta Problem? Gotta Answer!  
\*\*\*\*\*

By Bob Connors  
[R.CONNORS2]

- o 4DOS, NDOS, AND THE LOADHIGH COMMAND
  - o IS MY BATTERY FADING AWAY?

Doctor Bob,

Is the MS-DOS 6 readme correct that 4.02 will fix the LH switch problem? Or does one of the 4.01x versions fix this? Also, how do I install over NDOS which I am using now?

Thanks,  
Daniel

Hello Daniel,

My source tells me that 4DOS 4.02 fixes the LH switch problem although he hasn't used it (he uses QEMM386). He does know that it is not fixed in 4.01 though.

As to your second question, there are two ways to go about it:

- 1) Change the SHELL command in your CONFIG.SYS file to point to 4DOS instead of NDOS. Since NDOS is a subset of 4DOS, that should not affect things.
- 2) Another alternative is to rename 4DOS.COM to COMMAND.COM and use that in your SHELL statement. I haven't tried it (I don't use 4DOS myself) but my source has and, according to him, it eliminates a whole lot of configuration problems with applications.

Hope this helps but a word of caution, BACKUP!

-Doctor Bob

[\*][\*][\*]

Doctor Bob,

I have a question about the IIGs battery. I have had my 'puter for going on 5 years now, and never changed the battery. Lately, about 4 times out of the last 50 cold boots, my computer lost all of my control panel settings and went to default, except for the sound. It goes to the max. Is this a symptom of my battery going on me or what? Any help would be appreciated. Thanks for any help,

chevy chase (R.GELLOCK)

Hi Chevy,

What you describe does certainly sound like a weak battery to me. I would suggest that you get it changed or, if you are technically responsible (you know which end of the screwdriver has the blade) and you know the details of your computer's innards, you might be able to do it

yourself.

If you do not know how to do it, then either take it to someone who services the IIGS or check out the APPLE, A2PRO, or A2 RoundTables. There is bound to be someone in one of those RoundTables who can give you the necessary guidance.

-Doctor Bob

[\*][\*][\*]

ASK DOCTOR BOB Do you have a question about operating systems, GENie or anything concerning computers? If so, you can get your questions answered here in GENieLamp by Doctor Bob. Any question is fair game...and if the good Doctor Bob doesn't know the answer, he'll find someone who does. Stop wandering around in the dark, send your question to Doctor Bob in the Digital Publishing RoundTable bulletin board, CATEGORY 3, TOPic 3.

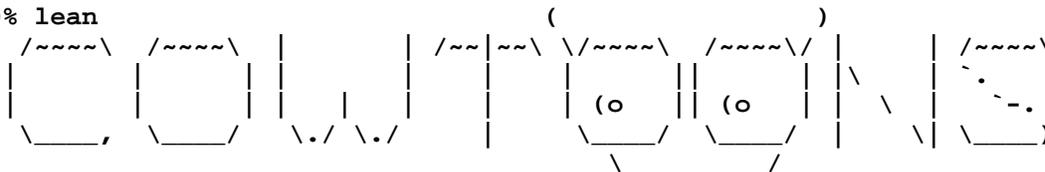
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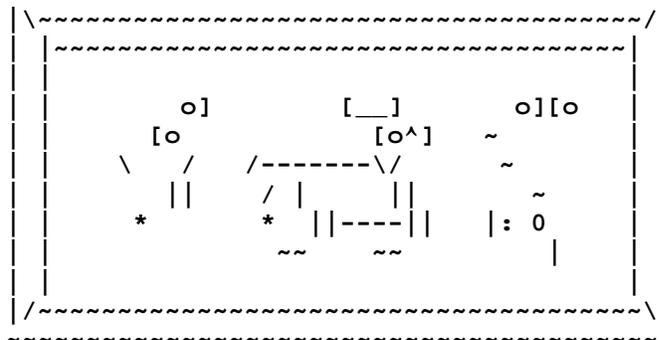
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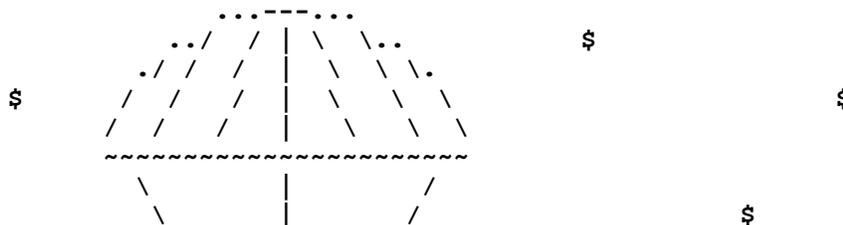
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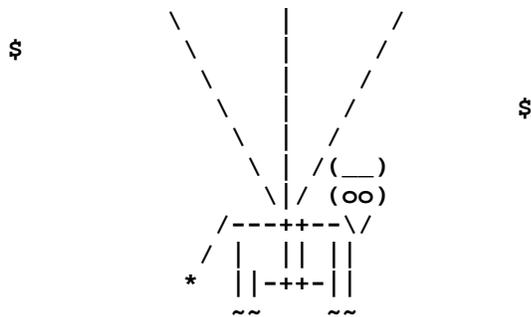


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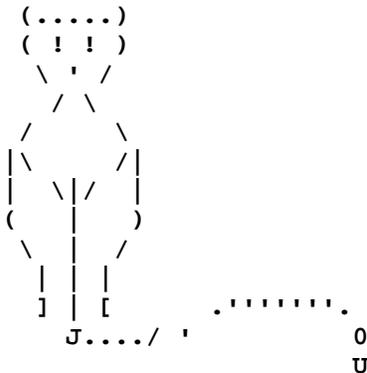
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D. B. Mooper

Hijacked a Northwest Boeing 727
 ~~~~~  
 November 1971



CowTOONS? Stephen Litwin took us up on our offer and sent in this month's CowTOONS selection.

If you have an idea for a CowTOON, we would like to see it. And, if we pick your CowTOON for publishing in GENieLamp we will credit your account with 2 hours of GENie non-prime time!

Arnold Cowl-mer

~~~~~  
 Making a Perfect Cow Chip
 By Steve Litwin
 [S.LITWIN2]

[EOA]
 [AII]////////////////////////////////////
 APPLE II /
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 Apple II History, Part 12
 ~~~~~  
 By Steven Weyhrich  
 [S.WEYHRICH]

>>> APPLE II HISTORY <<<  
 ~~~~~  
 Compiled and written by Steven Weyhrich
 (C) Copyright 1993, Zonker Software
 (PART 12 -- PERIPHERALS & THE APPLE II ABROAD)
 [v1.2 :: 12 Nov 92]

INTRODUCTION Some information about the foreign versions of the AppleII that have been released in the past are discussed in this section. It also includes an introduction to computer peripherals, and the

classic ones released for this computer over the years.

THE APPLE II ABROAD Early on, Apple got involved in selling the AppleII
 "*****" in Europe and the Far East. To function in those parts of the world called for a change to handle a different voltage (240V instead of the 120V we use in the U.S.). Also, the language differences had to be overcome. It was easiest in Europe where, for the most part, the standard Roman alphabet was used. The primary differences were in symbols used together with letters for certain specific uses. Apple's Europlus[[had a modified ROM, and certain ESC key sequences could generate the German umlaut symbol to go with certain vowels.<1>

When the IIe was released there were some other differences. The German version was built with an external switch below the keyboard, allowing the user to change between a standard U.S. layout and a German layout. (American versions of the IIe lacked the switch, but had a place on the motherboard that could be modified to allow a Dvorak keyboard layout to be switched in instead of the standard keyboard). The IIe auxiliary slot, which was placed in line with the old slot 0 on American versions (but moved forward on the motherboard) was placed in front of slot 3 on German versions. This was because the European AppleIIe's also had added circuitry to follow the PAL protocol for video output used for televisions and computer monitors in Europe (in the U.S. the NTSC protocol is followed). Because of the extra space needed on the IIe motherboard for the PAL circuits, the auxiliary slot had to be moved to be in line with slot 3. Because the 80-column firmware was mapped to slot 3, if an 80-column card was installed in the auxiliary slot it was not possible to use any other card in slot 3. Versions of the IIe made for other European countries had similar modifications to account for regional differences.<1>,<2>

When the AppleIIc came along, it was designed from the start to take the foreign market into account. If you recall, the U.S. version of the IIc had a standard layout when the keyboard switch was up, and a Dvorak layout when the switch was down. European versions were similar to the American layout with the switch up, and had regional versions that could be swapped in with the switch down. The British version only substituted the British pound sign for the American pound sign on the "3" key, but the French, German, Italian, and Spanish versions had several different symbols available. A Canadian version of the IIc was the same as the American with the switch up, and had some other special symbols with the switch down. This version was unique because each keycap had the symbols for both switched versions. For example, the "3" key had the "3" and "#" symbols, plus the British pound symbol, making it a bit more crowded than a typical keycap.

The AppleIIGS continued the practice of making international versions available, but improved on the design by making the various keyboard layouts all built-in. On the IIGS it was selectable via the control panel, as was the screen display of the special characters for each type of keyboard.

APPLE II PERIPHERALS Moving on, we will now take a look at hardware items
 "*****" that extend the capability of the AppleII. The ability to add an external hardware device to a computer has been there from the earliest days of the first Altair to the present. In fact, the success of a computer has inevitably led to hackers designing something to make it do things it couldn't do before. The more popular the computer,

the more variety you will find in hardware add-ons. The AppleII, designed by a hacker to be as expandable as possible, was once a leader as a platform for launching new and unique hardware gadgets. Today, in 1991, the AppleII unfortunately no longer holds the front position; it has been supplanted by the Macintosh and IBM crowd. However, the AppleII still benefits from the "trickle-down" of some of the best new devices from other computers (SCSI disk devices and hand scanners, for example). This is due partly to emerging standards that make it easier to design a single hardware device that will work on multiple computers, and in the case of the Macintosh, because of Apple's decision to make peripherals somewhat compatible between the two computer lines.

Trying to sort out all the peripheral devices ever designed for the AppleII series of computers into a sensible order is not easy. In this segment of the AppleII History I'll try to give an overview of hardware devices that were either significant in the advancement of the II, or unique, one-of-a-kind devices. Obviously, this cannot be a comprehensive list; I am limited to those peripherals about which I can find information or have had personal experience.

WHAT IS A PERIPHERAL? A basic definition of a peripheral would be, "Something attached to a computer that makes it possible to do more than it could previously do." It is called a "peripheral" because it usually is connected to the computer after it leaves the factory. An argument could be made that something built-in is not a peripheral, but as things have changed over time there are some devices still called "peripherals" from force of habit, though they are now built-in (hard disks come to mind). Quite probably, in time many devices that were once considered optional accessories will become so essential that they will always be built-in.

Recall that the earliest computers came with almost nothing built-in. They had a microprocessor, a little memory, some means of data input and display of results, the ability to access some or all of the signals from the microprocessor, and that was all. For those computers, the first things that users added were keyboards and TV monitors to make it easier to use them. Recognizing that the earliest hardware peripherals were keyboards and monitors highlights one fact: Nearly everything that is sold as a peripheral for a computer is either an input device, and output device, or an interface to make it possible to connect input and output devices. Exceptions are cards to add memory, co-processor cards to allow it to run software from another computer, and accelerators to make the computer run faster.

EARLY PERIPHERALS When we come to the release of the first AppleII, two important "peripherals" were built-in: A keyboard, and the circuitry to allow easy connection of a TV monitor. It had, of course, the slots for inserting expansion cards (none were available), a game port (for attaching the game paddles that were included), a pin that could be used to connect an RF modulator (so a standard television could be used instead of a computer monitor), and a cassette interface. Since there were no cards available to plug into the slots, you would imagine that the AppleII couldn't make use of any other hardware. However, those early users who had a need usually found a way around these limits.

To get a printed copy of a program listing, for example, was no trivial matter. First, there were very few printers available. Those who could, obtained old used teletypes salvaged from mainframe computers.

These noisy, massive clunkers often had no lowercase letters (not a big problem, since the AppleII didn't have it either), and printed at the blazing speed of 10 cps (characters per second). To use these printers when there were yet no printer interface cards to make it easy to connect, hackers used a teletype driver written by Wozniak and distributed in the original AppleII Reference Manual (the "red book"). This driver sent characters to the printer through a connection to the game paddle port. One part of being a hacker, you can see, is improvising with what you have.<3>

Another of the earliest devices designed for the AppleII came from Apple Pugetsound Program Library Exchange (A.P.P.L.E.). They were involved in distributing Integer BASIC programs on cassette to members of the group. To make it easier to send those programs to the person responsible for duplicating the cassette, Darrell Aldrich designed a means of sending the programs over the telephone lines. There were no modems available at the time, so his "Apple Box" was attached to the phone line with alligator clips and then plugged into the cassette port on the AppleII. To send a program, you first called up the person who was to receive it and got the computers on each end connected to the Apple Box. The sender then used the SAVE command in BASIC to tell the computer to save a program to tape. In actuality, the program was being "saved" through the cassette "out" port to the Apple Box, and onto the phone line connected. At the other end of that phone line, the data went into the other Apple Box, which was connected to the cassette "in" port on the other AppleII. That computer was executing the LOAD command in BASIC to "load" the program from the Apple Box. A.P.P.L.E. sold about twenty of these Apple Boxes at \$10 apiece.<3>

INTERFACE CARDS One of the first interface cards made for the AppleII "*****" was released, naturally, by Apple. The AppleII Parallel Interface Card was released in 1977 and sold for \$180.<4> Wozniak wrote the firmware ROM, and managed to make it fit entirely in only 256 bytes. As a parallel device, it used eight wires to connect the computer with a printer, one line for each data bit in a byte. Various parallel devices also used one or more extra wires as control lines, including a "busy" line (so the receiving device could tell the sending device to stop until it was ready for more), and a "ready" line (so the receiving device could tell the sending device to resume transmission). Because each of the eight bits needed a separate wire, the cables for parallel devices looked like ribbons and were not very compact. Most of the early printers available required this type of interface.<5> A problem noticed with Apple's card, however, was an inability to properly handle these "busy" and "ready" signals (a process known as "handshaking"). One solution offered by a reader of Call-A.P.P.L.E. magazine in 1979 was to add a couple of chips to the card. If that was not done, however, the only way to do printouts that were very long was to either buy a 2K print buffer that could be used with some early printers, or use the "SPEED=" statement in Applesoft to slow down the speed at which data was sent to the printer.<6>,<7>

Apple released the Centronics parallel printer card in 1978. Selling for \$225, it was specifically designed to work with Centronics brand printers.<4> It was similar to the Parallel Printer Interface, but had fewer control codes. The "Centronics standard" used seven data bits and three handshaking bits.<8> It would automatically send certain control codes to the printer when a program sent the proper command (such as a change in line width). As such, it was limited to properly working only with a Centronics printer, but many companies made printers that used the same control codes and would work with it.<5>

In April 1978 the AppleII Communications Card came out, selling for \$225.<4> It was intended for use with a modem, and worked for speeds from 110 to 300 baud. The low speed (by today's standards) was for several reasons. One was that most modems of the time were acoustic. With an acoustic modem you dialed up the number yourself, and when you made a connection you put the handset (that's the part you talk and listen with, for you non-technical folks) into rubber sockets to seal out extraneous sound. A tiny speaker and microphone in the modem were then used to send and receive signals. This leads to a second reason for the low speeds of the time, which was that greater than 300 baud communications was not considered possible. In fact, the Phone Company was quite certain that speeds over 300 baud were not possible with any modem, although they would be glad to lease you a special data-quality phone line so you could get the best possible connection at 300 baud.

The AppleII Serial Interface Card (\$195) appeared in August of 1978.<4> Serial devices required fewer data transmission lines, and so could work with more compact cables. Instead of sending each byte as eight simultaneous bits as was done in parallel devices, serial interfaces send each byte as a series of eight bits, which only took two wires; one to send and one to receive data. Like the parallel cards, there were a couple of other wires that went with the data lines to control handshaking. Also, serial cards needed a means of letting the sending and receiving devices identify when a byte began and ended, and the speed at which data was being transmitted. This meant that some additional information, such as "start" bits, "stop" bits, and "parity" bits, was needed.

The original version of the Serial Interface Card had a ROM that was called the P8 ROM. It contained the on-card program that allowed a user to print or otherwise communicate with the card without having to know much on the hardware level. The P8 ROM didn't support handshaking that used two ASCII control characters named ETX (Control-C) and ACK (Control-F), so a later revision called the P8A ROM was released. (ASCII stands for American Standard Code for Information Interchange). This worked better with some printers, but unfortunately the P8A ROM was not compatible with some serial printers that had worked with the earlier P8 ROM.

The Apple Super Serial Card firmware was finished in January 1981. It was called "super" because it replaced both the older Serial Interface Card and the Communications Card. To change from one type of mode to another, however, called for switching a block on the card from one position to another (from printer position to modem position). The Super Serial Card was also able to emulate both the P8 and P8A Serial Cards, making it compatible with most older software written specifically for those cards.<9>

VIDEO CARDS After getting a printer interface card (and printer), the "*****" next variety of peripheral cards popular for the AppleII and IIPlus were ones that allowed display of 80 columns of text (which was rapidly becoming a standard outside the AppleII world). An early entry into this market was the Sup'R'Terminal card made by M&R Enterprises, the same company that made the Sup'R'Mod RF modulator for the AppleII. One of the most popular of the 80-column cards was the Videx Videoterm. Videx even made a display card that would display 132 columns card for the AppleII, but it never made much headway in the computer world (being supplanted by bit-mapped graphics displays, ala Macintosh).<3>

Many other companies made 80-column cards, but for the most part they were not very compatible with each other. One problem was deciding on a method to place the characters on the 80-column screen. With the standard Apple 40-column display, you could use either the standard routines in the Monitor, or directly "poke" characters to the screen. With these 80-column cards, they often used a standard from the non-Apple world, that of using special character sequences to indicate a screen position or other functions. For example, to put a character at row 12, column 2, a program needed to send an ESC, followed by a letter, followed by 12 and 02. Similar ESC sequences were used to clear the screen, scroll it up or down, or do other things that Apple's built-in screen routines could do.

When the AppleIIe was released, with its RAM-based method of displaying 80 columns of text, nearly all the older 80-column cards disappeared from the market. As of 1991, only Applied Engineering still makes one for those remaining II and IIPlus users that don't yet have an 80-column display.

One unique video product was made by Synetix, Inc. around 1983. Their SuperSprite board plugged into slot 7 (which had access to some video signals not available on other slots), and was promoted as a graphics enhancement system. It worked by overlaying the hi-res screen with animated "sprite" graphics (programmable characters that moved independently on any screen background). Since each sprite was on its own "plane" on the screen, they didn't interfere with each other. Also, it didn't take extra effort by the 6502 microprocessor to manipulate the sprites; once the programmer placed the sprite on the screen and started it moving, it would continue until told to change. This was much easier than trying to program a hi-res game using standard Apple graphics. Unfortunately, at the price of \$395 it never took off. (It was hard for developers to justify writing programs for only a few users that might have this card). Another company later made a similar card called the StarSprite, but it suffered the same fate. Even Apple's own double hi-res graphics, introduced on the IIe, had the same problem with a small supply of supporting software until the IIc and IIGS market got large enough to guarantee that enough owners had the capability of displaying double hi-res.<10>

ROM/RAM EXPANSION CARDS All peripheral cards released for the AppleII up
 "*****" to the time of the AppleIIPlus were usable only
 in slots 1 through 7. Slot 0 was designed differently, and until the
 release of the Applesoft Firmware Card (\$200) in 1979 nothing had been
 built to make use of it. The Firmware Card contained ROM that paralleled
 the upper 12K of AppleII memory. If you recall from the discussion in Part
 3 of this History, Integer BASIC and the ROM version of Applesoft covered
 the same space in memory, and so could not co-exist. When it was clear
 that a floating-point BASIC (Applesoft) was what many people wanted, the
 IIPlus came out with Applesoft in ROM. To make sure that the previous
 AppleII owners were not left out, Apple released the Applesoft Firmware
 Card to plug into slot 0. It had a switch that allowed the user to select
 which BASIC should be active. In one position, the motherboard ROM would
 be selected, and in the other position the Applesoft and Autostart ROM was
 selected. Because there were quite a few Integer BASIC programs that
 AppleIIPlus users wanted to run, the Firmware Card also came out in an
 Integer BASIC version with the old Monitor ROM, that allowed IIPlus users
 to simulate owning a standard II.<4>

One of the benefits of the Integer BASIC ROM was the lack of something

known as a "RESET vector" in the Autostart ROM. The Autostart Monitor was called that because it would automatically try to boot the DiskII drive when the power was turned on, and jumped to a known memory location when the RESET key was pressed. This allowed the disk operating system to reconnect itself, but more importantly made it possible to create copy-protected software. Since the Autostart ROM made it possible for a programmer to do something on RESET that prevented a user from examining his program, it was popular with companies producing programs that they didn't want copied and freely given away. Usually, a RESET on a protected program would restart the program, erase the program from memory, or re-boot the disk. The Integer BASIC and Old Monitor ROM lacked this feature; a RESET would just drop the user into the Monitor. This, of course, was just what hackers and those who liked to break copy-protection wanted. The users with non-Plus AppleII's or with the Integer BASIC Firmware Card on a IIPlus could prevent a RESET from restarting anything, allowing them to hack a program as much as they wanted.

The next card Apple released for slot 0 was called the Language Card. It was released in 1979 with Pascal, and expanded a 48K AppleII into a full 64K memory computer. It did not remove the upper 16K of ROM, but the card contained 16K of RAM that was electronically parallel to the ROM. Using "soft switches" (recall that these are memory locations that, when read or written to, caused something internally to change) one could switch out the ROM and switch in RAM memory. This extra memory was used to load the Pascal disk system, and under DOS 3.2 and 3.3, to load into RAM the version of BASIC that was not in the ROM. This was a more flexible alternative to the Firmware Card, and opened the way to other languages beyond BASIC for AppleII users.

Since the only way to get Apple's Language Card was to buy the entire Pascal system (\$495), it was too expensive for many users. Other companies eventually came out with similar cards that did not require purchasing Pascal, and some of them designed the cards with more "banks" of memory, making 256K or more of extra memory available. Saturn Systems was one early suppliers of the large RAM cards. Typically, each 16K bank on the card would be switched in to the same memory space occupied by the Language Card RAM through the use of a special softswitch.<11>

CO-PROCESSORS Although it did not go into slot 0, another significant
 "*****" card for the AppleII was the Microsoft Z-80 Softcard, which sold for around \$300. It was a co-processor card, allowing the AppleII to run software written for the Z-80 microprocessor. The most popular operating system for the Z-80/8080 processors was the CP/M (Control Program for Microcomputers) system. Although the DiskII used a different method of recording data than was used by Z-80 computers, AppleII users managed to get programs such as the WordStar word processor transferred to the Apple CP/M system. Microsoft worked to make it compatible with the 80-column cards that were coming out at the time, since most CP/M software expected a screen of that size.<3>,<12>

After the arrival of the IBM Personal Computer and its wide acceptance by the business world, there was interest in a co-processor for the AppleII that would run IBM software. A company called Rana, which had been producing disk drives for the AppleII for several years, came out with the Rana 8086/2 sometime in 1984. This was a system that plugged into slots on a IIPlus or IIe, and would allow the user to run programs written for the IBM PC. It would also read disks formatted for that computer (which also used a completely different data recording system than the one used by the

AppleII). One Rana owner, John Russ, wrote to A2-Central (then called Open-Apple) to tell of his experience with it: "We also have one of the Rana 8086/2 boxes, with two [Rana] Elite II compatible drives and a more-or-less (mostly less) IBM-PC compatible computer inside it. Nice idea. Terrible execution. The drives are half-high instead of the full height drives used in the normal Elite II, and are very unreliable for reading or writing in either the Apple or IBM format... And this product again shows that Rana has no knowledgeable technical folks (or they lock them up very well). We have identified several fatal incompatibilities with IBM programs, such as the system crashing totally if any attempt to generate any sound (even a beep) occurs in a program, or if inverse characters are sent to the display... The response from Rana has been no response at all, except that we can return the system if we want to. Curious attitude for a company, isn't it?"<13> By August 1985 Rana was trying to reorganize under Chapter 11, and the product was never upgraded or fixed.

A co-processor called the ALF 8088 had limited distribution. It worked with the CPM86 operating system (a predecessor to MS-DOS) was used by some newer computers just before the release of the IBM PC.<14>

Even the Motorola 68000 processor used in the Macintosh came as a co-processor for the AppleII. The Gnome Card worked on the IIPlus and IIe, but like other 68000 cards for the II, it didn't make a major impact, with the exception of those who wanted to do cross development (create programs for a computer using a microprocessor other than the one you are using).

The most successful device in this category was the PC Transporter, produced by Applied Engineering. It was originally designed by a company in the San Jose area called The Engineering Department (TED). The founder was Wendell Sanders, a hardware engineer who formerly had worked at Apple and was involved in the design of the Apple III and parts of the SWIM chip (Super Wozniak Integrated Machine) used in the IIc and IIGS. Around 1986 Applied Engineering began discussions with TED about buying the PC Transporter to sell and market it. At that time, the board was about four times the size it eventually became. AE's people were able to shrink a lot of the components down to just a few custom ASIC chips. The software that helped manage the board originally came from TED also.<15> It was finally released in November 1987, and included a card that plugged into any of the motherboard slots (except slot 3) and one or more IBM-style disk drives. The PC Transporter used an 8086 processor and ran about three times as fast as the original IBM PC. It used its own RAM memory, up to a maximum of 768K, which could be used as a RAMdisk by ProDOS (when not in PC-mode). It used some of the main Apple memory for the interface code that lets the PC Transporter communicate with the hardware.

The PC Transporter has undergone some minor hardware changes and several sets of software changes (mostly bug fixes but a few new features). The major reasons for hardware changes came about because of the availability of cheaper RAM (the original RAM was quite expensive and difficult to obtain). Additionally, changes were made to make the onboard "ROM" software-based, which made it easier to distribute system upgrades that enhanced hardware performance.<16>,<17>,<18> The major limitation for this product has been a reluctance by Applied Engineering to match the changes that have happened in the MS-DOS world and come out with a version of the Transporter that used a more advanced microprocessor (80286, 386, or 486). As of 1991 this is slowly beginning to become more of a limitation for those who wish to use both MS-DOS and AppleII software on the same

AppleII computer, since advanced software needing those more powerful processors is beginning to be released for MS-DOS.

ACCELERATORS The two things that all computer users eventually need (or "*****" at least want) are more storage and faster speed. The 1 MHz speed of the 6502 and 65c02 chips is somewhat deceiving, when compared with computers that have processors running at a speed of 20 to 40 MHz. To put things into perspective: Since the 6502 does more than one thing with a single cycle of the clock on the microprocessor, a 1 MHz 6502 is equivalent to a 4 MHz 8086 chip. Therefore, an AppleII with an accelerator board or chip running at 8 MHz is equivalent to an MS-DOS computer running at 32 MHz.

One of the first accelerators for the AppleII was the SpeedDemon, made by MCT. This board used a faster 65c02 chip, with some high-speed internal memory that was used to actually execute the programs (since the internal AppleII memory chips were not fast enough). In essence, it put a second AppleII inside the one you could see, using the original one for input and output. Another speedup board was the Accelerator IIe by Titan Technologies (formerly Saturn Systems; they had to change their name because it was already in use by someone else). This board worked in a similar fashion to the SpeedDemon. Some users felt this product ran faster than the SpeedDemon, but it depended on the application being tested. Both boards were attached to the computer by plugging them into a slot other than slot 0 on the motherboard.

In 1986 Applied Engineering introduced the TransWarp accelerator board. This product has lasted in the marketplace longer than any of the other ones, possibly because AE did far more advertising than the companies producing the older boards. The TransWarp did the acceleration using a different method. Instead of trying to duplicate all of the AppleII RAM within the accelerator, they used a cache. (If you recall from the segment on hard disk drives, a cache is a piece of memory holding frequently accessed information). Because they used the cache, the TransWarp did not require any high-speed RAM on the motherboard. Instead, any memory access was also stored in the cache RAM, which was high-speed RAM. The next time a byte was requested from RAM, the accelerator looked first into the cache memory to see if it was there. If so, it took it (far more quickly) from there; if not, it got it from motherboard RAM and put it into the cache. Early TransWarp boards ran at 2.5 MHz; later versions pushed this speed to 7 MHz (this was the top speed used by the TransWarp GS, released in November 1988 for the AppleIIGS).

The next step in accelerator technology was to put all the components of an accelerator board into a single chip. This happened when two rivals, the Zip Chip and the Rocket Chip, were released. The Zip Chip was introduced at AppleFest in May 1988, and the Rocket Chip soon after. Running at 4 MHz, the Zip Chip was a direct replacement for the 6502 or 65c02 on the AppleII motherboard. It contained its caching RAM within the housing for the processor, the difference being mostly in height (or thickness) of the integrated circuit. Installing it was a bit more tricky than simply putting a board into a slot; the 6502 had to be removed from the motherboard with a chip puller, and the Zip Chip installed (in the correct orientation) in its place. Software to control the speed of the chip was included, and allowed about ten different speeds, including the standard 1 MHz speed (some games simply were too fast to play at 4 MHz, and software that depended on timing loops to produce music had to be slowed down to sound right). The controlling software also let the user determine

which (if any) of the peripheral cards should be accelerated. Disk controller cards, since they used tight timing loops to read and write data, usually could not be accelerated, where many serial and parallel printer and modem cards would work at the faster speed. The Zip Chip even allowed the user to decide whether to run all sound at standard speed or at the fast speed.

The Rocket Chip, made by Bits And Pieces Technologies, was almost exactly the same as the Zip Chip, with a few minor exceptions. It was sold with the ability to run programs at 5 MHz, and could be slowed down below the 1 MHz speed (down to 0.05 MHz). Later, when Zip came out with an 8 MHz version of their Zip chip, a 10 MHz Rocket Chip was introduced.

The rivalry between Zip Technologies and Bits And Pieces Technologies came from a mutual blaming of theft of technical information. The Bits & Pieces people insisted that they had done the original work on a single chip accelerator with the Zip people, but had all the plans and specifications taken away without their permission. Consequently, they had to form their own company and start from scratch to design their own chip. Zip, on the other hand, insisted that Bits & Pieces had stolen the technology from them. The problem eventually came to court, and it was decided that Zip Technologies was the originator of the technique and the Rocket Chip had to stop production.

[*][*][*]

NEXT INSTALLMENT Peripherals, cont.

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "[Aladdin] allows me to participate in this message base, where /
/ I would not be able to afford it if I had to do my typing online, /
/ and gives me time to spend downloading the files I want." /
////////////////////////////////////// NTRACTONE //////////////////////////////////

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[EOA]

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[LOG]//////////////////////////////////////
                                LOG OFF /

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GENieLamp Information
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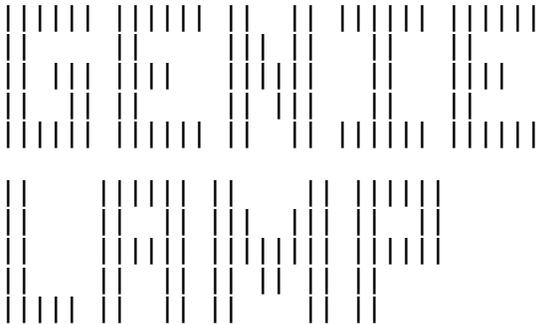
XTX99014,DIGIPUB

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~ May 15, 1993 ~

- | | |
|---|--|
| FROM MY DESKTOP [FRM]
Notes From The Editor. | HUMOR ONLINE [HUM]
Problem Solving Flow Chart. |
| THE ONLINE LIBRARY [LIB]
HOT Files You Can Download. | BEGINNER'S CORNER [BEG]
The Systems Utility Disk. |
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|-----|-----|-----|-----|-----|
|Name of sender CATEGORY TOPIC Msg.# Page number|

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////////// GENie_QWIK_QUOTE ////
/ "Now just look at how silly Aladdin lag has /
/ made you look. <grin>" /
////////// J.EIDSVOOGL ////

[EOA]

[FRM]//////////

FROM MY DESKTOP /

//////////

Notes From The Editor

By John Peters

[GENIELAMP]

TOP OF THE PAGE

Welcome to the mid-month issue of GENieLamp!

***** If you haven't heard, the flagship issues of GENieLamp (GENieLamp IBM, Mac, ST and A2) has split into two issues, released on the 1st and the the 15th of every month. The issue on the 1st will concentrate on message highlights, news and general information. The second issue will

***** uploaded software, highlighting those files I think deserve a second look. So let's get started.

[*][*][*]

For those of us that still love Classic Appleworks the National Appleworks Users Group (NAUG) has uploaded Printer Drivers for most of the printers that were not covered in the original program. These printer drivers come in the form of SEG.ER files that contain customized pre-set codes for different printers. To use a particular driver all you do is rename the SEG.ER file on your copy of AW3 to another name, such as OLD.SEGER, then copy the driver you wish to use to your disk and rename it SEG.ER. There are some 43 drivers included and they cover most of the newer Letter Quality dot matrix, Ink Jet, and Laser Jet printers. Complete instructions are included with notes about the use of each printer driver. You can write to NAUG if you have a printer not included with the uploads and they will be added to the list. This is upload is very helpful for Appleworks version 3.0 users.

20311 PRINTDRV1.BXY

20312 PRINTDRV2.BXY Do you have a collection of your favorite DOS 3.3
***** programs but you hardly ever run them because you must undergo so much trouble on your Apple IIGS to do it? Wouldn't it be great if you could just put those DOS 3.3 programs on your hard disk and run them like any other program? With the programs and files included with DOS 3.3 Launcher you can do just that. John MacClearn from Australia gives us this capability with his DOS 3.3 Copier/Launcher program. ProDOS 8-bit versions are also included so you can work directly from the 8-bit level. Several options are available from DOS 3.3 Copier including switching to 1 Mhz system speed as the program is launched. I would highly recommend this great set of utilities for anyone that likes those classic DOS 3.3 programs. There is a \$10 US or \$15 Australian Shareware fee.

20316 DOS33.LNCHR.BXY

Go. Yes, Go. No don't get up and leave just
***** yet. This GO is in reference to the ancient oriental game. There are so many rules for this game that it is played differently depending which country you are in. So it's no wonder that nobody has come up with a true version of GO that can be played on the Apple IIGS. Formerly, only the children's version of trying to get five pieces in a row has been available. The latest offering from Kenrick Mock called Pente GS is in this category. However, just like Kenrick's mind, this version has an interesting twist, or I should say "several" interesting twists.

Pente GS is easy to learn, and has great graphics and sound. It is recommended for 7 year olds and higher, although most 7 year olds would be hard to beat. Therefore, Kenrick included a computer opponent with three levels of smartness. In the "Trivial" level the computer will only think one move ahead and is finished within a few seconds. The computer is easy to beat at this level with a little practice. In the "Student" level the computer thinks two moves ahead and is done within a minute or two. Then there is the Master level (picture of Einstein sleeping) where the computer will think three moves ahead. As pointed out in the on-screen instructions, this is the slowest level, taking 10 minutes to make a move.

The object of the game is the same as previous games: get five pieces in a row either horizontally, vertically, or diagonally. However, there is

a second way to win, namely, capture five pairs of your opponents pieces. Pieces can be captured if you can sandwich exactly two of your opponents pieces between two of yours. This is a great touch and adds a new dimension to the game. Kenrick you have done it again. There is a \$10 Shareware fee.

20318 PENTE.GS.BXY Often, I have been in the middle of a project using
 "*****" an Apple IIGS application program and wished that I could rename a file or create a new subdirectory, or generally do file keeping without having to leave my application. The Classic Desk Accessory (CDA) File-A-Trix by Karl Bunker is the answer to this problem. File-A-Trix is a complete set of file utilities which can do the following functions:

- o Catalog any online disk, showing the contents of any folder
- o Copy files from one disk or folder to another
- o Move files -- i.e., copy and then delete the original
- o Delete files
- o Lock and unlock files, or change their type or auxtype
- o Rename files
- o Create a new folder
- o View or print text files, and the text content of other files
- o Find a file on a disk, using its name or partial name
- o Initialize (format) 3.5" disks

There is a \$10.00 Shareware fee.

20392 FILE.A.TRIX.BXY Bouncing Ferno is one of the many games to come
 "*****" from the French based Free Tool Association (FTA), since defunct. Joe Kohn of Shareware Solutions fame, in association with the FTA, conducted a contest for the best levels that could be generated with the levels maker which was included with the original game. A second contest was done for programmers which challenged them to complete the game using the source code supplied by the FTA. Well to make a short story shorter, Brett Dunst of Palos Verdes, CA won for supplying the best new Bouncin'Ferno levels, and Dustin Mitchell of Scarborough, Maine, a 14 year old High School Freshman won the grand prize for creating the most fabulous new game.

The result is Bouncing Ferno II. This version of the FTA inspired game is fully IIGS compatible and hard drive installable. There are two levels of 25 rooms each. Some rooms are easy, but some are really tough but the main thing is that the flavor of the game is still FTA. This was a great way to continue to FTA tradition and we hope with the help of such people as John Kohn the tradition will continue. This program is Freeware. You will need the English versions of the game documentation which is available in the A2 Library at file: 18711 BF.US.DOCS.TXT.

20394 FERNO2.BXY

20442 BONCN.FRNO2.BXY (non-bootable) For HyperStudio version 3.1, the
 "*****" people at DreamWorld have developed a New Button Action (NBA) entitled View32 v1.00. View32 permits the inclusion of 16/256/3200 color and 640 mode graphics into your HyperStudio stacks. This file also contains complete documentation on how to use View32. View32 NBA is Dreamware meaning if you are a registered owner of DreamGraphix it is free; otherwise there is a \$5.00 Shareware fee.

20433 V32.NBA.BXY One of the best educational programs to come along in

Note, though, that the System Utilities disk can only copy software that is not copy-protected. Since 1990, most software publishers have removed copy-protection schemes from their commercial software.

A second important function of the System Utilities disk is to format blank data disks. Data disks are most frequently used to store writing that is created with word processors. But a data disk can equally well be used to store graphics created with a paint program, or music created with a music program.

Most Apple IIe and IIC users will be using 5.25 inch floppy disks with their systems. To format 5.25 inch disks you need to specify in which disk drive your data disk is residing. If you have a single 5.25 inch disk drive, that drive is designated as: "Slot 6, Drive 1." If you have a second 5.25 inch drive, that drive is designated as: "Slot 6, Drive 2." These slot and drive designation are purely historical. You do not need to understand why your 5.25 inch disk drive is designated as a "Slot 6" disk drive. To help you remember the slot designations of your drives, you may want to attach a piece of masking tape, showing the slot designation, to the front of the disk drive.

In rare instances Apple IIe and IIC users may have a 3.5 inch "UniDisk" disk drive attached to their computer. Such a disk drive would be designated as "Slot 5, Drive 1." The internal 3.5 inch disk drive on all Apple IIC+ computers also has the designation of "Slot 5, Drive 1."

When formatting disks with the System Utilities disk, the formatting program will first check to see if there is any existing Apple II programs or data on the disk. If there is, the program will prompt you to make sure you truly intend to overwrite the existing material on disk. If you have any doubts about what is contained on the disk, you can always press escape and then go back and "Catalog" the disk. Doing so reveals the directory, or table of contents of the disk.

It may be helpful to know that it's possible to format a "double-sided, double-density" floppy disk that was previously used on an IBM computer system. There happen to be several gazillion of these lying around now that homes and businesses are using high-density 3.5 inch floppy disks for their data and programs.

You can't, however, format a high-density IBM 5.25 inch floppy disk on an Apple II disk drive. The formatting program will likely tell you: "Disk is damaged," or, "Having problems accessing disk." High density IBM 5.25 inch disks look almost identical to the standard "double-sided, double-density" disks. The telltale difference is that the high-density disks don't have a reinforcing circular ring in the middle of the disk.

Another way to distinguish the two types of disks is the storage capacity listed on the label of the disk. Double-sided, double-density disks have a capacity of 360 kilobytes (360K) on an IBM-style computer. High-density IBM 5.25 inch disks have a capacity of 1.2 megabytes (equivalent to 1200 kilobytes).

When formatting a disk, you need to keep in mind the rules ProDOS has for naming disks and naming files. The rules for both types of names are identical. Here they are:

- 1) Names must be fifteen characters long, or less.
- 2) Names must start with a letter, but may include numbers within the name.
- 3) Spaces are not allowed within a name. But periods can be used within the name.

It goes without saying that you should give a little thought to how you name your files. Naming of disks is not as important. For reasons that are too complicated to explain in a short space, it's often helpful to keep your disk names short. You may even wish to name your disks with a single letter. (Commonly, your first initial.)

A third useful function of the System Utilities disk is to catalog a disk. By cataloging a disk you can view the disk's directory, or table of contents. This can be very useful when you need to refresh your memory about which files are contained on a given disk. Cataloging a disk also shows you how much free room is left on the disk.

Knowing how much free room is left on a disk can be helpful in letting you know when you need to format another data disk. If the System Utilities disk indicates that you have less than 10K on a given disk, the time is ripe to format another data disk. For those of you who may be wondering how much writing can fit in a given amount of disk space, you might recall that 2K of disk space is roughly equivalent to a single typed, double-spaced page. So a formatted ProDOS 5.25 inch disk holds (140K) holds about 70 typed pages of writing. Likewise, a formatted 3.5 inch floppy disk (800K) holds about 400 typed pages of writing.

The Apple II System Utilities disk will catalog the older DOS 3.3 disks, as well as the newer ProDOS based disks. Many of the earlier public domain and shareware programs can be found on DOS 3.3 disks. DOS 3.3 was the standard disk operating system for the Apple II, up until ProDOS was introduced in 1984. These two disk operating systems are incompatible with one another, although it's possible to transfer text files quite easily back forth between DOS 3.3 and ProDOS disks.

A fourth useful function of the System Utilities disk is in deleting files that you no longer need. It's not uncommon for someone to save some writing that they've done, expecting that at some time in the future they might possibly have a need for it. Two years later, they then discover, that this earlier writing no longer has much usefulness.

The System Utilities delete function can then be used to delete the file that no longer has much use. By doing so you can free up disk space that can be used for newer data.

Some of the functions on the System Utilities disk are very seldom used by anyone at all. You can use the System Utilities to lock and unlock files. This simple procedure helps you protect against accidentally overwriting a file that contains important information. Very few people lock their files, however, because the whole idea advantage of using computers is to update data files with newer, edited versions of the data.

Another seldom used function of the System Utilities disk is the function to create subdirectories. Subdirectories, also called folders, can be helpful in organizing your files on a disk. But using subdirectories

C Y X V X U G A G D Y F C C R Z Z F N D G W L
U R G M D Q S N D X B S E T L X L Y D I O L H
I C F O I R C K I Y O W R O I M M E N J W O K
S W B L H J D A D R J U B J C K S X V V M U F
I N M I E G F L F F E F D O O S G E X W B S D
N X G A I W R Y G Q O T S Z E L G E A Z Z I P
E C O O K B O O K R L I A R P E F F K L U M H
E M Y S N H Y Z D S M C T C T U M N S O V M N
T A B L E S P O O N A Y B A F X T U T K Q E O
D M H P D R J L H S W G B Z X X Z X X M Y R O
J D W P N Q B Q S K I L L E T E C I J O O G P
E I K O O C D E F E E P U C M D B O R O B R S
B E Y I J B R G E S V Y U E W L L K E Z X A A
N L P Y J O M D Q R Z P Z W G N I L I O R B E
M Q V H L J I I B R U I S Q N C O P G W F L T
F T E E A L G C K B G F T N L Z F P B K K Y Z

BEER BROILING CASSEROLE
CATERING COOKBOOK COOKIE
CUISINE CUP DESSERT
FOOD GARLIC KITCHEN
PIZZA POTLUCK RECIPE
SIMMER SKILLET TABLESPOON
TEASPOON VEGETABLES WINE

[*][*][*]

GIVE UP? You will find the answers in the LOG OFF column at the end of
***** the magazine.

This column was created with a program called SEARCH ME,
an Atari ST program by David Becker.

[EOA]
[CON]////////////////////
CONSUMER GUIDE TO A2 /
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I Have an Apple II. Now What?

By Cynthia E. Field, Ph.D.
27 March 1991

AS COMPUTERS GO the Apple II boasts a long and distinguished, if not
***** unprecedented, history. The last 15 years have spawned
literally thousands of software programs, widening vistas for people of
every age and ability. With an Apple II and the right software you can do
virtually n "Apple II Software Classics." Together, these directories can
help you find the software that's right for you.

Needless to say, we couldn't include every noteworthy Apple II
program in this booklet's limited space. In "How Do I Get Started?" we
offer aI makes any communications job both satisfying and easy. Virtually
any word processing program can do the trick.

Some word processors, such as Mouse Write, II Write and AppleWorks GS
1.1, have an easy-on-the-eyes screen appearance featuring menus you pull

down like window shades. Point to the File menu with a mouse. Pull down the menu and click the mouse button to choose the Print option that's displayed. In no time at all your thank-you note or letter is ready to sign, seal, and deliver.

So you never me to admit: Writing was never this easy when you were in school.

Information Age Organizing life's little details just got simpler, too. With a filing program like AppleWorks 3.0, AppleWorks GS 1.1, or DB Master Version Five, electronic address books and holiday card lists are a cinch to edit and update. If you're active in sports leagues or community groups, a computerized filing program is indispensable. Not only can you track organization members, you can print the information on name badges, RolodexThanks to modems and modern telecommunication s software like Point-to-Point and ReadyLink, you can chat with other computer users (more than a few romances have started this way), learn about new software products, reserve airplane tickets, buy a microwave oven, and play a round of chess with a distant and unseen competitor...all with a single phone call.

Innumerable special interest groups (SIGs) have evolved on BBSes since personal computing's early days. Are you a Star Trek buff? Rest assured there aremputer users nationwide who share your disdain for Klingons. If you're retired, contact SeniorNet to learn about lifestyle and legislative issues affecting you. SpecialNet's a SIG serving the needs of special education and rehabilitation professionals. Computing may sometimes seem a solitary pursuit, but just wait 'til you go online!

Chest Top Publishing Politicians know you don't limit yourself to paper when it comes to sharing opinions. Why should Apple II users be any different? Getting your message uce buttons, badges, magnets, and key rings. Projects like these aren't just fun to do--they're perfect for gift giving and fund raising, as well.

Media Moguls If you think pictures are worth a thousand words, picture this: With a desktop publishing program like Publish It!4, AppleWorks GS 1.1, or GraphicWriter III, you can enhance nearly any message with geometric shapes, colors, patterns, and illustrations. Best of all, you don't have to be a graphics artist because desktop publishing programs provideto make custom invitations or decorative banners--maybe even a personalized Pin the Tail on the Donkey game poster--for your child's next birthday party.

Programs like The New Print Shop, The Print Shop IIGS, and SuperPrint! handle these projects with gusto. Choose a typeface, type the message you want, then select and position illustrations. That's all there is to it!

In short, a desktop publishing program may prove to be one of your best software investments. Every day, countless Apple II users createle II programs like On Balance, Managing Your Money 5.0, Quicken, and AlphaCheck Plus take the drudgery out of setting up a budget and balancing the checkbook. Bill paying may be no less painful when your computer prints checks for you, but at least the pain subsides more quickly.

Personal finance programs help with long term planning, too. Forecasting your tax liability during the year with a program like Swiftax

or Tax Preparer can keep April 15th from expanding into a 24-hour Maalox Moment. Purchasing software the easy way: Design templates that work with programs such as AppleWorks 3.0 or AppleWorks GS. (For more information about these special computer files, see "What's a Template Anyway?")

Both AppleWorks 3.0 and AppleWorks GS are called "integrated" programs because each includes more than a single application. With AppleWorks 3.0 you get a word processor (with spell checker), a database manager, and a spreadsheet program. Spreadsheets have math smarts built in, so they're perfect for designing instance, thanks to an electronic "Clipboard" feature. For value and performance, you can't top integrated programs. One should appear near the top of your software shopping list.

That's Entertainment To paraphrase an old saying, all work and no play
"*****" mhe Hunt for Red October, a submarine simulation based upon the popular Tom Clancy novel (and movie), or sign up for the Halls of Montezuma, a military game. If your taste runs more to fantasy adventure, try Pirates! or the King's Quest series.

"Gimme some arcade action," you say? Look no further than Pipe Dream or Senseless Violence II. Computer widows and widowers should be advised, though: These games are addicting!

Apple II entertainment programs run the gamut from products like the games mentioned ady Lab) accessory packs. Future rocket scientists should explore In Search of Space: Introduction to Model Rocketry if they haven't yet been exposed to this challenging and enjoyable hobby. Products like these turn your Apple II into a scientific workstation.

Some of the best Apple II educational products--Where in the World Is Carmen Sandiego? and Audubon Wildlife Adventures: Whales to name but two--combine game-like sequences with stunning color graphics and realistic sound effects. Other programs, like Word Munchers or Math Blaster Plus, cleverly disguise phonics or math facts with fast-paced arcade action.

If study skills get a tad rusty, consider the assortment of "homework helpers" available. Studymate can help you review class notes, while Homeworker: The Student Organizer provides a word processor, outliner, and grade keeper as well as a flashcard maker. Enjoy The Writing Adventure and hone your composition skills at the same time. And for your next term paper let World GeoGraph serPlatinum Paint, for example. This superb product has all the tools you need to create artwork of any kind from simple illustrations to professional paintings. Most people quickly discover that creating computer art is easier than "doing art" with traditional tools.

At any one time, the Platinum Paint palette can feature 16 colors of the 4096 available. Computer paints mix perfectly. Moreover, you can swap colors or switch from pastel mode to charcoal mode by clicking on pull down menu choices with the moua bundle on airfare--and brush up on their French and Spanish at the same time--with Ticket to Paris and other programs in the Ticket to... series of travel simulations.

Sports card collectors can have a field day using databases like Donruss Collectors Guide, Topps Collectors Guide, and Card Fax, a program with information not just about baseball cards but about football and basketball cards, as well. Philatelists and numismatists can manage their investments with--what else?--Stamps or Coins.

Even onto write their own programs from scratch in computer languages such as AppleSoft BASIC, Assembly, Pascal, or C. While BASIC (an acronym that stands for Beginner's All Purpose Symbolic Instruction Code) is by far the easiest programming language to learn and use, others require considerable study and practice--not to mention special software for your Apple II to "understand" these languages in the first place. Companies like Apple Computer, Byte Works, Morgan Davis Group, Roger Wagner Publishing, So What Softlled a "stack"; each screen display, a "card." Say you want to prepare a presentation about birds of the tropical rain forest. You would probably create a separate card, with pertinent facts and perhaps a picture, for each species.

You'd enliven your card with a variety of symbolic icons (pictures) called "buttons." Adding a button is as easy as pulling down a menu to invoke the program's "add a button" feature. When the user clicks on it, the button may turn the page, so to speak, taking the viewer from ge you face as an Apple II user is not learning how to use your computer--it's deciding what to use your computer for. If the possibilities seem mind-boggling at first, pace yourself. The Apple II has been around for a long time and will continue to provid No one, it seems, has written a program to referee the endless tennis matches played by health care providers and Uncle Sam. And while there are dozens of grade book programs available, none may offer the special mix of features you need.

Thanks to programs like AppleWorks 3.0 and AppleWorksGS1.1 you neither have to "do without" nor "make do." With less effort than you think, you can design a custom template to tackle just about any project you can dream up--whether it's remodeling the kitchen, designi Then give your template a name and save the file on a data disk. After you write your next letter with the AppleWorks GS word processor, electronically "paste" the letter's text onto your letterhead template, which appears on screen in a separate document "window." Then print the completed letter on your printer.

The same three steps apply to any task: Create the template, store it on a data disk, and call it back to the computer screen when you wish. In time, of course, you'll discover new ways to improt save any new versions on a floppy disk. Toying with unlimited template ideas is one of the many powerful things you can do with your Apple II.

It may come as no surprise, then, that among millions of Apple II users there are some entrepreneurial or altruistic types who create ready-to-use templates for those of us who have neither the time nor the inclination to design our own. Buying a template is often an inexpensive way to tackle a project. Moreover, studying templates designed by experienced Apple Ibudget templates--or grade book templates!--the public domain is a good place to start.

Templates of higher quality usually command higher prices, too. Few template disks cost more than \$40, however. Most commercial disks hold ten or more template projects. For example, Witkin's Best by AppleWorks 3.0 expert Ruth Witkin offers a dozen financial templates covering topics like income taxes and investments. And each disk in the AppleWorks Productivity Pak series from inCider/A+ Special Products features teneate personalized birthday greetings. If variety's the spice of your computing life, take a subscription to SoftDisk, a "magazine on disk" featuring computer programs, games, and clip art...as well as templates.

Teachers searching for AppleWorks templates need look no further than the Teachers' Idea & Information Exchange (TI&IE). For a modest membership fee, TI&IE distributes monthly disks loaded on both sides with classroom and administrative templates. Or put David Chesebrough's AppleWorks Teacher Resoer Guide to Apple II Software

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                //////////////// A.FASOLDT ////
                / "You state your points very well, /
                / and I disagree with just about /
                / all of them." /
                //////////////// A.FASOLDT ////
    
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[EOA]

[HAP]////////////////////////////////////

APPLE II HAPPENINGS /

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Online Press Releases

ProTERM 3.1 FEATURES & CHANGES

General

- <> User manual was re-written and expanded to 430 pages, and over 50 illustrations. Help for the novice, casual user and expert.
- <> Enter Scrollback (when offline) at the touch of an ARROW key.
- <> When entering/exiting the Install menu, the terminal window is maintained.
- <> Text entry fields now have the concept of a "HARD-SPACE" and it is entered using OPTION-SPACEBAR. The HARD-SPACE is displayed using the checkerboard character mouse text character and works with Find, Replace, Reply mode and Printer-Init to name a few.
- <> There is now a Preference to control how much memory ProTERM will attempt to use when it runs. This is particularly useful for Slinky RAM users since it means they can partition their memory card between a RAM disk and ProTERM. Bank Switched RAM users, can partition their RAM cards in the event that ProTERM does not recognize the RAM-disk software being used.
- <> The parameters associated with Quick Dial are now saved between different Quick Dial attempts (not between program runs).
- <> Within the file selector:
 - COMMAND-Left/Right-ARROW Changes to the previous/next online volume.
 - COMMAND-Up-ARROW Moves to the Parent directory.
 - COMMAND-Down-ARROW Opens a directory.
 - (These commands are Macintosh conventions.)
- <> Compatible with Textalker-GS vtt1.2 for sight impaired users.
- <> Pathnames allow the convention of drive location (/5,1/FILE.NAME - /6,2/MY.FILE etc.) entries.

- <> COMMAND-PERIOD is now equivalent to pressing the ESCAPE key.
- <> A Mouse-Down on the Date, Time, or Label in the Status-Bar automatically executes a Global Macro to perform user-defined functions.
- <> Editor Capture, Printer Capture and Receive ASCII now allow their status bars to be hidden.
- <> The Screen Saver now accepts a time out up to 30 minutes, and does not activate during an ASCII send.
- <> The File:Catalog command now displays as many files as can loaded into memory either alphabetically or as they are arranged in the file.
- <> The File:Print command now accepts batch filename selection. If multiple files are printed, then the setting of Eject Final Page determines whether each document is printed separately, or if they are all appended and print immediately following one another.
- <> The File:View command now displays location within text by screens and bytes and has a new Goto button for quick access to the screen number of choice.
- <> New management of incoming characters prevents character loss during mouse and COMMAND key use.
- <> A full 15 character volume name is allowed.
- <> Dramatic improvements in disk I/O error handling.

Emulation

- <> HeathKit H19 Emulation now supports a "mode-select" to enable Auto-CR to be added to an LF.
- <> Pascal Firmware emulation is now included as part of the software.
- <> Default parameters for Emulate File are now saved with the other preferences.
- <> Split-Screen Chat emulation now wraps the cursor after the 80th character instead of the 79th. (This is similar to the way VT-100 works.)
- <> The emulation system has been changed so that a line which is cleared via a Clear-Line or Clear-to-End-of-Line from Col 0 now puts the line into Scrollback.
- <> VT-100 emulation has been changed so that margins are supported correctly. In prior versions, the vertical margins controlled both scrolling and clearing data (actual VT-100 terminals only control scrolling).
- <> There is now a Control Show emulation which does diagnostics similar to ProTERM 2.2 but also indicates high-bit data via reverse video.

Modem/Drivers

- <> Data Formats of 7E2 and 702 are now supported. While unusual, these are occasionally requested.
- <> When the ATDT dialing string is sent to the modem, it is truncated to the exact length instead of padding to 32 characters (the length of the phone number field). This assists compatibility problems with old modems.
- <> The USB HST driver works with the "/" messages added.
- <> A printer init string is now located in the install window. This string is sent to the printer prior to starting ANY kind of printer operation (print-screen, online printing, Editor printing, print file). This allows a clean way to send a string to the port (like to change the baud rate) or to the printer (to always enable a certain font/size/etc).
- <> New modem drivers:
 - Quality Computers Q-Modem 2400.
 - Boca Research 14.4Kbps Modem.
 - Prometheus ProModem 2400 Mini.
- <> The size of the PT3.CODE0 file has been reduced by about 1/3 as compared to PT3.0. This saves some disk space and allows easier downloading of updated files.
- <> The baud (bps) of 57600 is now directly supported by the software. In addition, the SSC only shows rates of 110..19200 as being available.
- <> The driver loader / modem drivers have been redesigned to allow the possibility of user defined drivers. The modem drivers have all been recoded into assembly language and many of the existing drivers have been consolidated.
- <> It is possible to enable (via Macro pokes) a "data clicker" which can tick whenever a character is sent or received.
- <> There is now just a single Apple //gs Modem Port driver which exhibits better performance under GS/OS and AppleTalk.

The ProTERM Editor

- <> When data is inserted/deleted in the Editor, the Editor pans to show the change.
- <> The Editor now has a label in the MenuBar.
- <> There is a preference to "allow" use of the ruler. When turned off, PT3 will never save the ruler.
- <> It is now possible to View Files directly from the Editor. Choosing the "Edit" button inserts data at the current Editor cursor position.
- <> When exiting & re-entering the Editor (and Scrollback), the cursor position (line and column) is saved and restored.
- <> Find/Replace strings in the Editor are now saved between entry/exit of

the Editor (and Scrollback).

- <> Paste-to-Modem directly from the Editor is changed and improved.
- <> A customized prompt string used and saved as a preference in Reply formatting.
- <> When a file smaller than 13 lines is loaded into the Editor, the display correctly positions the small file on the opening screen.

Macros

- <> PRint commands now work in the Editor and the Channel #6 command can be used to insert (print) data directly in the Editor at the cursor position.
- <> ProTERM always executes global Macro @@1 on startup. It then checks for a Macro file called PT3.STARTUP or a system entry called PTD.STARTUP. As before, an application can also pass in the name of a Macro file or system entry via the PT3.SYSTEM program.
- <> The Macro MIDstring command now supports a length parameter.
- <> There is now a JSr Macro command which can be used to call assembly language code. One potential use is to allow flow control to be enabled and disabled directly from a Macro.
- <> DO command parameter processing has been improved so that it is now possible to write a Macro which will work in Install.
- <> The MEM Macro command now accepts a hex string of data as a compact way to specify the contents of continuous memory locations. Ex: MEM 30,"a9904c0034"
- <> Larger Macro files are now supported.
- <> There are new <SYstem> and <PHone> functions which return the name and phone number of the current system.
- <> The SEMICOLON is now used as a comment character. It signifies comments than extend from the SEMICOLON to the end of the line. Large blocks of text can be commented out when placed between ASTERISKS.
- <> The DO command now allows duplicate label names to be accessed.
- <> Full 64 character filenames can be passed to dialogs via the DO command (3.0 had a 40 character limit).

Scrollback

- <> The Find/Replace strings in the Scrollback are now saved between entry/exit of the Scrollback (and the Editor).
- <> Scrollback now has a label in the MenuBar.
- <> When you exit & re-enter Scrollback, your position (line and column) is saved and restored (this is also true in the Editor). When the contents of Scrollback are changed (via data coming into terminal

mode), the position is reset to the end of the file.

- <> Upon entry to Scrollback .5K is no longer added to the status bar display.
- <> The Find-Next command in Scrollback is now COMMAND-G instead of COMMAND-N to maintain consistency with the Editor and Macintosh conventions.
- <> The search string/parms used with Find-Next are now saved between uses of Scrollback (but not between program runs).
- <> When an old Scrollback file is opened, its contents can be appended to the end of the current Scrollback data.
- <> Scrollback files can be appended to an existing Scrollback file.

Send & Receive

- <> Paste-to-Modem now has better pacing. When it sends a RETURN character, it uses the line delay parameter for the current system entry.
- <> Ymodem and Zmodem both send filenames in lower case in consideration of Unix based hosts and the like.
- <> Protocol transfer estimated time values have been recalculated making them more accurate.
- <> The status bar now displays the exact line rate at which the modem is connected. This includes 12000, 14400 and 16800. In addition, ASCII Send and protocol transfer timings are based on this value.
- <> The protocol CPS calculation has been improved so that it more accurately reflects the actual transfer throughput.
- <> There is now control over the Zmodem Send window size via a Macro variable.
- <> Global Macros @@5/@@6 are now automatically executed after every protocol transfer to perform user-defined operations.
(INTREC, CAT24, TOP6, MSG:1/M645)

ProTERM 3.1 FEATURES - GENERAL

- <> Full Dialing List with many changeable parameters for each system including: Name, Phone Number, Baud Rate, Data Format, Duplex, Flow Control, Emulation, Per Min/Hour Cost, Backspace, System Macros and many others.
- <> General System Support -
 - Baud Rate Support: 110 to 19200, (38400 and 57,600 with Apple IIGS modem port).
 - Data Format Support: 7E1, 7O1, 8N1, 8N2, 7E2 & 7O2.
 - Duplex: Full/Half.
 - Flow Control: Software or Hardware.

- <> Scrollback saves all incoming text as it scrolls off the screen so that it may be later read, searched, printed, saved, clipped or edited while on or offline. Save long distance costs and access charges by doing your work offline.
- <> Auto-Start Protocols allow hands-off download operations. Simply tell the remote host system to start sending files via Zmodem or Kermit and ProTERM detects the start of the transfer and begins receiving the data without user intervention.
- <> AutoLearn Macros allow automatic logon without user intervention. Call a host once in AutoLearn mode and with a keystroke, subsequent logons are automatic and effortless.
- <> Full utilization of ProDOS compatible clocks to display date & time, time connected, connect costs and protocol performance. Connect costs can be displayed in real time and/or saved for later reference.
- <> ProTERM's full word processor supports both text and AppleWorks files. Create text documents offline then: Save, Print or Send text (either all or selected text) directly to a remote host system from the Editor. Special "filters" perform case, paragraph and reply conversion. Use character oriented selection to Cut and Paste within documents. Upload documents directly from the Editor to a remote host. Paste Scrollback text directly to the ProTERM Editor and then edit, print or upload your reply to any host.
- <> Editor Reply Feature allows included text to be prefixed by custom reference markers.
- <> Screen "snapshots" can be sent to the printer from anywhere within ProTERM.
- <> Sophisticated Terminal Emulations: ANSI-BBS, ADDS, ADM-3A/5, TeleVideo 910 & 910+, H19, VT-52, VT-100, ProTERM Special Emulation, Split Screen Chat, Pascal Firmware and Control Show allows easy access to small BBSsystems as well as large mainframes.
- <> Split-Screen Chat allows real-time conferencing without confusing text mix-up. Log on in normal mode and then toggle in and out of split-screen mode with a single keypress.
- <> Control Show Emulation displays all incoming data in a visible format including control and high-bit characters.
- <> Emulate File feature allows files containing emulation codes to be viewed while offline. Use the keyboard to adjust the display speed. View ProTERM Special Emulation files at any speed without line noise problems.
- <> Complete formatting control using Dot Commands. Documents are impressive and easier to read when formatted with text justification, precise margin control, page numbering, headers, footers and more. ASCII uploads of documents with custom "on-the-fly" formatting is easy and enjoyable.
- <> Print Preview allows documents formatted with Dot Commands to be viewed in their final form "What You See Is What You Get" (WYSIWYG)

before they are printed or uploaded.

- <> Easy File Transfers using the latest selection of protocols available for the Apple II, including: Xmodem/Ymodem (4K option), Zmodem and Kermit. Supports both file and batch modes, "on-the-fly" Binary II encoding & decoding and Zmodem Resume/CRC-32.
- <> Preference Window allows customization of many program parameters, protocol options and commonly used pathnames.
- <> ProTERM's Screen Saver activates automatically and darkens the screen after one to thirty minutes of non-activity.
- <> Programmable Delete key allows the Delete key to function as desired for each individual system.
- <> Copies easily to any disk media. ProTERM is ProDOS based and not copy protected.
- <> Full keyboard support, extended keyboards and/or mouse devices. Emulating terminals with function keys is a snap when using extended keyboards.
- <> Unattended Operation allows secure remote access to your computer. Password protection keeps you in control as guests call your computer and exchange files.
- <> Incoming data can be routed to the printer, Editor or saved to a file. Either "raw" data (with all the emulation codes intact) or processed lines (which look like the display) can be saved.
- <> HotKeys feature can be turned on allowing single keystroke commands.
- <> Easy File Selection System allows files to be selected quickly with a minimum of keystrokes. Alphabetized files in directories are easy to find. Typing the first few characters finds files automatically. Novice users can easily navigate through ProDOS directories using ProTERM.
- <> Complete disk utilities include: Copy, Delete, and Rename Files or directories. Catalog, Print Files, View Files, Set File Info, Create Directories and Format Disks. Set File Info allows filetypes to be changed, making it easy to work with files from non-Apple hosts.
- <> Protocol Transfer Status window shows:
 - Current transfer progress - Estimated transfer time
 - Percent completed - Protocol options
 - Current status - Number of files remaining to send.
- <> After a transfer is complete, a protocol statistics window can show:
 - Number of files transferred
 - Total size of the transfer
 - Transfer termination status.Systems with a clock show:
 - Start & end time, and characters per second/minute.
- <> ProTERM memory management utilizes all available system memory (even "Slinky" style RAM cards) to support separate Editor, Transfer,

Code-Cache and Scrollback buffers. "Slinky" RAM Cards can be partitioned between ProTERM and RAM Disks.

InTrec Software, Inc.
3035 E Topaz Cir
Phoenix, AZ 85028-4423
(Formerly InSync Software, Inc.)
Voice 602/992-1345
BBS 602/992-9789
FAX 602/992-0232
CIS 75300,735
Delphi InTrec
GENie InTrec
AOL InTrec
AppleLink InTrec

IT'S HERE & IT'S NEW! PROTERM 3.1 Again -- ProTERM improves to meet current needs! The winner of two Awards of Excellence for "Best Apple II Software" just got better! Author Greg Schaefer released ProTERM 1.0 in the late 1980's and subsequent updates through 2.1 gave ProTERM users what they asked for. InSync Software, Inc. published an improved ProTERM 2.2 in Spring 1990, and after eighteen months of intense development, ProTERM 3.0 was born in late 1991.

ProTERM provides Apple II computer users with current and state of the art telecommunications. Completely redesigned and written "from-scratch," version 3.0 was a demonstration of extraordinary engineering combining incredible new features, while maintaining the best of all previous versions. Meeting the challenge of current technology, a new improved ProTERM 3.1 was released in Spring of '93.

NOTE: To insure a stronger tradename protection, InSync Software, Inc., changed its name to InTrec Software, Inc. in early '93.

The update package includes:

- <> ProTERM 3.1 on 3.5 and a 5.25 disks.
- <> New 430 page user manual. Over 100 new pages of how to do it help.
- <> "Jump Start" Quick-Help reference.
- <> Quick Reference cards.
- <> Registration materials.
- <> Sign-up kits for CompuServe, Delphi, Genie, CRS & Dow Jones News/Retrieval.

Update Policy for Validated Owners

Who Is Validated? ProTERM owners who have mailed their ProTERM Warranty/Registration cards for ProTERM 2.2 or 3.0 or have updated from any prior version to ProTERM 2.2 or 3.0 are on our records as a valid ProTERM owner.

Validation and Eligibility for Update ProTERM owners who have purchased ProTERM 2.2 or 3.0 but have not registered by mailing their ProTERM Warranty Card, can send the ProTERM 2.2 or 3.0 serialized Warranty Card Registration card or the original ProTERM disks showing the serial number with their request for update.

- OKIDATA Okitel 9600.
- Prometheus Promodem 1200, 1200A, 2400A.
- Quality Computers Q-Modem 2400
- SupraModem 2400, SupraFaxModem Plus.
- SupraFaxModem V32bis
- USR Autodial 212A, Password, Courier 2400, HST 9600, Dual Standard.
- Zoom/Modem MX 2400R.

CLOCKS:

- Apple IIgs internal clock.
- AE Serial Pro, TimeMaster II HO, RamExpress, Z-RAM Ultra.
- SMT No Slot Clock.
- ThunderWare ThunderClock Plus.
- ProDOS Compatible Clocks.

PLUS ALL -

- Hayes (AT) compatible modems.
- All Apple compatible printers, drives and mouse devices.
(INTREC, CAT24, TOP6, MSG:2/3/4/5/M645)

```

                //////////////// A.FASOLDT ////
                / "You state your points very well, /
                / and I disagree with just about /
                / all of them." /
                //////////////// A.FASOLDT ////

```

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

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GENieLamp Information

- o COMMENTS: Contacting GENieLamp
 - o GENieLamp STAFF: Who Are We?
 - o SEARCH-ME! Answers

GENieLamp Information GENieLamp is published on the 1st and the 15 of
 "*****" every month on GENie on page 515. You can also
 find GENieLamp on the main menus in the ST (475), Macintosh (605), IBM
 (615), Apple II (645), A2Pro (530), Unix (160), Mac Pro (480), Geoworks
 (1050), BBS (610), CE Software (1005) and the Mini/Mainframe RoundTables.
 GENieLamp can is also distributed on CrossNet, Internet, America Online and
 many public and commercial BBS systems worldwide.

We welcome and respond to all GE Mail. To leave comments, suggestions
 or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or
 send GE Mail to John Peters at [GENIELAMP] on page 200.

GENieLamp pays for articles submitted and published with online GENie
 credit time. Upload submissions in ASCII format to library #42 in the
 DigiPub RoundTable on page 1395 (M1395;3) or send it to our GE Mail
 address, GENIELAMP.

U.S. MAIL

GENieLamp Online Magazine
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DOCUMENT almp9307.app
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Your
GenieLamp Apple II
RoundTable
RESOURCE!

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
.....
~ July 1, 1993 ~

- | | |
|--|--|
| FROM MY DESKTOP [FRM]
Notes From The Publisher. | Genie ONLINE [GEN]
FareWars: Views & Information. |
| HEY MISTER POSTMAN [HEY]
Is That A Letter For Me? | HUMOR ONLINE [HUM]
Genie Fun & Games. |
| A2 HAPPENINGS [ART]
A2 RoundTable News. | THE ONLINE LIBRARY [LIB]
Quick Takes. |
| THE MIGHTY QUINN [QUI]
Random Access. | PROFILES [PRO]
Who's Who In Apple II. |
| CowTOONS! [MOO]
Sportn' Cows. | F.Y.I. [FYI]
A2: Educational Computing. |
| REFLECTIONS [REF]
Thinking Communications. | CONNECTIONS [CON]
Online Thoughts. |
| APPLE II [AII]
Apple II History, Part 13. | SEARCH_ME! [FUN]
Online Puzzle Fun. |

PRINT ME [PRT]
A2 Categories & Topics.

LOG OFF [LOG]
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing
"....." system to help make reading the magazine easier.
To utilize this system, load GENieLamp into any ASCII word processor
or text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed
"....." here in GENieLamp, you will find all the information you
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____|_____|_____|_____|_____|_____|
|Name of sender | CATEGORY | TOPic | Msg.# | Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic.

ABOUT GENie Effective July 1, GENie's non-prime time connect rate drops
"....." to \$3.00 per hour, a reduction of 50% from the current rate.
The monthly fee has been restructured, and moves from \$4.95 to \$8.95, for
which up to four hours of non-prime time access to most GENie services,
such as software downloads, bulletin boards, GE Mail, an Internet gateway,
multi-player games and chat lines, are allowed without charge. To sign up
for GENie service, call (with modem) 1-800-638-8369. Upon connection type
HHH. Wait for the U#= prompt. Type: XTX99014,DIGIPUB and hit RETURN. The
system will then prompt you for your information. Need more information?
Call GENie's customer service line (voice) at 1-800-638-9636.
.....

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Look what you've started Dean! Folks, for now and the /
/ foreseeable future can we just forget Dean ever said any- /
/ thing about replacing ShrinkIt?!?" /
////////////////////////////////////// SOFTDISK.INC ////

[EOA]
[FRM].....
FROM MY DESKTOP /
.....
Notes From The Publisher
.....
By John Peters
[GENIELAMP]

areas, would only cost half as much. If you use the computer bulletin board services your bill will go down by a factor of 2 -- a not negligible reduction.

This assumes that you currently spend at least \$8.95 a month on GENie. But at current rates that's only an hour and a half a month, so I expect that most of you will see a net savings. You'll have to examine your usage habits, though, to insure that you get the most for your money. I used to download lots of info from NASA bulletin boards, most of which I just skimmed. I could do this because it was in the GENie*Basic area. Now I'll just skip that, unless I hear that something interesting has happened from other sources.

I still think GENie made a mistake in the way they changed the rates. I think a GENie*Basic area with reasonable limits, say 10 hours/month and 100 messages, would have prevented the "abuses" that have been mentioned without affecting most users. But

"ONCE GENie GETS THE INTERFACE PROGRAM OUT IT'LL BE UNBEATABLE." I understand that GENie has to stay competitive with America Online, which is dropping its rates to \$3.50 an hour.

Unfortunately, since AOL's main strength is not its rates but its graphical interface, I'm not sure that the GENie rate reduction will lure people from AOL or keep people from leaving GENie. GENie has got to get the GENie equivalent of the CompuServe Navigator out the door, with some of the AOL interface's point-and-click features. We know they've been working on it, and a Windows version, but now, more than ever, services are being compared based upon how easy they are to use rather than how much they cost. I find I spend more time uploading messages on CompuServe than I do here, not because it's cheaper, but because it's easier to do. Once GENie gets the interface program out it'll be unbeatable.

Why so, you say? I regularly use AOL and CompuServe, so I can give you my reasons. I use CompuServe because the main support board for Frontier is there. Unfortunately, unless you log on to CompuServe every few days (at \$8 an hour -- can you say \$\$\$?), you can miss topics. Unlike GENie, which keeps message threads around for years so you can find answers you need today which were posted months or even years ago, CompuServe purges the message bases on a very regular basis. Think of GENie as a library and CompuServe as that pile of notes you have by the telephone. AOL keeps messages for a long time, but accessing them is slow and not automated. You can't automatically list all of the messages in a topic. You have to select one, then hit one of the arrow keys to read the next, and so on. While that takes less skill than typing in REA 7, it takes tons of time (can you say \$\$\$?). Previously, AOL had a better selection of files than the Mac area of GENie, but that has been changing thanks to the work of the new Mac area sysops. All in all, if I had to restrict myself to one service I'd pick GENie hands down.

With the new rates GENie is even better if you're mostly interested in computer - or Mac- related items. I think this offsets the extra cost associated with non-computer areas such as the Astronomy and Military BBS. But this raises a question about who the new users are. Originally, only fairly hard-core hackers used computer services, but now more computer users, as opposed to computer fans, are coming online. They came to GENie because of the low cost of the non-computer areas. It'll be interesting to see if they stay.

One final note. We should all remember that GENie is a business and has to make a profit, just like the companies we work for. I feel that I get my money's worth here, and I think the new rates are reasonable, even though they change the relative cost of the various services. If you play your cards right, this rate change could save you big money or allow you to do a lot more for the same money. (Everything in this article is my opinion, not that of GENie management.)

>>> FAIRWARS! <<<

By Mike White
[MWHITE]

REMEMBER WHEN? Remember the early 70's? The price of gasoline was
***** skyrocketing -- when you could find it -- and none of us were sure we could pay the rent or buy groceries because inflation was out of control. Putting politics aside, it was pretty clear that Americans were energy hogs: abusers. (This fact hasn't really changed much. We just got a little help because OPEC was unable to enforce limits on oil production. But that's another article altogether.)

The ease with which we reached those depths of wastefulness was soon replaced by a general spirit of thrift and conservation. The economy had a stranglehold on our finances so we made and bought smaller cars. We turned back our thermostats and sacrificed some of our most favorite luxuries. Some of us made a few more dollars income while others used credit cards to continue living beyond our means.

In short, our economy is a monopoly. We can't go down the street and join another country with an economy we prefer. Let's say, though, that we can. Where will we go when that country's economic cycle goes south? Eventually, another country around the corner will look better economically. Why not give it a try? You know that sooner or later the cycle will turn down and another attractive economy will pop up. Just switch your allegiance again.

But by now you are a wayfarer, a gypsy, a nomad, and without a home to accept your allegiance. Opportunism has bought you a life without family or friends. After all, who is going to follow you all over the world while you search for the perfect country? It's not going to play well with your extended family and friends when you go bopping off to try out a new economy whenever the grass looks greener. They know your opportunistic habits quite well by now, and they just want to stay home where life is quite comfortable surrounded by familiar faces.

In fact, by now you wish you had never left. It wasn't worth it. Every time you moved you left behind another group of good friends. Now

"IN FACT, BY NOW YOU WISH YOU you realize that if you had just
HAD NEVER LEFT. IT WASN'T stayed put, adapted to the economy,
WORTH IT." and kept in touch with your
 long-time friends, you would be
 much happier and much less weary

from the trek. You did it in the 70's, you can do it again in the 90's. Don't let the price wars between the consumer online networks get in the way of your long standing relationships with real people.

Who can put a price on that?

>>> GENIE CUSTOMERS' MOST-ASKED QUESTIONS <<<

~ Pricing Changes ~

Q: Exactly how are GENie's prices changing?

A: GENie has completely restructured its prices and services. Here's the new pricing structure:

- o The monthly subscription fee is \$8.95 (\$C10.95)
- o This includes a credit for the first four hours of standard hourly connect time in that month.
- o The standard hourly connect time is now just \$3.00 an hour (\$C4.00) - - lowest in the online community!
- o The hourly connect time rates apply to all GENie's services, except our Premium Services which are still individually priced. (These services used to be called GENie\$Professional Services).
- o There are some surcharges. If they're applicable, they'll be charged in addition to other fees and on all usage hours, including your first four hours.

The new structure goes into effect July 1, 1993.

Q: What happened to GENie*Basic and GENie Value Services?

A: These two tiers have been combined. All the services that were in those groups are now all treated equally and priced at \$3.00 (\$C4.00) an hour.

Q: What are "surcharges"?

A: Surcharges are any extra charges you might incur above and beyond the standard connect time rate of \$3.00 (\$C4.00) an hour. They include:

- o A surcharge of \$9.50 (\$C12.00) an hour for prime-time usage.
- o A surcharge of \$6.00 (\$C8.00) an hour for 9600 baud access.
- o An "800" service surcharge of \$6.00 an hour - - for 300, 1200 and 2400 baud. (At 9600 baud, the "800" surcharge is dropped, but the 9600 surcharge still applies.)
- o And other communications surcharges. Extended Network (\$2.00 an hour); SprintNet (\$2.00 an hour); and Datapac (\$C6. 00 an hour) are at the same rate as before.

We hope you also notice that our 9600 baud rate has been significantly reduced. It's now just a \$6.00 (\$C8.00) an hour surcharge, plus your \$3.00 an hour connect fee. So in non-prime time, you'll be paying just \$9. 00 an hour for 9600 baud access - - 50% less than before! Effective rate for prime is unchanged at \$18.50 (\$C24.50).

Q: What exactly does "a credit of up to four hours of \$3.00 an hour connect time" mean?

A: It means that each month, the standard hourly connect time charge for your first 4 hours online is credited. So - - let's say you spend 4 hours on GENie one month. You will be credited the

standard hourly connect time charge for those hours. If you spend 5 hours on GENie the first four are credited, so you'll only pay for one hour at the standard hourly connect time charge.

Now, let's say you only spend 3 hours on GENie in a month. The charge for those hours will be credited, but you can't put the credit for the remaining hour over into next month, nor can you be reimbursed for it.

One more note on this subject. If you incur any surcharges in your first 4 hours, you'll still be billed for those. For example, if one of your first 4 hours is in prime time at 2400 baud, your charge for that hour will be the prime-time surcharge of \$9.50 (US). Only the standard connect time is credited.

Q: Will my bill go up?

A: That depends on how you're accustomed to using GENie. For the majority of our active users - - about 85% - - your monthly bill will be about the same, or will go down.

If you currently use a mix of GENie*Basic and Value Services, you could see significant savings with this new pricing - - now that our hourly rate is half what you've been paying for Value Services.

If you use less than 4 hours per month, you can still keep your bill down to your monthly subscription fee - - assuming no surcharges. And customers who use 9600 baud access will also see savings from the 50% lower rates.

Under the new pricing plan, the customers who are most likely to see an increase are those who predominantly used GENie*Basic Services.

You can use the billing usage report on the *BILL page to review your pattern of usage and project your typical bill under the new pricing.

Q: Is there anything that's "free" anymore?

A: There are a few areas that are exempt from the hourly connect charge and prime-time surcharge. These "Administrative Areas" include:

- o GENie Billing Information
- o Listing or downloading the GENie Users Manual
- o Sending and receiving GENie FEEDBACK through the FEEDBACK option
- o General GENie help information
- o GENie Index of Products and Services
- o GENie Terminal Settings
- o Phone Access Directory
- o GENie Policies and Guidelines
- o GENie Rate Information
- o Logon Banners
- o LiveWire Magazine Online

Also, remember, you get 4 hours every month without the standard hourly connect charge. And this time credit applies to almost every service on GENie. So you can still watch your budget and take advantage of more of our services than ever!

Please remember, if you incur any communications surcharges, you will be charged for them, even in these Administrative areas.

Q: Will GENie continue to waive the hourly rate for uploading files?

A: Yes. In fact, starting July 1, 1993, we'll also waive the use of 9600 baud, "800" service and other communications surcharges during your upload. (In prime time, however, the prime-time surcharge will still apply.) We want to make it easier and even more convenient for you to share your software library files with your friends.

Q: What about GE Mail?

A: Sending and receiving GE Mail will be like the rest of our services. It will be charged at the standard hourly connect time charge of \$3.00 (\$C4.00), and your credit for your first four hours of standard connect time can apply to it.

Q: Are the prices changing for Internet Mail?

A: There's good news here for Internet users. Effective July 1, 1993, there are no extra charges for Internet. You will pay only the standard hourly connect time charge of \$3.00 (\$C4.00).

Q: Will I have to pay extra for GE Mail to FAX service?

A: Yes, GE Mail to FAX is still a Premium Service. When you use the service, you'll still pay a "per page" charge, along with standard hourly connect time charge.

Q: How will the new pricing structure affect GENie's Dow Jones service?

A: It shouldn't have much effect at all. Dow Jones, a Premium Service on GENie, will keep its present rate under the new pricing. And we will continue to waive the hourly connect time charges, while you are in the Dow Jones gateway. Communications surcharges may apply.

Q: What about other GENie\$Professional Services?

A: Not much will be changing. GENie\$Professional Services - - now called Premium Services - - have their own rate structures, which they'll keep under the new pricing system.

However, most of these charges are in addition to GENie's hourly connect charges. So our new lower hourly rate should mean that you'll see some extra savings.

Q: What about GENie's special clubs?

A: Our special clubs - - RSCARDS Club, \$30 Chat Club and \$100 Chat Club - - are being discontinued after July 1, 1993. We believe there's very little need for the special pricing clubs now. Our hourly connect time will be \$3.00 an hour, and your purchasing power will be twice what it used to be.

Q: What's happening with LiveWire magazine?

A: After the July/August issue, we're going to discontinue mailing LiveWire to our subscribers. However, it will be available to you every month online in our "Administrative area" - - which means that you'll still be able to enjoy all the valuable information that LiveWire provides, without incurring the hourly connect charge.

Q: Will GENie look different after July 1st?

A: Yes, a few things will look different.

There will be no asterisk (*) keywords and 8000 numbers.

The menus will no longer have asterisks next to certain options to delineate them as GENie*Basic Services. (However, GENie Premium Services - - formerly GENie\$Professional Services - - will still be noted with a "\$" to remind you that separate rates apply.)

Finally, a new FEEDBACK option will allow you to send and receive FEEDBACK to GENie without paying the \$3.00 (\$C4.00) an hour standard connect time charge.

Q: There's no charge for FEEDBACK?

A: Right. When you use the FEEDBACK option, sending and receiving FEEDBACK to and from GENie will NOT incur the standard hourly connect charge.

This is so you can correspond freely with GENie Client Services and Billing on such matters as billing questions, personal account information and general questions or problems regarding GENie Services.

But remember, to avoid charges, you must use the FEEDBACK option available on the Administrative Menu, or use the keyword FEEDBACK. If you use GE Mail, you'll be charged the hourly rate.

Q: Does this include FEEDBACK to the SysOps?

A: No, we're treating that differently. Sending and receiving mail to and from the SysOps will now be called "Letters to the SysOps", and incur the standard hourly connect charge.

We're including "Letters to the SysOps" among our \$3.00 an hour services because it is technical product and RoundTable support provided by our resident expert - - the SysOps.

Q: How are the keywords and page numbers changing?

A: Only those used for GENie*Basic Services are changing.

As we've noted, after July 1,1993 there will be no asterisk (*) keywords or "8000" page numbers. If you're used to typing in keywords with an asterisk (*) preceeding them, in most cases you can just drop the asterisk. For example, instead of *PHOTO, you'll now just type PHOTO.

This will also allow you to see ALL the related services in that area, not just the portions previously included in GENie*Basic.

After July 1, 1993, if GENie doesn't recognize your keyword (minus the asterisk), type INDEX to get a list of all the current keywords.

You might also want to check the INDEX now to find out what the non-asterisk keywords are. They'll still be in effect after July 1, 1993.

Q: What about independently-developed front ends and scripts ... Will they be affected by GENie's new structure?

A: Some may be, if they used references to GENie*Basic in their commands. If you have questions or problems, the best thing to do is contact the developer through the RT for your platform.

Q: Is my GENie user manual still good?

A: Yes. Outside of a couple of sections relating to the GENie*Basic and Value Services, the remainder of the manual still applies - especially those parts which address general GENie questions and commands.

If you have any other questions regarding something specific in the GENie User Manual that might have changed, write to FEEDBACK and we'll pass the question on to the right people. Or call GENie Client Services at 1-800-638-9636. We're also in the process of updating our online User Manual, so you'll be able to order that soon.

[EOA]
[HEY]////////////////////////////////////
 HEY MISTER POSTMAN /
////////////////////////////////////
Is That A Letter For Me?

By John Peters
 [GENIELAMP]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<

~ This And That, APPLE! ~

THE AMAZING A2GS! Dennis, Join the club! ;-)
***** know what a IIGS can do. My dealer doesn't even
When I took it over to there
store after a computer club meeting one day, they were very amazed to see
that the machine had a mouse and more the 64k. When they saw the boot
screen and the finder they just about fell over.
-Apple IIGS Ozoneman - IIGS Forever!
 (J.RASH4, CAT9, TOP6, MSG:30/M645)

SHAREWARE SOLUTIONS II Although Shareware Solutions II will not carry
advertising, it will have the equivalent to
inCider/A+'s "What's New" section. So, if there are any former inCider/A+
advertisers who would like to keep Shareware Solutions II subscribers
up-to-date on their products, they can always send along press releases
and/or sample products to the Shareware Solutions II worldwide
headquarters.

Joe Kohn
Shareware Solutions II
166 Alpine Street
San Rafael, CA 94901

(J.KOHN, CAT28, TOP4, MSG:52/M645)

WORD TO THE WISE The new version _is_ final. We may have one or two
small updates but they won't be anything major or
really necessary for GEM to function properly (for example, we noticed
after release that the dial entry for GEM under ProTerm is still numbered
4.20 even though it's 4.21, or Steve Weyhrich's name is spelled wrong in
the docs - minor stuff like that).

The old GEM WILL break within a few weeks. Most likely by July 1 at
the latest, maybe sooner. You can stick with the old version if you want,
but the day GEM breaks, you will have to log on manually to get the new
version.

You need GEM 4.21 to make sure your GEM is working. As long as your GEM is
4.21 you'll be fine. Don't worry if you got an early version of GEM version 4.21
where some of the screens still say "
GEM 4.20." Just ignore that. We're putting up a new v

Just a warning to the wise. You can do what you want about it. ;-)
-Dean Esmay

(A2.DEAN, CAT29, TOP9, MSG:50/M645)

THE DEAN'S LIST (A2 Menu Item 3 or Move 645;3)
A new selection of great downloads from the A2 libraries

- +20978 GEM.4.21.BXY GENie Master (GEM) offline message processor v4.21
A must-have for ALL Apple II owners!
+20862 GEM.LAMP2.1.BXY Download GENieLamp with GEM/TIC
20860 A2DOM.0693.BXY A2 Disk Of The Month for June, 1993
20852 PHAN.BLNK.BXY Collection of Phantasm screen blankers
20847 OPEN.ANY1.1.BXY Use those "Finder Extras" from outside Finder
20841 SENS.SOUNDS.BXY Apple IIgs System sounds that talk
+20840 NEWS.9306.BXY A2 news digest for June, 1993
+20836 A2NDX9306TX.BXY Full category/topic list for A2, June, 1993
+20826 VIGOR.BXY Shoot-em-up arcade game for any Apple II

+ = Works on 8-bit Apples
(A2.LUNATIC, CAT3, TOP31, MSG:5/M645)

COLLEGIATE PARTNERSHIP PRICE LIST I got my higher education Collegiate
Partnership packet today. The price

Apple II Computer Info

list was the May 17 '93 version (and there is a newer one). No LC III's shown (only LC II's and I've omitted those). No software is included on this price list.

Some prices (it's two pages long... these are highlights)

| Model | IPP 1 \$ | Suggested Retail |
|--|----------|------------------|
| PowerBook 160 4/80 | 2343.00 | 2789.00 |
| PowerBook Duo 210 4/80 | 1377.00 | 1839.00 |
| PowerBook Duo 230 4/120 w/ modem | 2435.00 | 2899.00 |
| Duo Dock (512k VRAM) | 906.00 | 1079.00 |
| Duo Dock (1 Mb VRAM) 230 HD & FPU | 1659.00 | 1975.00 |
| Duo MiniDock | 495.00 | 589.00 |
| Centris 610 (512k VRAM) 4/80 w/ ethernet | 1435.00 | 1969.00 |
| Centris 650 (1Mb VRAM) 8/230 w/ CD-ROM | 3195.00 | 3939.00 |
| Quadra 800 (1Mb VRAM) 8/500 w/ CD-ROM | 4494.00 | 5829.00 |
| Quadra 950 8/230 | 4762.00 | 6099.00 |
| Keyboard II | 90.30 | 105.00 |
| Extended Keyboard II | 160.30 | 185.00 |
| Macintosh Color Display (14" Trinitron) | 453.00 | 539.00 |
| Macintosh 16" Color Display | 1119.00 | 1459.00 |
| Macintosh 21" Color Display | 2775.00 | 3599.00 |
| Macintosh Portrait Display | 769.30 | 889.00 |
| Apple CD 150 w/ cables (1st device) | 475.00 | 563.00 |
| LaserWriter Select 300 w/ accss. | 705.00 | 839.00 |
| LaserWriter Select 310 w/ accss. | 923.00 | 1099.00 |
| LaserWriter Pro 600 (8 Mb) w/toner cart. | 1763.00 | 2099.00 |
| LaserWriter Pro 630 (8 Mb) w/toner cart. | 2124.00 | 2529.00 |
| StyleWriter II w/ access. kit & 4 carts. | 302.00 | 359.00 |
| ImageWriter II w/ cable | 413.00 | 459.00 |

All purchases are FOB Apple's standard shipping location. Prices include S.H.I.P. to US locations. \$100 minimum order. Payment methods are MasterCard, Visa, Apple Credit, Apple Education Loan. I got a order blank. I assume I fill it in and mail it off like it says.

1-800-877-HIED is the Collegiate Partnership number. -Mike ("Maj") Murley
(M.MURLEY3, CAT17, TOP37, MSG:92/M645)

GEM AND COPILOT UPDATE We certainly have been working overtime to get
 "*****" GEM and CoPilot out the door and modified to fix
 all bugs.

It's been very difficult for us because we're working with programs we didn't write, and there have been different problems not only with both programs, but with different versions of each program, i.e. there were changes to the ProTerm scripts that weren't the same as the changes to the TIC scripts and etc. Everything starts to blur together after a while.

Regarding the complaints about all the different GEM versions - that's a wee bit unfair since we only publicly released one GEM version before the current one, which we told everyone was a beta and that they should only download it if they wanted to help us test it. The next version to go up had some extremely minor problems that we provided small and simple updates for.

We've been working under the gun with all these upcoming GENie changes, and trying to get things out before July 1 so people who use the former Basic Services RTs can save money under the new rates. It seemed like a good idea, anyway. :-) -Dean Esmay (A2.DEAN, CAT10, TOP11, MSG:190/M645)

>>> HOT TOPICS <<<

~ Too Hot To Handle, Almost ~

CUPERTINO, Calif. (AP) -- Apple Computer Inc. announced today that chairman John Sculley is stepping down as chief executive so he can focus on pursuing business opportunities for the computer company.

Sculley, who will remain chairman, will be succeeded as chief executive by Michael Spindler, Apple's president and chief operating officer.

"My personal interests have long been in defining the opportunities and technologies for Apple in the convergence of computing, communications and content," Sculley said in a prepared statement.

"There is so much to be done here, and now I will be able to concentrate fully on these activities while Michael runs the company," he said.

Sculley, who has headed Apple for 10 years, said he initiated the move and had been discussing the change with the board of directors for two years.

"We respect John's wishes and are very fortunate that he has agreed to continue as chairman and close adviser to Spindler," said A.C. "Mike" Markkula, Jr., Apple's co-founder and vice chairman.

Spindler joined the company in 1980 as marketing manager for European operations. Since then, he has served in several capacities, including general manager for European operations, vice president and in international sales and marketing.

(J.KOHN, CAT5, TOP2, MSG:136/M645)

POWERPC MIGRATION A lot of people seem to be quoting the company line.
***** I'm not sure this is realistic....

(1) Software emulations have historically been poor in performance (can you say SoftPC?). Plus, even hardware-supported emulations often lose the character of the original platform (IIE Card in an LC; try filling the "virtual slots" the way you want to). Until I see the PowerPC do the emulation right, I remain skeptical.

(2) "We'll support the Mac." Uh, if native products for the PowerPC

show more potential for new sales, guess exactly how long Apple will stick with supporting the Mac emulation. They aren't bringing out new models of Macs every few months for the customer's health; they're doing it to move hardware (this month's MacWorld is filled with letters from disgruntled IIvx purchasers; that machine had to be "planned obsolescence" as it was only on the market a few months, and the upgrade to the Centris is not cheap). When they are making money primarily on software, that will become their incentive. (This isn't knocking capitalism; I just hate to see people assume Apple will somehow become "noble" when their history is to seek bucks like any other company.)

Remember Apple is the home of the "reality distortion field". If you look around and the world isn't the way they describe today (do you feel you've been told the truth historically on how you as an Apple II customer were being supported?), don't even think about believing what they predict it will be tomorrow.

(I'm also waiting for "put-up-or-shut-up" on Windows NT, the Pentium, etc. :)

(WIZARDS.MUSE, CAT5, TOP3, MSG:161/M645)

>>>> Agreed for most s/w emulations however, I think the Mac <->
"*****" PowerPC situation is somewhat different. First of all, most Mac applications make heavy use of the Toolbox. That gives Apple a much smaller and defined target to aim at, compared to emulating DOS and BIOS and whatever-else is needed for SoftPC. As well, Apple did a study of a number of Mac applications and found that a very high percentage of time (over 50%) was spent in only a few key Toolbox calls. They are re-writing those Toolbox calls in native PowerPC code to get the most bang for the buck.

> Plus, even hardware-supported emulations often lose the character of the
> original platform (IIe Card in an LC; try filling the "virtual slots"
> the way you want to).

Another good point, however, the PowerPC upgrades will still have access to the original hardware Nubus slots, just as the 680x0 did. Not quite the same situation.

> "We'll support the Mac." Uh, if native products for the PowerPC show
> more potential for new sales, guess exactly how long Apple will stick
> with supporting the Mac emulation.

A compiler producing native code that runs under the Mac O/S on a PowerPC would still produce Mac O/S applications. Application-specific code would run at native-code speed and Toolbox calls would run at emulation speed or native speed depending on which Toolbox calls Apple has ported.

Now, if Pink ever sees the light of day, then yes, your Mac applications probably wouldn't run under it directly.

> this month's MacWorld is filled with letters from disgruntled IIvx
> purchasers

As a IIGS owner, I have no sympathy for them whatsoever. As a Mac IIvi owner, I don't understand what their problem is - the IIvi and IIvx are both on the short list of machines with scheduled PowerPC upgrades. That's one of the reasons that I sold my Mac IICx and bought the IIvi.

> do _you_ feel you've been told the truth historically on how you as an
> Apple II customer were being supported?

Well, I think that Apple has learned a lesson and will make every reasonable effort to provide Mac users with an upgrade path. And I am also quite satisfied at the current level of support that they give the Apple II, given the historical decisions that they made - not that I agree with the past decisions, just looking at it from where we are today, and the support that they continue to give today. -Allan

(A.BELYEA, CAT5, TOP3, MSG:163/M645)

>>>> /-\pple talks about compilers being able to compile the same code
"""""" in both Mac and PowerPC specific versions. Obviously, though, the PowerPC is going to have a number of features that the Mac doesn't have. Otherwise, why not just continue using faster and faster 680x0 processors? So, as soon as some of those PowerPC specific features are used, the program will no longer be able to be compiled in a Mac version. Now, given the CHANCE at using some nifty new features, how many people do you think are still going to limit their programs to ONLY using features available to Macs, so that they can be easily compiled for both systems? It's going to be like when a new version of an operating system comes out. Sure, a FEW people will continue to make their programs compatible with the previous operating system, but the vast majority are going to JUMP at the chance to use the nifty new features available in the latest system software release. The number of people who are going to still limit themselves to the "smaller" feature set of the Mac may be a little bit higher in this case, but don't fool yourself that MOST people developing applications to run on the PowerPC are going to.

The PowerPC Mac emulation is going to be like the Apple IIe Card in the Mac LC/etc. Has this card increased the market for new 8-bit Apple II software? No. People with IIe Cards are NOT buying new Apple II software, they're only using them to run existing Apple II software that they already own. With the PowerPC Macs, the cross compiling system is going to be used in a similar way: Existing applications are going to be recompiled for the PowerPC, and from there there's no looking back. You're going to be able to use the Mac stuff you have now with the PowerPC Macs, but the original Macs themselves are going to be left in the dust, just like the Apple II.

\\\/hat it's most likely to look like is the relationship between the Apple IIgs and 8-bit Apple IIs.

(A2.LUNATIC, CAT5, TOP3, MSG:166/M645)

>>>> The PowerPC Mac emulation is going to be like the Apple IIe Card
"""""" in the Mac LC/etc. "

I don't think you guys have the true picture here. The PowerPC is not just a faster processor and an extended feature set. It IS, literally, the next generation.

As I said in an earlier post, the limit on software emulations in the past has been the power/speed of the processors on which the emulation was running. A friend of mine tells me that he read a report of someone who ran one of the standard Mac testing programs (Speedometer?) on a PowerPC doing it's Mac emulation. The testing gizmo thought it was running on a Quadra 850 at 400 mhz. I'm told that screen redraws are so fast that you can't see them happen, you can only see that they have changed.

Comparisons with earlier emulations are invalid, this thing is just so fast it is beyond the comparisons entirely.

>>"\//hat it's most likely to look like is the relationship between the Apple IIgs and 8-bit Apple IIs."

That's about right, if the GS in question is running at 10-15mhz. :) That is, Mac applications will run so much faster that it will compare to a 1mhz, read a block at a time, P8 application running 1500% faster with a multiple block read SCSI card.

However, the thing you can't ignore is that there is a HUGE installed base of Macs out there (as compared to the Apple II market, even at its peak). There IS money to be made for a developer who comes out with an app that runs on the older Macs. When you consider that that same app WILL run on the PowerPC (except it will be an order of magnitude faster), it'll be worth it. Also the technical advantages of the PowerPC are not radically different, in the way that going from a monochrome IIE to a IIgs are. The largest part of the difference is in extended capabilities like being able to multitask DOS and Mac applications at the same time, significantly better networking capabilities, etc. (And it is entirely possible to write a program for the old style Macs and then simply and quickly port it to PowerPC native mode code. This is SUPPOSED to be a trivial task. :)
-Gary R. Utter

(GARY.UTTER, CAT5, TOP3, MSG:167/,645)

>>>> (Gary, I was trying to put it in easy to understand terms, and """" you took those quotes out of context. Twice now in Apple's history they have already come out with a faster/better machine that had a HARDWARE emulation of a previous CPU (three times, if you count the Apple ///'s emulation of the original Apple II). In both cases, this new machine's emulation capability did NOT create a significant new market for software that still ran on the old machine, once equivalent new machine specific software was available. That doesn't mean that the old market disappeared, but it was greatly overshadowed. Now with the Power PC Macs, due to developer seeding, and to the initial source code compatibility, there should already be a significant amount of native Power PC software (at least Power PC specific VERSIONS) at or soon after its release.

The 680x0 Mac market isn't going to disappear when the Power PC Macs come out, and it's not going to be an Apple II vs. Mac kind of controversy. What it will be more like is an Apple IIgs vs. 8-bit Apple II situation. You buy one machine, and you'll be able to run everything. The people with the older machines will be able to "upgrade" to the new machines and take all their software and hardware with them. But the people who don't upgrade are going to start wistfully looking at the neat new packages that won't run on their machines, and wonder why there's getting to be less and less development for their platform. -= Lunatic (:

SYSTEM 6.0.1. & POINTLESS PROBLEMS? I got System 6.0.1 about a week ago
"*****" from Resource Central, and after getting it, called Apple's Software Licensing to inquire about making it available to members of my local user group. After getting the OK, it was passed out this past weekend.

So far, I, and several other officers of the club, have been having

major problems. We all have Pointless installed, and as soon as accessing a Choose Font menu from a GS/OS word processing program, the system freezes.

I have tried re-installing 6.0.1 several times, trying everything from an Easy Update to a complete new "clean" install. Even with a minimum system, with nothing extra installed, Pointless and 6.0.1 do not seem to get along.

Three of us have the exact same problem. As soon as the Choose Font dialog box appears, several dimmed numbers appear where point sizes should go. Some of those are three digit numbers. As soon as anything (point size, TT font) is clicked on with the mouse, the system freezes. That's happened to me with AppleWorks GS. I then did install one NDA, WriteIt, which has always been very well behaved with all versions of the GS System Disk, and it did the same thing.

I have a ROM01 with a 4 meg Sequential Systems RAM card. I have a 100 meg Vulcan, and have a HP LJIIP Plus connected to an AE Parallel Pro and have Harmonie 2.0p.

Is there a problem with 6.0.1, with Pointless, or...?

TIA -Joe

(J.KOHN, CAT9, TOP6, MSG:72/M645)

WESTCODE RESPONDS Here is the "official" posting on the current
"*****" Pointless/System 6.01 problem:
All -

I was recently made aware of a conflict between System 6.01 and Pointless 2.0.

PROBLEM If you select a TrueType font from the Choose Font dialog, your
"*****" system will crash.

CONDITIONS The problem only occurs with TrueType's. Yo may select
"*****" bitmapped fonts as before. ALSO, you may select a TrueType
for which you've saved out a bitmapped size. In other words, if you go to
select Geneva, and have saved out a Geneva.1 from the Pointless CDEV, your
system will NOT crash.

SOLUTION Either select your fonts from the Font menu proper, or (till
"*****" the problem can be solved) save out a bitmap (1 pt will
suffice) for each of your TrueType's. We will be looking in to what is
causing the problem (System software or Pointless) and will be attempting
to fix it (if possible) very shortly.

Tony Gentile

WestCode Software, Inc.

(WESTCODE, CAT37, TOP4, MSG:181/M645)

>>> WHAT'S NEW <<<

~ New and Improved ~

SYSTEM 6.0.1. RELEASED For those of you who still don't know it, Apple's
"*****" new System 6.0.1 for the Apple IIgs is now

availab, as is the new System 4.0.2 for the IIe and IIC.

System 6.0.1 contains many enhancements and bug fixes, most notable probably being the (read-only) MS-DOS FST for high density drives, and aliasing & keyboard navigation in the new Finder.

System 6.0.1 comes in two packages. The first is only \$24, and includes all six new disks, as well as a 20 page set of release notes that describe the differences between System 6.0 and 6.0.1.

There's a second package which includes a complete set of manuals for \$39, but that package is not yet available. Plus all it includes is the same documentation that came with System 6.0, plus the 20 pages of release notes you'd get if you just bought the first package. ;-) You only need to order the second package if you don't already have the System 6.0 manuals.

The new ProDOS 8 System Disk 4.0.2 for 8-bit Apple II systems, which contains the latest PRODOS and BASIC.SYSTEM, is available for \$14.00.

All prices include surface shipping anywhere in the world. Air mail is extra.

To order, contact:

Resource Central
P.O. Box 11250
Overland Park, KS 66207
913-469-6502

Or, if you'd like to order it through GENie, just send e-mail to A2-CENTRAL (that's A2-CENTRAL, not A2.CENTRAL or anything else - A2 dash Central) specifying what you want and giving your full name, address, credit card number, and expiration date. We only accept Visa and Mastercard.

Just thought everyone would like to know. ;-)

IIgs System 6.0.1 and the 8-bit System 4.0.2 will be available for downloading on GENie at some point in the near future, but we are still waiting for clearance from Apple Licensing before we can make it available here.

Let me say here that System 6.0.1 for the IIgs is wonderful! You should get it ASAP. :-) -Dean Esmay
(A2.DEAN, CAT23, TOP4, MSG:148/M645)

>>>> This is the text of the "Whats.New" file from System 6.0.1.

What's new for System 6.0.1 This is a summary of the visible changes
..... since System 6.0 was released. There have
been many bugs fixed and many features added that are not immediately
visiblePthey will enable developers to create better future products. Be
sure to also read the Shortcuts file on the SystemTools2 disk for more
information.

Finder (see also Finder Help) You can now click in Name, Size, Kind, or
..... Last Modified at the top of a list- view

window to change the view.

To rename an icon, you must now click on its name rather than the icon.

The "File Copy Alternatives" dialog has been removed. Holding down the Option key now always forces a copy rather than a move.

Dragging certain system-related files to the System folder icon on the boot volume now does "magic routing" much like the Macintosh Finder. Note that this only works when using folder's icon; dragging into a window works as before. The kinds of files that are properly placed in their own folders within the System folder are: Control Panels, Desk Accessories, Drivers, FSTs, Tools, Fonts, Sounds, Inits, and Finder Extensions. Other files are just placed in the System folder.

The Finder now creates the "FinderExtras" folder for you.

If you open the Icon Info window on an Apple SCSI device, the SCSI ID number appears on the "Where" card.

The Finder's Clipboard window handles text, pictures, and sounds. If you copy a sound to the clipboard (using the Sound control panel, for example), you can click on the Speaker icon on the clipboard to hear the sound. Teach has the same Clipboard window.

Extensions EasyMount is not just for servers anymore. It now handles aliases to any disk, folder, or application. In other words, you don't need to drag the icon onto the desktop anymore. Just keep an alias of it on the desktop. Select the icon of the item you want to alias and choose "Make Alias" from the Extras menu. EasyMount will ask you where to save the alias. Later, double-clicking the alias opens the real item. Disks and folders are opened, and applications (P8 or GS/OS) are launched. The Installer automatically installs EasyMount in your System.Setup folder.

Control Panels DC Printer control panel This was a change in System 6.0 but not documented: The DC Printer will let you choose LaserWriter, which is potentially useful for "printing" to PostScript files.

Monitor control panel The new checkbox "Smoother Mouse Cursor" sets a new Battery RAM location. It kills the cursor flicker that is especially noticeable with a Video Overlay card or an accelerator.

SetStart control panel The new checkbox "Show icons during startup" provides a way to set the Battery RAM location that disables the display of the startup icons. The Battery RAM location has been there since System 6.0, but there was no Apple-provided way to change it.

The new checkbox "Enable programmer CDAs" provides a way to set the Battery RAM location that allows Visit Monitor and Memory Peeker to show up in the CDA menu. Both ROM 1 and ROM 3 machines now check this location. This checkbox does not show up if the ROM 3 Control Panel disable jumper is present.

Startup During startup, if you have a lot of icons, they no longer keep recycling the bottom row of the screen. They now "wrap up" to the row above.

If you use a Vulcan internal hard drive, you no longer need to copy the Vulcan driver onto the Install disk when installing new system software. The Vulcan driver should still to be used for enhanced performance, but you can successfully install without it.

If your ROM 3 Apple IIgs has 8 Megabytes of RAM, the computer fails to create a RAM disk (RAM5) of any size. In this case, System 6.0.1 creates RAM5 and then restarts the system. When you turn on the computer, you will hear an extra beep at the "Apple IIgs ... ROM Version 3" screen.

Drivers The RAM5 RAM disk has a new driver. The Installer automatically
'.....' installs it if you have the RAM disk enabled when you do an Easy Update. The driver greatly enhances the disk's performance. It also allows you to have a RAM5 disk in GS/OS (but not in ProDOS 8) even when slot 5 is switched to "Your card". On a ROM 1, you must have the Minimum and Maximum sizes set to the same value; otherwise you will see a message during startup and the new driver will not be used.

The Apple II Memory Expansion Card has a new optional format. If you have a full megabyte of memory on the card, it lets you format it as either 1,024K or 800K. The 800K option blocks out the remaining 224K, but allows faster block copies to and from other 800K disks.

File System Translators (FSTs) The MS-DOS FST is new. To use it, you
'.....' Apple II RoundTable need a drive that can read MFM disks, such as the Apple SuperDrive with an Apple II SuperDrive Controller Card.

This version is read-only - it doesn't let you make changes to MS-DOS disks.

ProDOS 8 The Thunderclock year table in P8 has been updated for the
'.....' years 1993-1998. There is also a Clock.Patch file on the SystemTools2 disk that you may use to update P8 (renamed to ProDOS) to include future year groups. -= Lunatic (:
(A2.LUNATIC, CAT9, TOP6, MSG:55/M645)

NEW PRODUCTS FROM APPLE Apple has just announced three new computers and
'.....' four printers.

LC 520 The LC 520 is an "all in one" unit 25 mhz 68030 processor 'box'
'.....' with a built-in 1.44 Mb 3.5" floppy, a built-in 330i CD-ROM, either a 80 or 160 Mb hard drive, and a built-in 14" Macintosh Color Display (Trinitron tube). It comes with a minimum of 5 Mb RAM and 768k VRAM (32,768 colors). It also has one LC style processor direct slot and a math co-processor slot. So it's a LC III with a built-in CD-ROM, upgraded monitor, and one piece design.

PowerBook 145B Also a 25 Mhz 68030 processor, 4 Mb RAM, supertwist
'.....' display. Now "the most affordable PowerBook".

PowerBook 180c A color version of the 180 (256 colors, 640x480, 8.4")
'.....' running at 33 Mhz with a 68030 processor. Otherwise specs are as for the PB 180.

Portable StyleWriter A portable StyleWriter! Weighs 4.5 lbs.
'.....'

Personal LaserWriter 300 300 dpi non-AppleTalk laser printer. Comes
"*****" with GreyShare to use it across AppleTalk.
Touted as as inexpensive as an ink-jet printer.

LaserWriter Pro 800 _800_, 600, 400, or 300 dpi. PostScript level 2 and
"*****" PCL 4+. 64 fonts. Serial, parallel, and AppleTalk.
Sez's it works with MS-DOS, Windows, Unix, as well as a Mac. Also sez's it
works over "many network operating systems concurrently via multiple
protocols, including TCP/IP, EtherTalk, NetWare IPX, and Digital LAT. 15
pages per minute.

LaserWriter Pro 810 A mo' betta 800. Does more networking tricks. 20
"*****" ppm. Internal send/recieve PostScript fax modem
option. -Mike ("Maj") Murley
(M.MURLEY3, CAT5, TOP2, MSG:132/M645)

HARDPRESSED OUT! Got HardPressed today. Nice manual as always (that's
"*****" really why I bought it ;). Hehe, seriously, though, I
gotta read up on it first before installing it, but from what I've read so
far it looks great (and very well documented :). More when I get it
installed tomorrow.
(A2PRO.GREG, CAT37, TOP3, MSG:90/M645)

>>>> I don't have the official final version yet, but as one of the
"*****" testers who has watched this program develop, I've got to say that
it is the most transparent and easy to use auto-compressors that I've seen.
It's also one of the quickest and most flexible to configure.

I have several folders flagged for automatically compressing anything
that enters the folder or is modified in the folder and I have often
forgotten that something is being compressed/uncompressed until I see the
cursor change. A lot of time and effort has gone into this product and it
shows in the program.

I can't say enough about it. It is one of the most useful pieces of
software that I've used. My hat is off to everyone at Westcode and
especially to Andy for all the effort that they have put into HardPressed.
It is a real bargain that I recommend to everyone! -Greg
(KMCCANN, CAT37, TOP3, MSG:91/M645)

SHAREWARE SOLUTIONS II INFO Somewhere up-topic, I posted a press release.
"*****" What it said is that Shareware Solutions II
will be published every other month, with the eventual goal of "going
monthly". Each issue will be at least 12 pages. Planned feature length
articles for the first several issues will include an over view of Apple
Expo West, with a detailed description of all new products released there,
a very detailed article about The Internet, including a description of what
it is, a hundred ways to access it for free, step-by-step Apple II oriented
instructions that will assist the net newcomer (and more than a few
old-times), and a mini-guided tour to Apple II and Educational offerings on
the net. There will be a 'Shareware Solutions like' article about all the
software created by the France based FTA, including several surprises.
Grapevine: The Next Generation will continue to provide readers with fun
Apple II Easter Eggs, money saving hints, and include Apple II news. Modem
Madness is a telecom oriented column, with news of interest to Apple II
users.

Of course, every issue will contain lots of information about new and classic freeware, shareware and public domain, and all software written about will be made available to readers via the mail.

The North American subscription rate is \$25 (US Funds ONLY) for 12 issues (that's not a one year subscription; it's for 12 issues). Outside North America, the subscription rate is \$40, and foreign readers will receive their copy by first class air mail.

I am not set up, at this time, to accept school purchase orders or credit cards.

Joe Kohn
166 Alpine Street
San Rafael, CA 94901
(J.KOHN, CAT28, TOP4, MSG:54/M645)

INTRODUCING: MEGABUFF MegaBuff is a 1 MegaByte buffer and LocalTalk
"*****" Option (LTO) board for the ImageWriter II printer.
In serial mode, it supports data speeds up to 57600 baud. In network mode,
up to four computers at once can be buffering data in MegaBuff. A special
Macintosh printer driver is included that displays the amount of memory
remaining in the buffer via a thermometer bar.

As an example of our continuing support for Apple II users, MegaBuff
now ships with an exclusive high-speed 57600 baud Port Driver (for Apple
IIGS). These port drivers directly access the serial chip in the Apple
IIGS for TRUE 57600 baud access (no overhead). As an example of the
benefit of this, a sample four-page AWGS word processor file printed in
1:30 seconds on an IW2 (w/MegaBuff) with Apple's standard port driver.
With the MegaPort driver, the same file spooled to the printer in only 30
seconds! Even better, the MegaPort driver allows you to put an expansion
card in slot 1, because MegaPort directly accesses the IIGS serial port.

Don't wait! Get this powerful addition to your computer system
today! -Jawaid @ Sequential
(PROCYON.INC, CAT20, TOP10, MSG:2/M645)

>>> THROUGH THE GRAPEVINE <<<

~ Rumors, Maybes and Mayhem ~

inCider/A+??? I was surprised the latest (and last?) issue of inCider/A+
"*****" makes no mention of its future, or lack thereof. The only
reference whatsoever is that Joe Kohn "is moving on;" it's not mentioned
that everyone else is moving OUT.

There's no editorial.

There ARE reader-service cards that invite new subscriptions.

Maybe the decision was made AFTER the issue went to bed? <<<Lloyd>>>
(L.DEVRIES, CAT28, TOP3, MSG:186/M645)

>>>> I was also surprised. For those who are not online, the sudden
"*****" disappearance of inCider is going to be more of a shock than it
would have been with the inclusion of a "farewell" editorial. Harumph.
Steve Weyhrich <IXOYE>--<
(S.WEYHRICH, CAT28, TOP3, MSG:187/M645)

>>>> LLoyd/Steve at al - When I talked to Paul Statt about it many
"*****" months ago, he told me that in general, when a magazine publishes
its final issue, it doesn't mention that fact within the magazine itself,
and that inCider wasn't going to say anything either.

It was for that very reason that my column includes my farewell.

The decision that the July issue would be the final issue was made
long ago. It was only the details that were worked out in recent months.

Despite the fact that A+ Publishing will be publishing Mac Computing,
I am firmly committed to remaining with the Apple II, and made my decision
to publish Shareware Solutions II after I learned of the eventual demise of
inCider/A+.

Believe me; the July issue of inCider is the last one you'll ever
see. And, trust me also, when I say that the best of inCider/A+ will live
on in Shareware Solutions II. -Joe Kohn

GOOD NEWS... The next release of the Six Pack product will include an
"*****" improved MoreInfo extension that includes "preferences",
you can pick All, none, or whatever of those MoreInfo items you like to
show up in the Extras menu. I like leaving Lock and Unlock there, but I
have the others set not to show up.

But that's not all :-) In the coming months (when its done!) you'll
find that most of the existing programs have been improved and there will
be a few new ones as well.

When the new release is ready, either Jerry or myself will post here
on GENIE and let everyone know!

PS: Dont forget, with IR installed in your system (its on the ~~ Six Pack
disk), you can put some of your less-often used extensions in a
different folder and just double-click on them when you want to use
them. This way, you won't have the giant Extras menu all the time.
Also, you can create Worksets of groups of extensions to be installed
with a single double-click (Isn't Six Pack a great pack of programs?)

For the record, I LOVE having a MONSTER Extras menu! :-)
Bill {W.TUDOR}
(W.TUDOR, CAT42, TOP26, MSG:119/M645)

EXPRESS V2.1 SOON We expect Express v2.1 will be available in a month or
"*****" so. It will also include the tweak to force T2 to do a
friendly "background blank" so it won't keep Express from printing.
Thanks, --Dave
(SEVENHILLS, CAT43, TOP10, MSG:175/M645)

LATEST ACCUDRAW AT KANSASFEST For those of you who will be attending

***** KansasFest this year, you will be able to see the latest version of AccuDraw. This is the most complete graphics design program ever written for the Apple II.

With AccuDraw, you can even do complex features like Aldus Freehands tile fill. In AccuDraw, you can make any contents of the clipboard a fill pattern to be used. This is a tile fill.

Are there any features you are looking for in a CAD program? If so, ask here. They may already be in AccuDraw.
-Eric Bush, Kitchen Sink Software, Inc.

(KITCHEN.SINK, CAT25, TOP11, MSG:79/M645)

>>> MESSAGE SPOTLIGHT <<<

~ Listen Up! ~

Apple II RoundTable
Category 5, Topic 2
Message 147 Mon Jun 21, 1993
SOFTDISK.INC [Bryan Zak] at 04:15 EDT

Jawaid,

I agree! (Isn't that amazing!??!) I too don't understand why Apple decided that the \$1.5 billion that the Apple II was generating wasn't good enough. I guess they felt that every Apple II sold was one less Macintosh. And since they wanted to go with the Macintosh in the long run I guess they decided to just shoot the Apple II in the head.

The shooting in the head is the part I don't get. I can understand a company deciding on long range goals (I guess 5 years is long range in the personal computer industry eh? :).

I guess I was saying two things: One, I was giving that guy an example of a company that could stop pushing a money-making product and still survive. And two, I was trying to say that while I think pushing the Macintosh over the Apple II was in the best interests of Apple Computer in the long run I think they could have handled the installed base of Apple II users better.

Bryan

[*][*][*]

Apple II RoundTable
Category 5, Topic 2
Message 153 Tue Jun 22, 1993
W.ARCHER2 at 00:46 EDT

Not all business decisions are made on the basis of logical course of action or financial evaluation. Looking back at the last few years I'd have to say that Apple abandoned the Apple II because a controlling group of management honestly think the Macintosh is a superior technology. Numbers can be moved around to support many different views of a given business strategy. Lost revenues due to non-pursuit of 6502 based technology aside, my impression is that most Apple employees are solidly behind the Mac and would prefer to use a Mac over any other personal

computer available. Remember trying to convince a CP/M user that the Apple II was a worthwhile machine? Same thing trying to convince a Mac aficionado that the Apple II is still relevant.

As for me... different tools for different jobs. I hope the Apple II will be around for years to come.

Walker

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your APPLE II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////

HUMOR ONLINE /

////////////////////////////////////

GENie Fun And Games

[Author Unknown]

>>> I HAD A DREAM <<<

Monday, 10 AM -- Chicago, Illinois -- Start-up software developer Cuisine International announced CUISINENET, the first internetworking program to seamlessly integrate word and food processing. Called a breakthrough for small restaurants and snack bars, Cuisine Chairman Mark Meigs confidently predicted sales of thousands of copies with shipments soon to begin.

Monday, 4 PM -- New York -- Cuisine International shares closed sharply higher on announcement of new CUISINENET product.

Tuesday, 9 AM -- Redmond, Washington -- Microsoft Chairman William H. Gates, III announced that Microsoft Food for Windows would soon enter beta testing. Gates described the product as the first of a projected family of products to include Food for Windows, designed for small commercial dining establishments; Personal Food for Windows, designed for home kitchens; Portable Food for Windows, designed for lunchboxes; and, of course, at the high end, Food for Windows NC (Nouvelle Cuisine) designed for large institutional dining rooms. Asked by a reporter about CUISINENET, Gates said that he had never heard of the product, but was not surprised by it, because the software business is highly competitive, and Microsoft has to compete on the merits with many strong competitors, as the FTC had recently concluded.

Tuesday, 3 PM -- Chicago, Illinois -- An angry Mark Meigs showed reporters a copy of the nondisclosure agreement signed by Bill Gates, under which Cuisine International had informed Microsoft a year earlier about plans for

CUISINENET. Meigs said that in hindsight, he should never have signed the agreement, as the only thing he learned from Microsoft was that Gates was considering making changes to Windows.

Wednesday, 9 AM -- Redmond, Washington -- Microsoft Chairman Bill Gates announced that Microsoft would soon publish specifications for the Windows Open Kitchen Architecture (WOKA), a series of design specifications to permit manufacturers of toasters, ranges, and other kitchen appliances to integrate their products into the forthcoming Microsoft Food for Windows line. Asked about reports of a nondisclosure agreement with Cuisine International for a similar product, Gates said that the other product was really at most a niche product, and would probably have less functionality than the food-related features that Microsoft would be building into the new Unsaturated FAT File System which would be part of DOS 7.0. Gates said that he doubted there would be much interest in a dead-end solution that would not be able to keep up to date with advances in WOKA. Gates added that over 11,000 manufacturers of kitchen appliances were already having serious discussions with Microsoft about WOKA, and that he expected almost all important eaters of food to standardize on the WOKA environment.

Wednesday, 10 AM -- Redmond, Washington -- Microsoft Chairman Bill Gates announced that he would be giving the keynote speech at the American Bakers annual convention on "Nutrition at Your Fingertips." Gates played down speculation that he would use the Bakers convention to introduce Microsoft Food for Windows, saying only that alpha testing was proceeding ahead of schedule, and the product would be shipped when it was ready.

Wednesday, 11 AM -- Redmond, Washington -- Microsoft Corporation announced that its Chairman, William H. Gates, III, had made a donation of over \$250 of personal funds to the Cordon Bleu to begin an endowment fund for the Bill Gates Professorship of Advanced Cookery. The famous French cooking school confirmed that it had agreed to be a beta site for the much discussed Food for Windows application sweet.

Thursday, 9 AM -- New York -- PCWeek Magazine reported in a copyrighted story that it had obtained a copy of correspondence from Microsoft to Cuisine International, demanding that the small developer of kitchen software cease using the Cuisine name, as it infringes on the trademark for Microsoft Food for Windows NC. Microsoft added that Chairman Mark Meigs would also have to change his own name as Mark infringed a copyright on the Windows Edit menu, Meigs infringed the trademark on Meigs Field in Microsoft Flight Simulator, and Chairman infringed the trademark on Bill Gates's title which he had acquired with personal funds from Mao's estate. Also, Microsoft advised that while the company did not actually have to move out of Chicago, use of the name on press releases infringed a trademark on Windows 4.0

Thursday, 4 PM -- New York -- Cuisine International stock closed at 0-bid, 1/16-asked.

Friday, 9 AM -- ? -- An anonymous spokesman for an unnamed Midwestern software developer announced the discontinuation of operations. Undescribed legal problems were cited as the reason. Others speculated that a failure to appreciate the competitive nature of the software business may have led to the company's sudden collapse.

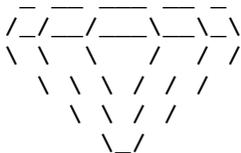
Monday, 9 AM -- Microsoft Internal Mail

| | | | | |
|-----|---------|--------------------|---------------|---------|
| Thu | 2130 ET | TBC Forum | Mike Garvey | TBC |
| Fri | 2130 ET | Telecommunications | Jim Zajkowski | JIMZ |
| Sat | 2130 ET | Games | Dave Ciotti | A2.BEAR |

Formal Conferences:
 (Tuesdays, 2130 EDT, 1830 PDT, Room 3)

Conference Transcripts:

For a complete list of all A2 conference transcripts, type M645;3 <return> to move to the A2 software library. Select Option 8, Set Software Library. When prompted, enter library 17. Then select option 2, Directory of Files, to see a list of all transcripts.

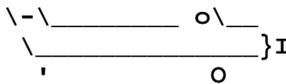


(A2 Menu
 Item #3)

LONG AWAITED GEM UPDATE NOW AVAILABLE!

GENie Master (GEM) v4.21, the premiere FREE Apple II off-line message and file management system is finally here in the A2 libraries as file #20978, GEM.4.21.BXY. This is a MUST-HAVE program for all Apple II users on GENIE! GEM saves you time and money by automating all of your regular online activities. It requires AppleWorks 3.0 and either Talk is Cheap, Point-to-Point, or ProTERM 3.0. This new version 4.21 includes a new easy to understand manual, automated new user sign ups, and lots of changes and fixes.

*** WARNING! *** *** IMPORTANT! ***

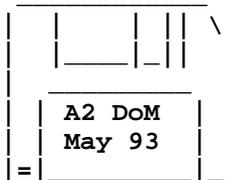


(A2 Menu Item #3
 or
 Move 645;3)

GEM v4.20 AND COPILOT v2.0.x OFFLINE NAV. USERS!!!

Your copies of GEM and CoPilot will BREAK between now and THIS WEDNESDAY, June 16th!! GENie is making structural changes to make it more responsive, but it will break GEM and CoPilot. Version 4.21 of GEM and version 2.1 of CoPilot are already compatible with all new changes, INCLUDING JULY 1ST CHANGES, and they are available NOW in the A2 Library. GEM v4.21 is file #20978, GEM.4.21.BXY, and CoPilot v2.1 is file #20878, COPILOT.2.1.BXY. If you don't have the latest GEM or CoPilot already, please download these TODAY! Some copies of GEM are already broken, and ALL versions prior to GEM 4.21 and CoPilot 2.1.1 will be broken by Wednesday at the latest.

Download these TODAY if you haven't already! You don't have much time left!



(A2 Menu

NEW! A2'S DISK OF THE MONTH!

Now, every month, starting this month, download the best Apple II files collected together on a single disk in A2! We've got the files that you want, available as a single download, easily selectable simply by choosing menu item 7 on the main A2 menu. This disk is great for user groups, and is specifically cleared for their use. If

Item #7) you're only going to download one file a month, make it this one!

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[EOA]
[LIB]////////////////////////////////////
                ONLINE LIBRARY /
////////////////////////////////////
A2 Library -- Quick Takes
*****
By Darrel Raines
   [D.RAINES]
```

This section of the monthly GENieLamp will be devoted to a sampling of the many diverse files that are uploaded to the A2 library each and every month. Our feature article will focus on a specific type of file that can be found in the libraries. This area will only offer the name and a short description of the files that are new to the A2 library during the last month.

The fact that a file is listed in the following lists is not necessarily a recommendation for the file. The attempt will be to show the diversity of files uploaded to Genie. Some selected files will have the long description directly after the file name for additional information. If you see a file that you are interested in, then write down the file number and go to the library area to download the file to your computer.

Have fun!

| File# | File Name | Bytes | Description |
|-------|-----------------|--------|--------------------------------------|
| 20904 | APPLEII.MTS.BXY | 13184 | RTC with Dean Esmay, Meet The SysOps |
| 20895 | WORLD.WIZ.TXT | 10752 | News from Dr. Tom and Apple Expo Wes |
| 20886 | APPLE.RX.BXY | 27264 | Apple.Rx version 3.4 |
| 20885 | REVISE.BXY | 5888 | ProSel-16 revision description |
| 20884 | PROSEL.BXY | 199040 | ProSel-16 version 8.84 |

Version 8.84 of ProSel 16, a minor revision. Main change is more virus support. This file is for ProSel-16 owners only and is encrypted. Copyright 1993 by Glen Bredon.

| | | | |
|-------|-----------------|--------|--------------------------------------|
| 20883 | PTP.IIE.SCR.BXY | 4992 | PTP download scripts for IIE |
| 20882 | KYBRD5.TM.BXY | 40064 | KEYBOARDING 5 TEACHER'S MANUAL |
| 20881 | KYBRD5.FIX3.BXY | 6272 | KEYBOARDING 5 BUG FIX 3 |
| 20978 | GEM.4.21.BXY | 218496 | An amazing FREEWARE GENie navigator! |

This is GENie Master (GEM), version 4.21, by Tom Hoover. This program is FREEWARE. GEM requires Appleworks 3.0, a minimum of 512K of memory, and a copy of a recent version of ProTerm, Point To Point, or Talk Is Cheap. A hard drive is strongly recommended, but it will work if you have a 3.5 drive. GENie Master will save you tons of connect time; it will log on at the speed of light, collect your mail, read new messages, check for new files... then you read and respond to the things it collects at your leisure, off-line! Next time it logs on, it will send all your replies and download files, and get back off, also at the speed of light! This is a MUST HAVE item - feel free to distribute copies to others!

20878 COPILOT.2.1.BXY 143616 FREeware off-line navigator for IIgs

This is Ken Gluckman's GE CoPilot, the amazing FREeware GENie navigator for the Apple IIgs! CoPilot will make GENie easier to use than you ever dreamed, plus save you lots of money by letting you do most of your work off-line, without the GENie clock running! CoPilot grabs your mail and messages at the speed of light, then shows them to you and lets you read and respond off-line, then CoPilot logs back on and sends your responses instantly! Specify files to download, it downloads them for you without you having to fumble to type things with the billing clock running! This is a MUST HAVE item for any IIgs user on GENie! Requires System 6.0 or later and at least a megabyte of memory, plus a copy of Talk Is Cheap, Point To Point, or ProTerm.

| | | | |
|-------|-----------------|--------|--------------------------------------|
| 20871 | QUICKIE.CMP.BXY | 93952 | See the difference Quickie 3.1 makes |
| 20869 | GS.ENTERTAN.BXY | 38528 | IIGS Graphics & Sound jukebox |
| 20867 | SONATA.FNT.BXY | 11904 | FONT: Sonata Bitmap (33279) |
| 20866 | MONO.FNT.BXY | 1408 | FONT: Mono Bitmap (32905) |
| 20862 | GEM.LAMP2.1.BXY | 12800 | Download GENie Lamp with GEM/TIC |
| 20861 | TICKERSYM.BXY | 115200 | 2 db files for stock & fund symbols |
| 20860 | A2DOM.0693.BXY | 450816 | A2 DOM June 1993 issue |
| 20859 | JUNETLE.BXY | 44672 | Satellite Orbital Elements for June |
| 20852 | PHAN.BLNK.BXY | 53376 | Phantasm Screen Blankers |
| 20851 | LOGSHEET.BXY | 4992 | GW3 file of a columned sheet |
| 20850 | GEAR.RATIOS.BXY | 36992 | GW3 file for Dura Ace gear ratios |
| 20847 | OPEN.ANY1.1.BXY | 5376 | NDA - Opens files via Finder Exts. |
| 20841 | SENS.SOUNDS.BXY | 195456 | Sensible Sounds for System 6.0 IIgs |
| 20840 | NEWS.9306.BXY | 34304 | A2 News Digest 06/93 |
| 20837 | EAMON.100.BXY | 44288 | 80-col. P8 'Sorceror's Spire' |
| 20829 | RUSS.PROG.B.BXY | 61184 | Russell's Program Disk Side 2 |
| 20828 | RUSS.PROG.A.BXY | 60032 | Russell's Program Disk Side 1 |
| 20827 | ESCAPE.BXY | 54656 | Hi-Res Escape game |
| 20826 | VIGOR.BXY | 19072 | Vigor arcade game for the Apple II |

Vigor is a hires arcade game that's simple to play. You command a space craft on the left of the screen and obliterate the oncoming enemy ships. Once one of them reaches your side or you get hit by one of their bullets, you will lose a ship. Once you lose all 3 ships, game over! This was my very first arcade game that I wrote in assembly language therefore I am releasing it as Freeware! Enjoy!

| | | | |
|-------|-----------------|-------|------------------------------------|
| 20818 | EMBOSS.HINT.TXT | 1536 | Hints for embossing |
| 20817 | FENCED.IN.BXY | 13696 | Fence building strategy game for 2 |

Don't Fence Me In! A game of strategy for two players. The object is to build a fence across the screen before your opponent does. See the READ.ME file and the online instructions for more details. Run FENCED.IN.1 to begin the game. FREeware, but copyrighted.

| | | | |
|-------|-----------------|--------|-----------------------------------|
| 20804 | HS.CHICAGO.BXY | 528128 | HyperStudio stack of Chicago info |
| 20803 | PS.RUSSIAN.BXY | 6528 | Russian font & keyboard layout |
| 20802 | W6.DOORLNCH.BXY | 4608 | Door Launcher for Warp Six BBS |
| 20800 | FILEPSG.2.0.BXY | 121344 | GS File Utility File Passage v2.0 |

File Passage 2.0 is a freeware file utility for the Apple IIgs. It implements file commands such as copy, backup, move, catalog, and delete, and lets you customize how each command works by the use of a great variety of options and filters. Detailed on-line descriptions of each command are

provided, or you can send \$10 to the author, Charles C. Bartley, 1310 Cholla Ct., Lake Havasu City, AZ 86403, for a nicely printed manual. Version 2.0 provides a cleaner interface and more functionality than previously released versions.

| | | |
|-----------------------|-------|-------------------------------------|
| 20795 QWKGS106.BXY | 31488 | Read QWK Packets on your GS |
| 20794 GEMCFIG.SIG.BNY | 13696 | Article On Configuring Genie Master |
| 20792 EASYOPEN1.4.BXY | 9728 | EasyOpen alias fext NEW VERSION! |
| 20791 INVADERS.BXY | 34688 | Space Invaders type game |

This is a Space Invaders type game for the Apple IIGS. Supports mouse control. [Note: Accelerator users should slow down the speed before running this game. If you don't, you're in for quite a challenge.]

| | | |
|-----------------------|-------|--------------------------------------|
| 20788 BUDS.LAUNCH.BXY | 9600 | ProDOS 8/16 hot-key launcher |
| 20787 TASKCARDS.BXY | 76160 | AppleWorks GS Classroom Task cards |
| 20737 GRAFORTH.BXY | 63104 | GraFORTH by Paul Lutus, now Freeware |

This file contains GraFORTH, reference sheets for the GraFORTH commands, the Editor commands, and the Lost Classics Press Release. GraFORTH is a DOS 3.3 graphics-oriented FORTH compiler/interpreter. This should run on any Apple II with at least 48K RAM. Sample code is included. GraFORTH is a mid-level language with assembly level animation capabilities. Sound and music capabilities are built in. Paul Lutus has given permission for people to copy and distribute freely as long as no charge is levied for the program. Check out the GraFORTH.ReadMe file included for more information. ***REQUIRES DOS 3.3*** Archived with ShrinkIt 3.4. Unpack the 'Disk' portion of the archive to a BLANK 5.25 disk.

| | | |
|----------------------|--------|--------------------------------------|
| 20730 QIXCIRCUS.BXY | 14464 | Qix Circus graphics demo v1.1 |
| 20724 KAWAII.BXY | 23808 | New Enya-like sythLAB song |
| 20721 A2.DOM.MAY.BXY | 464000 | A2's Disk Of The Month, May '93 |
| 20714 POSTALCODE.BXY | 103040 | PostalCoder - AppleWorks GS barcodes |

The NAUG Library now includes PostalCoder GS, a set of professional-quality AppleWorks GS mail list management and postal bar code templates. PostalCoder GS maintains your mailing lists and addresses envelopes. Automatically prints the correct postal bar code for all records that contain a nine-digit Zip code. Documentation describes how to use the program with many printers. PostalCoder GS is shareware. You send the author, Ray Bailey, \$10 (\$5 if you are a NAUG member). Archived with ShrinkIt GS v.1.1

| | | |
|-----------------------|--------|--------------------------------|
| 20711 TCX.DISK3.5.BXY | 196352 | TCXPress offline msg processor |
|-----------------------|--------|--------------------------------|

TCXpress is a freeware offline message processor that uses AppleWorks 3.0, TimeOut TeleComm and UltraMacros (3.1 or 4.x). Auto-captures mail and Roundtable messages, auto-sends mail and RT replies. Includes quote-back, mark and unmark topics, auto-save message files to disk. Menu driven. Works entirely within AppleWorks/TimeOut environment. Use ShrinkIt to unpack this file to a 3.5" disk. TCXpress is a product of Dan's Macro City. [Note: This contains BOTH versions of TCXPress. One for UltraMacros 3.1, and one for 4.x. The individual versions are also available nearby in the library. This is a full disk archive, and must be unpacked to a 3.5" disk.]

| | | |
|--------------------------|-------|--------------------------------------|
| 20708 EL.DUET.BXY | 25856 | Electric Duet, Musical Lost Classic |
| 20707 APPLWRITER3.BXY V4 | 76544 | Apple Writer for Apple III computers |

20706 APPLWRITER2.BXY V2.1 93056 Apple Writer II v2.1, A Lost Classic

As of 24 July 1992, Paul Lutus has allowed Apple Writer 2.1 to be classified as Freeware. Apple Writer 2.1 (NOT any other version!) may be freely copied and distributed. By agreement with Paul, NO ONE may sell it, or sell it on disks which contain other software. This is a file archive. This program will NOT print through the IIgs printer port as is. It requires a Super Serial Card. A patch to remedy this is included in this archive in a folder called /PATCHES. Packed with Shrinkit 3.4. If you have already downloaded Apple Writer in an earlier package, this program is the same. If you are distributing Apple Writer elsewhere, please delete all old copies and use this one. Previous versions did not include important copyright information.

| | | | | |
|-------|-----------------|-----------|--------|-------------------------------------|
| 20703 | EAMON.016.BXY | | 36096 | 80-col. P8 'The Caves of Mondamen' |
| 20695 | BILLE.ART.BXY | | 329984 | A NEW French game, by Brutal Deluxe |
| 20694 | ANSITERM.BXY | V2.0 DEMO | 136064 | ANSITerm v2.0 Demo 510-837-9098 |
| 20690 | DURDETRE.BXY | | 576512 | A real huge and super-cool MOD :) |
| 20689 | NEWS.9305.BXY | | 23552 | A2 News Digest 05/93 |
| 20687 | BAD.BLOCK.BXY | | 7040 | use disks with annoying bad blocks |
| 20686 | SHADOWWRITE.BXY | V1.2 | 88832 | New, improved ShadowWrite NDA! |

ShadowWrite v1.2 is completed !!! Improvements: On-screen ruler (measurement in pts, inches, cm); MultiGet Open dialog; Insert & Append text; Fast Find/Replace; new actions in Modify Text: ROT13 En-/Decrypt, Change Case (UPPERCASE, lowercase, Title); word count; Save as Source; AppleWorks support; Inter-Process Communication support; and more... Documentation and Update Notes included. Requires System 6.0. Archived with GS-ShrinkIt v1.1.

| | | | | |
|-------|-----------------|------|-------|------------------------------------|
| 20683 | LOTTO.BXY | | 11648 | Lottery Program |
| 20680 | DOS33.LNCHR.BXY | V2.0 | 40192 | Run DOS 3.3 Pgms from a Hard Drive |

Version 2.0, now works with 8-bit Apple IIs! Also now allows saving to disk images, and making double-sided disk images on the Apple IIgs! This incredibly fantastic and useful utility allows you to store and run older DOS 3.3 software on your previously non-DOS 3.3 compatible ProDOS hard drive or 3.5" floppy drives. Written by the author of Roger Wagner's The Graphic Exchange, John MacLean, this is a \$10 shareware utility. It's very easy to use, and it even has the ability to slow down your system to 1 Mhz when running DOS 3.3 software, but returns you to your launcher at full fast speed. Supports DOS 3.3 BIN files and single or double sided DOS 3.3 disks.

| | | | | |
|-------|-----------------|--|--------|--------------------------------------|
| 20674 | JIMW1.BXY | | 14336 | Jim's World, graphic humor |
| 20671 | SOLITAIRNDA.BXY | | 29568 | Solitaire NDA by Bill Tudor |
| 20670 | PT3.1.INFO.BXY | | 12160 | Info on ProTerm 3.1 from InTrec BBS |
| 20669 | MSDOS12.BXY | | 6656 | Copy files from MSDOS disk to Prodos |
| 20666 | CHEERS.MOD.BXY | | 60672 | MOD file: Theme to Cheers TV show |
| 20665 | SONIQTRK.63.BXY | | 73600 | SoniqTracker v0.63. IIGS MOD player. |
| 20664 | BULLA.PLUS.BXY | | 280704 | The FTA's original Bulla + lots MORE |

More great stuff from the FTA, including source code! This collection has eight great programs on it: "The-Scrolling-Bulla-Game," a Marios Bros. like game demo, "New Parametrix Animation," chaser balls in a figure eight, "New Real-Time Vector Balls," "Diagonal Scroll" (you gotta see it to believe it), "Psy Scroll," a funky text scroll, "Coke Animation," a spinning Coke(tm) can!, "Oscillo," music with four separate

oscillators/meters, and "Pang," some bouncing balls over a detailed background. To make a self-booting disk from this archive, unpack these files to a disk that contains ProDOS (P8) and Basic.System. Packed with GSHK. Running directly from GS/OS may require a Shift-Boot.

20648 PRODESK3.01.BXY 74240 Full featured 8-bit selector/utility
 20638 SNDEDITV1.2.BXY 52352 New Sound Editor--all Apple II's!

You asked for it, and here it is--SOUND.EDITOR version 1.2--with a brand -new software DAC that provides 5-bit accuracy for GREAT sound and a 22 kHz. "carrier" for NO ANNOYING HIGH-PITCHED WHINE! The new DAC uses a carrier frequency which is inaudible to almost everyone, unlike prior software DACs, whose 11 kHz. carrier made an ear-splitting wtone to wake the dead! Packaged with a handy sound player-editor an, some asample sounds to get you started, and a history and theory of operation. Freeware.

20631 AUTOPILOT.BXY V0.7 154624 GENie navigator for the GS beta REUP
 20629 BOWL.GS.BXY 63872 Bowling game for IIGS
 20623 BULLA.BXY 157184 2 stand-alone levels of FTA's Bulla
 20604 FILMS.ADB.BXY 167552 Over 2400+ films in AppleWorks DB.
 20602 FIN.DEMO.BXY 36224 Hartz Financial Templates Demo Disk
 20601 DIF.CONV.BXY 30720 AppleWorks -> DIF file utility
 20593 T2.V1.1.PR.TXT 6912 Twilight II v1.1 Press Release!
 20591 SANE.PATCH.BXY 2688 SANE Tool Patch
 20590 TM.COMPATIB.BXY 4/16 12800 The Manager Compatibility File 04/16
 20586 EAMON.183.BXY 61056 80-col. P8 'The Boy and the Bard'

[EOA]
 [QUI]////////////////////////////////////
 THE MIGHTY QUINN /
 //////////////////////////////////////
 Random Access

 By Mark Quinn
 [NEWSIE]

"A Whole Buncha Milliseconds with Mark"
 by Mark Quinn, DOA
 [GENie address: NEWSIE]

>>> PENTIUMS FROM HEAVEN <<<

I'm a "technoholic". If there were a Technoholics Anonymous twelve-step program available for folks like me, even though I wouldn't attend the meetings, they'd do me good. My life has been changed by technology, and I have every reason to believe that my afterlife will be as well. I have very specific instructions for my funeral. When I die, I want to be taken to my grave site in a UPS van and buried in a vault full of styrofoam peanuts. I know that in heaven there's no credit limit, no restocking fee, and all deliveries are overnight at no extra charge. It's a little hard to imagine, but (as usual) I can try . . .

St. Peter stands at the gate with a white UPC scanner, scanning the souls of those who enter.

"You were a little overindulgent during your life, Mark. Still, you made it. Here's your Golden Card."

"Do I get a PIN number?"

St. Peter chuckles. "There are none here; no confusing numbers to remember. Just insert your card into the slot at the check-outs. We trust you." He chuckles again.

"But what if I lose it?"

He takes it from me and flings it quite a distance. It sprouts wings and flies back to my hand.

I ask another question, but instead of answering it, he hands me a large white book with gold lettering. It almost looks like a wedding album. THE ZEN OF HEAVEN, it reads.

My ageless body is whisked off to my spacious 'quarters'. I find that one could spend months just exploring the place -- it is a mansion. Rooms brim with gadgets and furniture that look like they came right out of THE SHARPER IMAGE catalog. I consult ZEN and bring out my Golden Card, which transforms itself into a remote control at my command.

An expansive wall on the other side of the room becomes a view-screen. They have digital HDTV in heaven! Soon, I am watching a new HIGHWAY TO HEAVEN episode (starring a white-robed Michael Landon), encoded with something called "MacroLogic Surround" (which reportedly won't be available on earth for many years), and enjoying every second of it. After the program ends, I consult the ZEN yellow pages for a local pizza joint. "Twenty seconds or your next one is on the house", the ad reads. There is a list of toppings right in the ad. I place the order, and moments later an angel appears at the door with the pizza.

I am so overwhelmed by what I have seen that I begin to weep. My tears turn to jewels and fall tinkling to the ground. The angel hands me my pizza.

"Wait," I plead.

"Of course."

"If this is heaven, then what is hell like?"

"Everyone asks that. It's a madhouse full of punch cards, bulging file cabinets, dirty, sleazy motels, obnoxious music, factories understaffed by discontented workers, industrial waste, humidity, tenements with fifteen to a room -- you name the malady, it has it.

"Just think," the angel continues, "here in heaven, you have everything a truly righteous technoholic could want, and all of eternity to experience it. Enjoy your pizza . . . pizza . . . pizza . . ."

As I plunge (with just a little turbulence) back down to earth, I think of a TALKING HEADS song I once heard:

"Heaven. Heaven is a place.
A place where nothing --

Nothing ever happens."

Not true: they have the best pizza there.

[EOA]

[PRO]////////////////////////////////////
PROFILES /
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Who's Who In Apple II

>>> WHO'S WHO <<<

~ GENieLamp Profile: Jerry Kindall, Editor, II Alive ~

GENieLamp> How did you first come into contact with the Apple II? Was
***** it at home, at school, or at work?

Jerry> It was a long time ago -- in eighth grade, I was selected for an
***** independent study program. It was so independent I even got to
choose what I wanted to study. I was interested in writing and wanted to
write a book, but my parents thought I should learn about computers. The
high school had two Apple II+ computers (the middle school had none), so I
began going there for one hour-long session each week. In between I'd read
the manuals and try to figure out BASIC. After the independent study
program was over, I kept reading and experimenting. I was the only student
to skip the first two computer science classes and take the Advanced
Placement course as a junior. When I got a summer job between my junior
and senior years, I finally had the chance to get a computer of my own -- a
IIC.

GENieLamp> Was your work for Kitchen Sink Software the first
***** professional programming work you did? What types of things
did you do for Kitchen Sink?

Jerry> Yes, that was the first time I got paid for playing with the
***** computer. I'd sent several programs to Nibble magazine, but they
rejected all of it. Of course, I was still in high school during that
time. I was in college when I started working for Kitchen Sink. I did a
lot of 6502 assembly language stuff for them, including all the graphics
routines for their new CAD program, AccuDraw, and MicroDot, which is a
small program designed to replace BASIC.System.

GENieLamp> How did you come to meet up with Guy Forsythe, the founder of
***** Kitchen Sink Software?

Jerry> I'd discovered Open-Apple (which later became A2-Central) and
***** began writing letters to Uncle DOS on a regular basis. Guy saw
one of my letters, noticed that I was right across town, and called me. It
was pretty good timing, because I needed a job to help with college
expenses.

GENieLamp> After working for a while at Kitchen Sink, you took a job at
***** Quality Computers. How did this opportunity arise?

Jerry> When I read that Open-Apple was taking over the Apple II
***** RoundTables on GENie, I took that as a sign that it was time to

buy a modem. After getting on GENie, I eventually came in contact with Walker Archer, who is the tech support manager at Quality Computers. You could say that Tom Weishaar (Uncle DOS) was at least indirectly responsible for both of those jobs! Without Open-Apple and, later, the A2 RoundTable, I wouldn't have made the necessary contacts. In fact, I met Ross Lambert -- who was the publisher of The Sourceror's Apprentice, Reboot, and later 8/16, all of which I was involved with in some way -- on GENie too.

GENieLamp> What sort of work have you done for Quality Computers over
 "*****" the years? Can you briefly tell us about the commercial
 Apple II software products you've created or helped create?

Jerry> I've done quite a bit of stuff at Quality, ranging from
 "*****" programming (FlashBoot, Switch Hitter, the Q Drive configuration
 software, and the Q RAM memory test) to writing (manuals for the Q Drive,
 TimeOut Grammar, Signature, Six Pack, and of course the System 6 Book).
 I've put in a lot of time helping Joe Gleason, our president, turn his
 brainstorms into reality in various ways. For the first couple of years I
 was doing the creative stuff between phone calls, first in tech support and
 later in sales! But for the last year or so I've been able to concentrate
 on the projects without distractions.

GENieLamp> What are your current duties at Quality?
 "*****"

Jerry> My main job is as the editor of II Alive, our new Apple II
 "*****" magazine. Between issues, I find time to squeeze in some of the
 other things I've been doing all along. I'm about to start working on a
 big project which I can't talk about yet. I've also been doing some work
 in our video facility, writing scripts for productions and also doing some
 computer graphics and animation on our Video Toaster.

GENieLamp> I understand you're planning to attend the A2-Central Summer
 "*****" Conference, known as KansasFest, again this year. Do you
 have any amusing anecdotes to share about past conferences?

Jerry> I'm most fond of the first one. I'd just become a sysop in A2,
 "*****" and had been working for Kitchen Sink for several months. Ross
 Lambert asked me to be on his panel on 8-bit development environments to
 tell people about MicroDot. So there I was, sitting next to Alan Bird and
 Roger Wagner and a bunch of other Apple II demigods. And Alan Bird turned
 to me, looked at my name tag, and said, "Oh yeah, you're the guy who wrote
 MicroDot, right?" You can probably imagine my reaction. The guy who I've
 always considered to be one of the best programmers on the face of the
 planet recognized my program! Oh yes, I also managed to steal Randy
 Brandt's seat in the TimeOut session. And I got to talk to Roger Wagner
 and Bob Sander-Cederlof. On the van from the airport I sat next to Mike
 Westerfield and spend a lot of time looking at him and wondering, "Geez, am
 I really sitting next to THE Mike Westerfield?" It was really a lot of fun.
 The subsequent KansasFests have been just as good, but you can only attend
 your first KFest once!

GENieLamp> One of your big interests is telecommunications. What new
 "*****" developments do you think might come online before the turn of
 the century? Do you think that people who are not online will be missing
 out?

Jerry> Recently I've been seeing a lot of those AT&T ads promising that

"""""" they're going to bring you the ability to send a fax from the beach, choose to watch any movie anytime you want to, and all that. Most of the country already has the "video dial tone" capabilities in place which will enable the phone company to deliver these services. The phone company and the cable TV companies are going to be pretty stiff competitors in the information services market. We're going to see affordable pocket phones which you can take anywhere -- instead of having a phone number that reaches your house, you'll have a phone number which reaches you, wherever you are, if you took your phone. These new services will be primarily entertainment-driven, not service-driven. After all, most people don't come on GENie and other online services to get information -- they come to have fun. Which is why Chat Lines is so popular. But once the cable TV people and the telephone company get into information services, they'll reach many more people than services like GENie do now. You won't even need a computer -- all the necessary hardware and software will be build into your TV.

Traditional text-based information services, chained as they are to personal computers and modems, will evolve or die. It's the services which will bring people online, which makes the second question almost moot. People will go online once it's affordable and offers things they're interested in. Right now, the fact that you have to have a computer throws a damper on things.

GENieLamp> What sorts of non-computer things do you like to do for fun?
 """"""

Jerry> My other big interest is music. I have over 300 CDs right now, """""" and a room full of MIDI synthesizer equipment. Of course, that stuff is all hooked up to the computer, so maybe it doesn't count as a "non-computer" thing. I also like to read science fiction -- my current favorite writers are Orson Scott Card, Emma Bull, Isaac Asimov, and Ian McDonald.

GENieLamp> How can people reach you? Do you prefer electronic mail?
 """"""

Jerry> I can be reached in my capacity as editor of II Alive at """""" 1-800-777- 3642, extension 839 (that's the II Alive voice mailbox). I also have two electronic mail accounts on GENie (QC and UN-JERRY), and a ProLine account that's accessible from the Internet (jerry@pro-quality.cts.com). Electronic mail (including voice mail, really) is probably the greatest invention of the 20th century. It allows me to respond to people rapidly, without having to interrupt what I'm doing to take a phone call!

[EOA]

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CowTOONS /

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Sportin' Cows

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By Mike White

[MWHITE]

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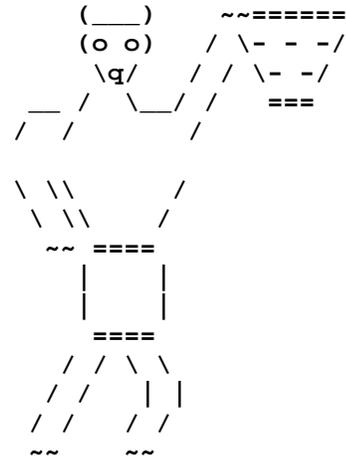
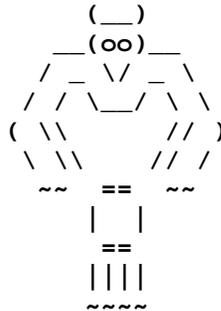
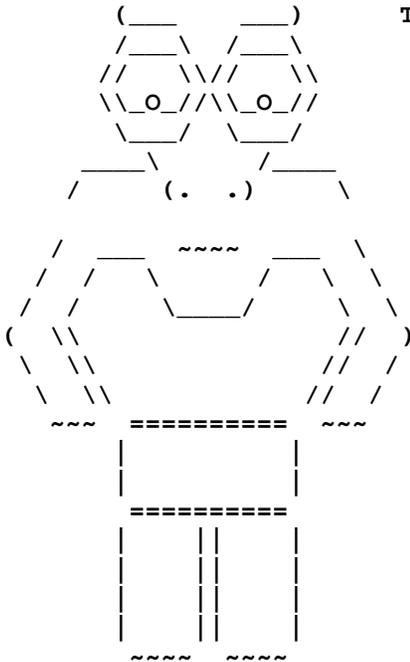
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Cowpunched Longhorns

The National Bovine Association - It's MOOtastic!

by Patrick Hart
[P.HART4]



"MOOq"

"MOOgsy" Bogues

"MOO" Jordan



Bull Ninja

CowTOONS? Patrick Hart took us up on our offer and sent in this month's
=: NBA := CowTOONS selection.

If you have an idea for a CowTOON, we would like to see it. And, if we pick your CowTOON for publishing in GENieLamp we will credit your account with 2 hours of GENie non-prime time!

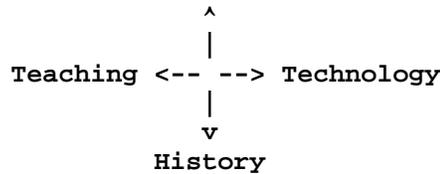
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A2: Educational Computing

By Adrian Vance
[A.VANCE]

>>> EDUCATIONAL COMPUTING AND THE SCHOOL MARKET <<<

To understand the school market we need a compass to tell where we have been, where we're going and how the Apple II fits into the picture. To wit:

Objectives



The next four posts will deal with these areas specifically. Please respond specifically regarding: Objectives, History, Teaching or Technology.

Objectives

"Give a man a fish and feed him today. Teach a man to fish and feed him for life." may well serve as a philosophy of education, but within that broad stroke lie all the nuances, opportunities and problems of the transmission of our culture, skills and values.

From the time of the Pilgrims until very recently it was the objective of American education to teach "readin', writin' and rithmetic'," the three "R's." The real world of work, where heavy lifting was done, was outside the walls of the little red schoolhouse.

While many smile at the crude beginnings of American education, it gave us the most successful, dynamic and capable culture on the planet in the least amount of time with less government, war and strife than any society in history. But now, this culture is one in question.

- (1) Can we, or should we, return to a simpler time?
- (2) What is the role of the computer in this dynamic?
- (3) What are the forces guiding our destiny? Do they include:
 - (a) More government to solve our problems?
 - (b) More individualism through technology?
 - (c) The dissolution of federalism? As in the USSR.
 - (d) More "Big Science" or new Edisons and Einsteins?

Teaching

The secret for success in classroom teaching is creating many ways of saying the same thing many different ways. The role of supplemental materials producers in films, filmstrips, audio tapes and computer disks has been to give the teacher additional tools for the job, not to find the "best way," but to supplement rather than supplant.

Our experience has shown teachers will not create their own materials. They may organize and use materials very well, but there appears to be a barrier within them against producing books, films, filmstrips or computer programs.

The questions for Apple II software are, "Where does it fit?" and "How can it be used?" in education. Consider that after a dozen years of the "Computer Revolution" there has yet to be one full-fledged program system to teach any subject from beginning to end. With our two million teachers, 100,000 authors and programmers, we have certainly had the facility for such development, but no product of this kind. This tells us the opportunities for software in education are many, but small, not few and large. This market has yet to be properly developed in view of its nature.

Technology *****

Educational technology began in 1919 when The Society For Visual Education, SVE, was formed by five University of Chicago faculty members wanting to "Bring the world to the classroom." via educational filmstrips. That same year, the Eyegate Corporation formed for much the same, but plainly commercial purpose. Both enterprises were possible because of the 35 mm filmstrip projection system. Using single pictures on motion picture film stock, this technology was a by-product of the theatrical motion picture business.

The computer killed the filmstrip in the early 80's, taking with it the 16mm film when nearly all audio-visual funding went to computers and software. The educational film and filmstrip companies scrambled "To be your software company," in the words of SVE, but this medium was soon dominated by small producers.

Large publishers and hardware manufacturers are now trying to sell sophisticated CD ROM systems and the idea that teachers will develop their own programs on them. Two things are wrong with this idea: (1) Teachers won't develop their own software and (2) these systems are very expensive. But, they continue to attract attention in educational publications.

Of the 82,297 public schools with computers, 74,014 (90%) are Apple IIs. Macintosh is in 16,237 (20%) schools and MS DOS are in 41,928, (50%), but are the fastest growing segment of the market. Ironically, the growth of MS DOS is attributable to John Sculley's determination to sell Macs to the schools and kill the Apple II. Unfortunately, for Apple the schools don't like the Mac's monochrome screen or price, but it would be a simple matter for Apple to recover the school market with a low price on the GS because it has a color screen, great sound, small keyboard, mouse and can run all the old Apple II software. Apple could corner the school market with a few strokes of a hard pencil. What is to be?

History

Education was originally reserved for royalty, then the rich and first in America, for all. America is the first place where there are "Careers open to competition." In antiquity the Greeks said, "The great man has no seed." but royalty dominated up to the French Revolution. Keeping education, and information, from the people has been the primary tool of repression, witness the Soviet Union where private ownership of computers and modems was prohibited.

The Apple II has been the strongest force in educational computing and the freedom of information it brings. The Apple II belongs in education because it is a high quality, dependable machine and thousands of programs exist for it. Unfortunately, the marketing of this machine has been mismanaged to the point of repression for profit and a lack of understanding the missions of American education: The teaching of basic skills and surveys of subject matter.

(A.VANCE, CAT15, TOP1, MSG:3-4-5-6/M645)

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REFLECTIONS /
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Thinking Communications

By Phil Shapiro
[P.SHAPIRO1]

>>> ONLINE EDITING <<<

~ Part II ~

In the years ahead it's likely that fee-based online editing services will become increasingly popular on the national information services. Yet as the fee-based online editing services establish themselves as being immensely useful, non fee-based "peer" editing will likely grab strong root, as well.

Peer editing might be defined as any feedback given to professional colleagues or personal friends. The "editing" aspect of peer editing need not concern itself with the grammar or mechanics of the writing. Just as useful is feedback about the general tone. Also useful are subtle pointers and friendly suggestions.

A good example of such peer editing crossed my desk just last week. A colleague of mine had written a business letter and wanted feedback as to its tone and phrasings. This "cold call" business letter was carefully crafted to establish first contact with potential customers.

While the phrasing of the overall letter was generally warm, the lead sentence did not establish emotional contact with the reader of the letter. Reading the lead sentence on its own could leave a reader wondering what

the purpose of the letter was all about.

Once these subtleties were pointed out to the author of the letter, a quick and easy revision of the lead sentence was made. Had the author not sought the feedback of peer editors, it could have been possible that his letter would have missed its mark.

How was this social gaffe overlooked by the author of the business letter? It had never occurred to the author to try reading the lead sentence of the letter in any way other than the way it was intended by him. But the underlying meaning of the sentence was not clearly implied in the chosen words of the sentence. The emotional tone of the lead sentence was flat and neutral - - - and therefore ambiguous.

Rule number one of business letter writing: Never start a business letter with a flat and neutral sentence. Unless, that is, you're hoping to elicit a flat and neutral response.

Another instance of peer editing crossed my desk a few months ago. In this instance an author of a magazine article made use of a peer editor to review an article written for a national computer publication.

While scrutinizing the rough draft, the peer editor caught a stray remark that could possibly have harmed the article's chance of publication. A quick deletion of the stray remark saved the author's hide, now all the wiser for having sought feedback from a peer editor.

The beauty of online peer editing is that it takes very little effort to courtesy copy two or more persons to elicit feedback on one's rough draft. If two or more peer editors make similar suggestions for changes in the rough draft, their concurrent opinions carry far more weight than each of their individual suggestions.

When such concurrent suggestions from peer editors are independently offered to an author, the force of these suggestions carries all the weight of consensus opinion. Authors can then choose to act on the basis of this consensus opinion.

Or they can choose to disregard consensus opinion - - - at their peril.

In this Information Age, people with strong writing skills will have a marked professional advantage over those with less developed communication skills. And those persons with established peer editing networks of friends and colleagues will have a marked advantage over those without such networks.

The good news is that online peer editing will result in a general raising of writing standards. This is not to say that shoddy and sloppy writing will never get published. But that with appropriate and effective peer editing, no person need fear putting a literary foot in the mouth.

The moral of all this? The time is eminently ripe to start building a peer network of friends and colleagues. You'll be glad you did when you need to get quick feedback on an important piece of writing. The end result is that your own writing will combine the best ideas of three, six, or even twelve minds.

Which is a powerful idea in its own right.

How can I be so sure? Eleven other people told me so.

[*][*][*]

[The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at: p.shapiro; on America Online at: pshapiro]

[EOA]

[CON]////////////////////////////////////
CONNECTIONS /
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Online Thoughts

By Al Fasoldt
[A.FASOLDT]

>>> The SUN Also Rises <<<

~ Copyright 1993 by Al Fasoldt. All rights reserved ~

Computers come in all types and sizes. There are so-called IBM-compatibles and there are Apple's Macintoshes in the two main groups.

And then there are the two other types of modern personal computer -- the many models in Commodore's Amiga line and the equally large number of models in the Atari line.

Still in use are older home computers such as the Apple II, the Commodore C64 and 128, the Atari XL and XE, and computers from Texas Instruments and even Coleco.

But one type of computer is usually left out of this kind of discussion, sometimes because typical PC users don't even know it exists. You won't find it in a store that sells PCs or Macs, but you could buy one if you tracked down a supplier. Businesses and universities buy them by the thousands.

They're Unix computers. A modern Unix computer looks like a PC, in most respects. It has more keys on the keyboard and is usually sleeker on the outside, but otherwise no one would look twice at it if you placed a Unix computer in a row of PCs.

Many companies make Unix computers, but the big guy in the Unix world is Sun Microsystems. Right now, Sun is in the position IBM was in the PC world five years ago -- the industry leader, but challenged by a lot of smaller companies that make clones (in this case, clones of Sun's popular Sparc line of Unix computers).

Sun saw IBM's handwriting on the wall and decided to legitimize the clone makers. For a license fee, clone makers now sell what are called Sparc-alikes. They work like a Sun Sparcstation (the official Sun name for its Sparc computers), but they cost less.

They used to cost a lot less. But then Sun realized that the best way to compete with the clone makers was to cut its Sparcstation prices, and

the result has been a resurgence of interest in Suns, in its clones and in Unix in general.

This is good news all around. Sparcs and their clones are immensely powerful computers, and they can perform hundreds of tasks at the same time. They are built for multitasking, and they do it amazingly well.

But Unix, which gives Suns all this power, has a big problem. Regular Unix is a crazy operating system from the user's standpoint. It's user-hostile, the furthest thing from user-friendly. It has oddball commands and weird combinations of dumb letters that you have to type. (No, I'm not being harsh; I actually know how to use a Unix computer, and I wish I didn't.)

Sun tried to get around the problem by selling a graphical user interface for its Suns called Open Look. It works a lot like the Macintosh system, using windows and icons and a mouse. You drag one thing and click another.

Sun's competitors, however, had a better idea. They created a group called the Open Software Foundation and promoted another graphical user interface called Motif. In many ways, Motif is superior. (It's nicer looking, for one thing, and it works even better than the Mac's interface. PC users can get a good idea of Motif by trying out GeoWorks, which is based on Motif.)

If you bought a Sun, you could always ditch Open Look and go with Motif. This was a lot of trouble, but Sun insisted that Open Look was here to stay.

But in a surprise announcement a short while ago, Sun announced that it was shifting to Motif. This made no waves in the PC and Mac worlds, but it caught the Unix world with its oars out of the water, so to speak. All of a sudden, software companies that make programs that work with Open Look were left without a future, and companies that make Motif software were opening up new bank accounts.

That's all fine, but what does it mean to you and me?

It means Unix computers are going to be standardized in the next year or so. And it means that Unix computers running under Motif are going to show up in stores that also sell PCs. It means Sun clones will get even cheaper -- as will Suns themselves. The price war that hit the PC industry will knock down the cost of Unix computers, too.

Before long, you'll be able to buy a powerful Sun clone for \$2,000 or less. That's about 10 percent of what you might have paid three years ago.

But why would you even want to buy a Sun clone?

Because it is powerful, and because, under Motif, it is easy to use. And because there are already thousands of software applications that run under Motif. (Even WordPerfect has a Sun version.)

And, best of all, because a Sun running Motif can do everything Windows 3.1 should do but doesn't. (Heck, Suns can even run Windows with the right software loaded up, and now they can even run Mac programs, too.)

And that, friends, is what makes for headaches at Microsoft, the company responsible for Windows. Microsoft knows that its real competitor in the next few years will not be IBM, which is trying to compete against Windows with OS/2, but the entire Unix world. Many experienced users feel that Unix is already a better system, and when Unix computers are cheap and easily bought, Microsoft had better watch out.

[EOA]

[AII]////////////////////////////////////
APPLE II /
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Apple II History, Part 13

By Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<

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(PART 13 -- PERIPHERALS, CONT)
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INTRODUCTION Continuing the discussion of peripherals for the Apple II
***** (in a historic sense), we now look at modems, various types
of input devices, music and voice synthesizers, robotic control, some
miscellaneous devices, and finally take a look at printers.

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MODEMS A modem is a unique peripheral device, because it makes use of
***** two-way communication (both sending and receiving data to and from
the computer). After the Apple Box sold by A.P.P.L.E., one of the first
commercial modems available for the AppleII was the MicromodemII, made by
D.C. Hayes in 1979. It sold for \$379, and worked at the standard
transmission speeds of the day, 110 and 300 baud. The Micromodem was also
available for the S-100 (Altair) series of computers. Hayes' product was
so popular that their command set has become a standard for modems as they
have advanced over the years.

By the mid-1980's Apple released two modems with their own name on
them: The Apple Personal Modem 300 and Personal Modem 1200. Both were
external modems, using a direct connection to the phone line (instead of
the older acoustic coupler), but were more expensive than similar products
of the time. By the later 1980's they were no longer in production.

INPUT DEVICES The number one input device for the AppleII was, of course,
***** the keyboard. There were expanded keyboards available for
the II and IIPlus, bypassing the uppercase-only limit. There was once even
a keyboard that had plug-in modules that would redefine specialized
function keys to make them specific for different programs. Another
company sold pressure sensitive pads that were attached to the AppleII
keyboard above the top row and could be programmed to generate series of
keypresses. The original IIe had a socket or the addition of an external
numeric keypad, and the IIGS and later versions of the IIe had this keypad
built-in. Because of the detached keyboard in the IIGS it was possible to
select between a couple of different versions of keyboards offered by Apple
as well as from some third party companies.

The next most commonly used input device after the keyboard was the set of game paddles included with every II and IIPlus. But some users needed more specialized ways to input data to the computer. A large number of interesting input devices were made available through the years; here follows a brief description of some of them.

Creating pictures on the hi-res graphics screen has always been a challenge, from 1977 until today. Using the game paddles or a joystick is one method that could be used, but there is some difficulty in getting accurate lines and curves. Apple addressed this problem when they released the Apple Graphics Tablet in the late 1970's, which sold for about \$650. This was a large flat surface, about thirty inches square, with a grid printed on the surface. Using a stylus attached to a wire leading to the tablet, and appropriate software, this could be used to draw pictures on the AppleII hi-res screen. There were two different releases of the Apple Graphics Tablet. The original one, which was released when the IIPlus was the latest machine, was discontinued by FCC order because of RFI (radio frequency interference) problems. The second version, to correct that problem, was released after the IIe was in production. It used two DB-9 connectors to install on the back plate of the computer, leading to the peripheral card plugged into a slot inside. (These DB-9 connectors are the same type used on the back of the IIC and IIGS for connection of a joystick). Currently the Apple Graphics Tablet is not in production.<1>

Koala Technologies has made several input devices over the years. Their first product was the Koala Pad. Released in 1983 and selling originally for \$125, this was a small graphics pad (about 8x6 inches) that plugged into the game I/O socket. It was compatible with any software that used a joystick. Using a finger or the supplied stylus, a user could draw on the pad and produce pictures on the hi-res screen with the supplied software or with some other software packages.

In November 1984 Koala released Muppet Learning Keys for \$79.95. This was a device to aid preschoolers in using a computer. It was intended to help children ages three and over to learn letters, number, and colors, using the Muppets from Sesame Street as a learning aid. The unit used various contact surfaces to send user responses to the computer, and it attached to the AppleII via the game I/O port.<2>

The Gipson Light Pen System was also sold by Koala Technologies in 1985 for \$350. Using a card in slot 7, this device used a special pen that allowed drawing directly on the computer's monitor screen.

Other devices have been released to aid in graphics manipulation on the AppleII. The Computer Colorworks released the Digital Paintbrush System in 1984 for \$299. It worked on either the IIPlus or IIe, and used a stylus attached by two thin dacron lines to potentiometers within the tablet, which tracked the position of the stylus. Movements of the stylus (tracing over a picture) were translated into drawings on the hi-res screen. The software included allowed creation of curves and lines, and used Fontrix fonts for lettering. (Fontrix was a program that could produce detailed hi-res graphics pictures, and had many characters styles, or fonts, available to label those pictures). A unique feature of the Digital Paintbrush was the ability to connect two computers using the system via a modem and phone line and allow both users to draw pictures that would appear on both computers simultaneously.<3>

The input device that made the most inroads in the AppleII world was the one that was so unique to the Macintosh: The AppleMouseII. It was released in May 1984 with a program called MousePaint (similar to the MacPaint program that came with the original Macintosh). The AppleMouse came with a peripheral card to plug into a slot on the IIe or IIPlus; on the IIc it just plugged into the joystick port and the built-in hardware and firmware could handle control of the mouse. MousePaint used the standard hi-res graphics screen and worked only under the ProDOS operating system, but generally gave AppleII users the capability of doing graphics in the same way as Macintosh users had been enjoying, as well as making it possible to design programs that used the mouse as a pointing and input control device.

ComputerEyes was a video acquisition system that came out in July 1984. It allowed use of a video camera to capture images and store them on the hi-res graphics page. It was a slow-scan device that attached to the Apple game I/O socket, and produced black-and-white images in about five seconds. It worked on any AppleII with 48K, Applesoft, and DOS 3.3. Made by Digital Vision, Inc., it originally sold for \$12.95 (\$349.95 including the video camera).<4>

MUSIC AND VOICE SYNTHESIS AppleII's have been involved in sound from the beginning, with the inclusion by Steve Wozniak of a speaker so he could make sounds for an AppleII version of "Breakout". As simple as it was, some enterprising programmers have even managed to make this single-voice speaker sound like two and even three different voices (tones) simultaneously ("Electronic Duet" comes to mind). But that was not enough for those who wanted to have better quality music production, and so production of synthesizer cards was in full swing by the early 1980's. Some of those cards included the following:

ALF Music Card (ALF Products, Inc.) was strictly a music synthesizer, with some included software to aid in producing the music. The Mountain Music System (Mountain Computer, Inc.) was a more advanced sixteen oscillator (voice) digital synthesizer, also with software to control it. Soundchaser System (Passport Designs Inc.) was a package that included the Mountain Music System (using slots 4 and 5), plus the Soundchaser, which was a piano-style keyboard for music input, whose card went in slot 7. It allowed four track recording and sound manipulation, using the AppleII primarily as a controller. This was probably the most advanced music hardware system available in the days before the release of the IIGS.

The Drum-Key (made by PVI) was specifically a percussion synthesizer. It required an external amplifier and used included software to produce a wide variety of drum and other percussion sounds.<5>

Beginning in the late 1970's there were several speech synthesizers available for the Apple and other home computers. One brand was the TextTalker, and another (made by Mountain Hardware for \$279) was the Supertalker. In the 1980's two other popular brands were the EchoII (slot-based) and Cricket (for the modem port on the IIc) synthesizers, made by Street Electronics. These latter also included the ability to product other sound effects, and some games released at the time had enhanced sound output when the presence of those two devices was detected. For speech reproduction, these devices usually used a method of accepting ASCII text from the computer in the form of "phonemes" to describe and produce voice through a built-in speaker. The phonemes were needed because English words have a variety of pronunciation depending on the context in which they are

used. Properly programmed, the voice synthesizers could pronounce the word "root" to rhyme with either "boot" or "foot". It wasn't until the IIGS came out with the built-in capability of speech reproduction (via the Ensoniq chip) that software making use of that feature became available in any quantity.

ROBOTS AND DEVICE CONTROL Although used primarily for education purposes, "*****" there were at least two robotic devices made to work with the AppleII. TOPO (made by Androbot, Inc.), and the Tasman Turtle (\$1000, with a smaller version called the Tot for \$300) were in use during the mid-1980's. Both used the Logo language to control movement of the robot on the floor. Logo has a graphics command set called "turtle" graphics to simplify the concept for children. A small triangle on the hi-res screen was called a "turtle", and it could be given software commands to move forward, turn, draw, or move without drawing. When TOPO or the Tasman Turtle were connected to an AppleII, the Logo language could be configured to send the same turtle graphics commands to the physical "turtle" robot on the floor. This gave students a concrete example of what their logo programs would do in "drawing" a graphics picture.

Education is not the only place where robotics has been used in an AppleII. Because of peripheral boards called "A/D Converters" (analog/digital converters), it is possible to take information from (for example) a wind speed sensor and convert it into digital information. A computer program can then take this information and send a command signal back to another device (perhaps to activate a motor that raises and lowers a cloth deck cover, depending on how windy it is). Although not a "robot" in the sense that people usually view robots, a computer-controlled device of any kind is, strictly speaking, a robot. This is the concept used in the popular X-10 system used in home control. (The Inrol/X-10 made by Mountain Hardware for \$279 was one of the first available for the AppleII). This protocol for controlling electric devices in a home has been used for years, and programs exist for the AppleII series (including the IIC) that allow easier programming of the X-10 devices, ranging from security systems to light timers to lawn sprinkler systems.

MISCELLANEOUS HARDWARE Here follows a short list of some other items that "*****" could be found for sale in a typical issue of an Apple computer magazine in the early 1980's:

Larger capacity disk drives were made by Lobo Drives, including an 8 inch floppy drive and other various higher density floppy disks.<6>

Hard disks, such as those made by Corvus Systems. You could get a massive 10 MB for only \$5,350 (well, it was massive compared to the 143K DOS 3.3 floppy disks).

Clocks, such as the Apple Clock made by Mountain Hardware, for \$199. A clock made it possible to time and date stamp files, and identify which version of a file was the most recent.

RESET Key Protector, which prevented accidental RESET on early AppleII's, was available for only \$3.25 from Special Systems Design.

DoubleDOS Plus was a DiskII interface card modification that had a switch to allow the user to easily switch between DOS 3.2 and DOS 3.3. It sold for \$39, by Tymac.<6>,<7>

PRINTERS By the late 1970's and early 1980's many printers were available
 "*****" for use with home computers. However, the cost was often over
 \$1,000, which limited the number of people who could afford to buy one.
 Most printers offered 96 characters in the standard ASCII set, including
 both upper and lowercase characters. The cheaper printers could only print
 uppercase characters, while some of the more expensive ones were capable of
 accepting programmable characters or had built-in graphics characters.

There were two main types of printers available. One type operated
 like a typewriter by striking a piece of metal type against a ribbon and
 onto the paper. This type of printer was often called an "impact" or
 "letter quality" printer. It used either a type ball like IBM's Selectric
 typewriters, or a wheel with spokes that radiated out from the center, with
 the type characters at the end of the spokes. This later type of letter
 quality printer was also called a "daisy wheel" printer, because the
 changeable print wheels looked something like a daisy. These printers were
 most commonly used by computers in businesses, as they often cost more than
 \$2,000 and were beyond the reach of the average home hobbyist.

The other type of printer in common use was dot matrix. These less
 expensive printers formed characters with a series of pins in a vertical
 row that struck the ribbon and produced dots on the paper. As the print
 head moved across the paper, the dots were printed in patterns that
 resembled (sometimes vaguely) letters and numbers. The matrix used to form
 a character was usually referred to as the number of horizontal dots by the
 number of vertical dots. A 5x7 matrix, for example, used up to five dots
 across and up to seven dots down. Some printers (like some computers of
 the time) did not use "descenders" on the lowercase letters that drop below
 the baseline ("g", "j", "p", "q", and "y"). To print lowercase letters
 with descenders often required nine or more vertical pins.

The Centronics 730 may well have been the first "standard" printer for
 the AppleII (as well as for many other microcomputers). It used a parallel
 cable whose pin layout went on to also become a standard for use with
 personal computers. That pin layout on parallel cable plugs is still in
 use today in 1991.<8> Centronics also had several other models, including
 the 737 and 739. A less expensive printer made by Centronics, the 779,
 used 5x7 dot matrix characters, and could print in sizes from 10 to 16.5
 cpi (characters per inch), ranging from 60 cps (characters per second) at
 10 cpi to 100 cps at 16.5 cpi. It also had a one-line buffer (which held
 up to 132 characters), but printed a limited 64 character ASCII set, all
 uppercase plus some special characters. As mentioned before, most personal
 computers of the time didn't have lowercase anyway, so this limitation
 wasn't necessarily a drawback. The better printers made by Centronics had
 a large matrix and could produce true descenders on lowercase
 characters.<9>,<10>

A company named Trendcom made two printers that were significant in
 the history of the AppleII. They had two models, the 100 and the 200.
 Instead of using the mechanics solenoids that drove pins in a print head,
 these were thermal printers that needed a special heat-sensitive paper.
 Their operation was very quiet, about as loud as sliding your finger across
 a piece of paper. They were inexpensive compared to other printers of the
 day (most of which cost over \$1,000), although the printing looked very
 much like that produced by a dot-matrix printer. The Trendcom Model 100
 printed 40 characters per line on paper that was about 4 1/2 inches wide.
 The Model 200 could print 80 columns per line on paper 8 1/2 inches wide.
 Compared to the first printer offered by Radio Shack for their TRS-80

computer (which was also a thermal printer but used an ugly silver paper), the Trendcom printer were very nice.

The significance of the Trendcom printer was that Apple chose it as the first printer they released under the Apple name. It could be programmed to control printing of each dot in a column, and so was ideal as an inexpensive means of printing AppleII hi-res graphics. Apple included a special interface card and released the printer as the "Apple Silentype" in June 1979 for \$599. It was identical to Trendcom's Model 200 except for the Apple logo in the lower left corner of the font cover.<11> One legend suggests that part of the popularity of this printer at Apple stemmed from the fact that its small size allowed it to fit under the seat of Steve Wozniak's private airplane.<7>,<12>,<13>

Epson was another company that began early in the business of supplying printers for personal computers, and is one of the few that survives to this day. It got its start in the printer business with the Epson MX-80, one of the first dot matrix printers that sold for less than \$1,000. Popular with computer hobbyists of the time, it was capable of printing AppleII hi-res graphics with the optional Graphtrax ROMs. A later version of this printer, the Epson MX-100, became available in early 1982. The MX-100 was a wide carriage model, and could print hi-res graphics without the need to add any special hardware. Epson printers were unique because they had a special feature called a "double print" mode where a line was printed normally, then the paper was advanced 1/216 of an inch and the same line printed again. This filled in some gaps between dots on individual letters, and made printouts more pleasing to the eye. Another feature used in these printers was a "print enhancement" mode, in which the pins hit the ribbon harder and made it possible to make multiple copies using carbons.<10>,<14>

Integral Data Systems was also an early manufacturer of printers. Their IDS 125 and IDS 225 printers came out in 1979 (the 225 sold for around \$900).<15> These printers used a 7x7 matrix for creating characters. The IDS 125 used a pressure feed method (similar to the method used by typewriters to hold paper in place), while the IDS 225 used a tractor feed mechanism. The IDS printers had the flexibility of being usable with either parallel or serial interfaces (with serial speeds up to 1200 baud). It could do plotting of dot graphics, and also had an optional graphics character set built-in.<16>

By the late 1970's Integral Data Systems upgraded their printers, giving them more capabilities and flashier names. Their Paper Tiger line of printers (models 440 and 460) had an attractive typeface, and used two vertical rows of pins in the print head, slightly offset from each other. This produced overlapping dots to achieve a more solid appearance. Some models could print up to 160 cps, and of course upper and lowercase characters were supported. They were also capable of reproducing AppleII hi-res graphics (with the appropriate software). IDS also old a printer called the Prism, which could print in color using a special multicolored ribbon.<17>

Other early printers were made by Anadex, MPI, and Microtek.

APPLE'S PRINTERS After the Silentype printer was released in 1979, Apple
 "*****" looked for another printer that would produce better,
 more permanent output than could be achieved with a thermal printer. One
 of the main problems with thermal paper was that with time the printing

could fade, especially if cellophane tape was used on the paper. The Apple Dot Matrix Printer was released in October 1982 for \$699. Made from a modified C. Itoh printer, it was one of the first few dot-matrix printers that sold for under \$1,000. Apple needed it as a better quality printer than the Silentype to help promote the AppleIII as a business computer. More importantly, it was chosen by Apple because it was capable of doing heavy-duty graphics reproduction (such as output from the Apple Lisa computer, still in development at that time). Known also as the Apple DMP, it used a custom ROM programmed by Apple to control the printer's features.<18>

Because Apple was looking for as many business solutions for its customers as it could find, they also announced at the same time as the DMP a daisy wheel printer called the Apple Letter Quality Printer. Costing a hefty \$2,195, and made from a modified Qume brand printer, this printer could print at a blazing 40 cps, but did produce very good quality output. It was released with the Lisa and IIE in January 1983.<18>,<19>

The Apple ImageWriter was released in December 1983 as the successor to the Apple DMP. Also made by C. Itoh, it had a faster print speed (120 cps), and could print in eight different pitches (character widths). It was a very reliable, sturdy printer, and sold originally for \$675. Later, a wide carriage version whose abilities were otherwise identical was made available. It was replaced by the ImageWriterII in September 1985. The original AppleDMP and the ImageWriterI came in the same beige color as the ApplII, IIPlus, and IIE. The ImageWriterII was the same platinum color as the AppleIIGS and the newer Macintosh computers. Styled a little differently, the ImageWriterII could do everything the original ImageWriter could do, plus it was capable of printing MouseText characters and could print in color (using a special multicolored ribbon).<19>,<20>

As part of its promotion of the AppleIIC, a new printer was released. The Apple Scribe came in the same "Snow White" color as the IIC and was low in cost at \$299. It was a thermal printer, but was a significant advancement over the old Silentype. It could print on regular paper (instead of special heat sensitive paper), and could print in four colors. It could do this using a unique heat-transfer method and a wax-impregnated ribbon. It could print in a "near letter quality" mode (with overlapping dots) at 50 cps, and a draft and graphics mode (80 cps). Its major limitation, however, was a print quality that overall was often not as good as some dot-matrix printers, and a ribbon that was expensive and needed to be replaced too often. The Scribe was eventually discontinued due to these problems and low sales.<19>

In 1984 Hewlett-Packard introduced the LaserJet laser printer. This was a significant breakthrough in printer quality, and was capable of producing documents that looked professionally typeset. Apple decided to develop its own laser printer, and in January of 1985 released the LaserWriter. Although not speedy printers (with best output at four pages a minute by 1991), and very expensive (over \$2,000), they were popular with those who wanted high quality printing. At Apple, the new LaserWriter was supported only on the Macintosh, but since the printer did its work through a page description language called "PostScript", it was entirely possible for an AppleII to print on a laser printer. It was only necessary to learn the PostScript language, create a file that gave the necessary commands, and send that file to the printer through a serial interface card. Don Lancaster, long-time AppleII supporter and hacker, wrote a series of articles called "Ask The Guru" in the magazine Computer Shopper, and he

gave many examples of using a laser printer with an AppleII.

Unfortunately, to this day the perception still exists that a laser printer will not work with an AppleII, even if it is a IIGS. This is partly because there are few software packages for the AppleII that will produce output as PostScript files that can be properly interpreted on a laser printer. However, programs such as "Publish-It!" will print to a PostScript-capable laser printer even on an AppleIIc. All that needs to be done is to have the right cable to connect the two devices.

One of the newest types of print technology to come to personal computers is known as the ink-jet printer. This type of printer works with a dot-matrix, but does not use pins impacting a ribbon. Rather, it uses a print head that sprays ink through as many as 64 holes in patterns to form characters as moves across the paper. The advantage over dot-matrix impact printers is its ability to form more solid characters. In fact, the quality of printout with an ink-jet printer can be almost as good as that obtained with a laser printer. The advantage over laser printers is cost. Where the best price for a laser printer in 1991 is still well over \$1,500, the cost of ink-jet printers is getting as low as \$500, and for some brands down to \$300. The disadvantage for AppleII users? Although it is easy to get the printers to reproduce text, printing graphics to work may be difficult until AppleII software packages directly support those printers. Fortunately, most of these printers will emulate some brands of dot-matrix printers, and if that brand is supported by a software program, then graphics reproduction may be possible.

Apple entered the ink-jet printer market in May 1991 when it released the Apple StyleWriter. A modification of Canon's BubbleJet printer, this printer does excellent reproduction of text and graphics--on a Macintosh. Unfortunately, Apple didn't see fit to release drivers (programs to control hardware) to make it possible to use this printer on the IIGS or IIe. It does make use of a new font (typeface) technology called TrueType, which makes it possible to have a single font that can be made any size under software control (instead of having a separate font for each size that you might want to print). It was not until early 1992 when a program called Pointless was made available for the IIGS (not from Apple) that TrueType could be used on that computer.

Although not quite a printer, the Apple Color Plotter was released in June of 1984. It had an advantage over printers, in that it could draw smooth lines and curves. Using four colored pens in a rotating pen head, and selecting them at the computer's command, the Color Plotter worked by moving the paper up and down to draw vertical lines, and the pen left and right to draw horizontal lines. Control of the plotter was accomplished by sending text commands through a serial card, and consisted of two letter commands (DA = Draw Absolute, DR = Draw Relative, etc.) followed by parameters. It could move the pen without drawing, plot points, draw lines, arcs, and circles, and print text at any location, tilt, rotation, or scale. Lines could be drawn as solid or as patterns of dots.

Presumably this product did not take off because of the limited need for this type of graphics, and the price. Today, although the quality of screen and printer graphics is greatly improved over what was available in 1984, a plotter can still be useful in some situations. Usually, however, the right software can reproduce drawings with a dot matrix or laser printer in as good or better detail than a plotter can.<21>

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NEXT INSTALLMENT DOS

NOTES

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[EOA]
[FUN]////////////////////////////////////

SEARCH ME /

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Online Puzzle Fun

By Scott R. Garrigus

[S.GARRIGUS]

HI EVERYBODY! This month is when everybody here gets access to
"Internet, so, of course, I visited the brand new Internet
Roundtable here on GENie! Everything you ever wanted to know about the
Internet is available here. There are bulletin boards, weekly conferences,
and a whole library of files. The online staff are experts in the field
and they're happy to help you out anytime you need it.

The Internet RoundTable has support for the Internet Mail Gateway,
Mailing Lists and Newsgroup Digests, "Anonymous FTP" File Request Service,
and a whole lot more! To get there just type INTERNET at any GENie prompt!

But, of course, before you go be sure and solve this month's puzzle. It'll help you get a step ahead of the rest by showing you some of the popular keywords used in the new online world! See ya next month and keep on smilin'! :-)

>>> SEARCH_ME! <<<
 ~ Internet RoundTable ~

S X C M V K O G Q F F H J S U O M Y N O N A
 X N F Y X Q A L M Y F C N E N S L C H I N J
 M O W H U G S E G A L R P I I K V Q V F B Q
 W E D O C N E U U Y K V R T V T E L N C Y D
 A P E E P Z N I H A U L E U U D E C O D E V
 N I A M O D N U O W S E N V U W P C S L O T
 N Z M W F T K V U E W O M H U O F T P G E V
 V H K M E H G H M T C C N A S F O J L N U S
 T C H R W A A X E A P S S T I D B U L X I Q
 L W N C E W G N Q G K I M Y K L I E N R M S
 B E B I T N E T O F U A N D V P H V I I I P
 T G L J V H H A W X S S M C J Z Q R L H X B
 D Q L K V K A F Y T G G E J K Y X E E A S A
 T M B O X B D A E D L P B N Z N K S X S D O
 E Q K A G Q K R J V H W D W E Q Z T M I V O
 J P C U U L K Z L X O W M G Y T L S O N N X
 L J I P U O R G S W E N B O A K S I C F D U
 C M Q X R Z V B D R W Q P T M X C L J S Z D
 Z F Y I O M H C I E U E D R F T T F P P H R

| | | |
|-----------|-----------|------------|
| ANONYMOUS | BITNET | COM |
| DOMAIN | EDU | EMAIL |
| FTP | GATEWAY | GOV |
| INTERNET | LISTSERVE | MIL |
| NET | NEWSGROUP | POSTMASTER |
| SITE | UNIX | USENET |
| UUCP | UUDECODE | UUENCODE |

[EOA]
 [PRT]////////////////////////////////////

PRINT ME! /

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A2 Categories & Topics

Here is the new A2 index of Categories and Topics as of June 26, 1993:

Category 1 A2 Help Topics - PLEASE don't start new topics in this category.

| No. | Subject | Msgs | Status | Author |
|-----|--------------------------------------|------|--------|---------|
| 1 | Welcome to the Apple II Roundtable | 1 | Closed | A2.HELP |
| 2 | Can you see what you're typing? | 1 | Closed | A2.HELP |
| 3 | How's your configuration? | 3 | Closed | A2.HELP |
| 4 | Why our bulletin board is like a pub | 5 | Closed | A2.HELP |
| 5 | Do this first | 3 | Closed | A2.HELP |
| 6 | Room layout, how to move around | 7 | Closed | A2.HELP |

Apple II Computer Info

| | | | | |
|----|-------------------------------------|---|--------|---------|
| 7 | How to SEARCH for specific topics | 1 | Closed | A2.HELP |
| 8 | How to READ messages | 7 | Closed | A2.HELP |
| 9 | How to see what's NEW | 1 | Closed | A2.HELP |
| 10 | Quickly reading only what's new | 1 | Closed | A2.HELP |
| 11 | All about CANCEL | 1 | Closed | A2.HELP |
| 12 | All about IGNORE topic PERmanent | 5 | Closed | A2.HELP |
| 13 | All about MARK and UNMARK | 1 | Closed | A2.HELP |
| 14 | The infamous 30-day purge | 1 | Closed | A2.HELP |
| 15 | How to REPLY to or START a topic | 5 | Closed | A2.HELP |
| 16 | Our message editor | 1 | Closed | A2.HELP |
| 17 | Uploading text written offline | 1 | Closed | A2.HELP |
| 18 | Message formatting | 1 | Closed | A2.HELP |
| 19 | Use category 2 for practice | 1 | Closed | A2.HELP |
| 20 | DELETE and RESTORE | 1 | Closed | A2.HELP |
| 21 | Programmers: GOTO A2Pro | 2 | Closed | A2.HELP |
| 22 | Navigation Programs: GEM & Co-Pilot | 2 | Closed | A2.HELP |
| 23 | Topics on the move | 1 | Closed | A2.HELP |
| 24 | A2 sysop directory | 2 | Closed | A2.HELP |
| 25 | Forbidden Fruits | 1 | Closed | A2.HELP |
| 26 | New library archiving standards | 3 | Closed | A2.HELP |

Category 2 Help, Practice, Misc. (Requests for help; various things)

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|----------------------|
| 1 | About Cries for Help | 1 | Closed | A2.HELP |
| 2 | Hardware help? | 10 | Open | M.SANDRY |
| 3 | Disappearing Topics? | 43 | Open | JON-LARSON-2 |
| 4 | Cries for help--hard to place questions | 85 | Open | A2.DEAN [Leader] |
| 5 | Beyond the Apple II: Your Next Computer | 41 | Open | A2.BILL [A2 Editor] |
| 6 | Introduce yourself! | 49 | Open | A2.HELP |
| 7 | Orchard Lounge | 14 | Open | P.BICE1 |
| 8 | Legalities: Copyright, Licensing, etc. | 16 | Open | A2.BILL [BB Manager] |
| 9 | A2 New Topic Service | 9 | Closed | A2.BILL [BB Manager] |
| 10 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 11 | Color Monitor | 21 | Open | H.ANDERSON25 [Hal] |
| 12 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 13 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 14 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 15 | Passport House | 22 | Open | D.DILGER |
| 16 | Apple II History | 23 | Open | A2.DEAN [Leader] |
| 17 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 18 | Transferring Software Ownership | 10 | Open | S.GOZDZIEWSK |
| 19 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 20 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 21 | A2 New Index Service | 4 | Closed | A2.BILL [BB Manager] |
| 22 | Does anybody have the long lost... ? | 2 | Open | MICOL.SYSTEM |
| 23 | APPLIED INGENUITY HD CRASHED | 2 | Closed | J.LEPREJR [10] |
| 24 | Wanted: Pirates and Crackers | 33 | Open | PUNKWARE [Jay] |
| 25 | Accessing GENie from outside the USA | 12 | Open | A2.BILL [BB Manager] |
| 27 | New Product Press Releases | 13 | Open | A2.DEAN [Leader] |
| 28 | DOS3.3 to ProDOS Trouble | 7 | Open | B.BOLLINGER3 [Blair] |

Category 3 Inside A2: Files/Meetings (library & RTC suggestions/comments)

| No. | Subject | Msgs | Status | Author |
|-----|--------------------------------|------|--------|----------------------|
| 1 | About "Inside A2" | 2 | Closed | A2.HELP |
| 2 | A2 RoundTable News | 8 | Closed | A2.BILL [BB Editor] |
| 3 | GENie Lamp (online newsletter) | 1 | Open | TOM.SCHMITZ |
| 4 | A2 New Topic Service | 16 | Closed | A2.BILL [BB Manager] |
| 5 | A2 New Index Service | 18 | Closed | A2.BILL [BB Manager] |

Apple II Computer Info

| | | | | |
|----|---|-----|--------|----------------------|
| 6 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 7 | A2Pro -- programming news and notes | 41 | Open | M.DEATHERAGE [set 3] |
| 8 | A2Pro New Topic Service | 2 | Closed | A2.BILL [BB Manager] |
| 9 | reserved | 1 | Closed | A2.BILL [BB Manager] |
| 10 | Elsewhere on GENie | 75 | Open | A2.DEAN [A2 Leader] |
| 11 | Promotions and Deals! | 13 | Open | DON.GRIMES |
| 12 | Announcements from the A2 Staff | 7 | Closed | A2.BILL [BB Manager] |
| 13 | Give the A2 Staff a Piece of Your Mind | 56 | Open | A2.BILL [BB Manager] |
| 14 | Bulletin Board Free Time Giveaways | 19 | Open | A2.BILL [BB Manager] |
| 16 | Speak Up in A2's Real Time Conferences! | 2 | Closed | A2.HELP |
| 17 | About This Week's RTC Guest | 69 | Open | A2.HELP |
| 18 | Real Time Conference Transcripts | 33 | Open | A2.HELP |
| 19 | Real Time Conference Feedback | 65 | Open | A2.HELP |
| 20 | Real Time Conference Giveaways | 58 | Open | A2.BEAR [RTC Dweeb] |
| 21 | <.....A2 Library Topics.....> | 1 | Closed | A2.BILL [BB Manager] |
| 22 | The Very Best of A2 | 72 | Open | A2.BILL [BB Manager] |
| 23 | General Interest Upload Log | 50 | Closed | A2.BILL [BB Manager] |
| 24 | GS-specific Upload Log | 39 | Closed | A2.BILL [BB Manager] |
| 25 | Discussion of New A2 Uploads | 49 | Open | A2.BILL [BB Manager] |
| 26 | Upload Request Hotline | 103 | Open | A2.BILL [BB Manager] |
| 27 | How to Do a Perfect A2 Upload | 2 | Open | A2.BILL [BB Manager] |
| 28 | Help with Downloading | 44 | Open | A2.BILL [BB Manager] |
| 29 | Help with ShrinkIt | 39 | Open | A2.BILL [BB Manager] |
| 30 | Other Compression: ZIP, LZH, ZOO... | 51 | Open | A2.BILL [BB Manager] |
| 31 | The Dean's List | 6 | Open | A2.BILL [BB Manager] |
| 32 | GENie A2 Disk of the Month (DoM) | 1 | Open | A2.LUNATIC [Lunatic] |
| 33 | The great A2 Easter Egg hunt! | 15 | Open | A2.BILL [BB Manager] |

Category 4 The A2 Free Trade Zone (Items For Sale, Items Wanted, & Etc.)

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|--------------|
| 1 | A2's Classifieds | 3 | Closed | A2.HELP |
| 2 | General Discussion on Buying & Selling | 115 | Open | ERIC-M |
| 3 | Collected Items and Full Systems | 10 | Open | ERIC-M |
| 4 | 8-bit Software | 136 | Open | ERIC-M |
| 5 | 16-bit Software | 97 | Open | ERIC-M |
| 6 | Expansion Cards | 141 | Open | ERIC-M |
| 7 | Floppy Drives | 97 | Open | ERIC-M |
| 8 | Hard Drives, Tape, CD-ROM, Mass Storage | 126 | Open | ERIC-M |
| 9 | Printers, Modems, and Accessories | 74 | Open | ERIC-M |
| 10 | Other Hardware/Miscellaneous Equipment | 13 | Open | ERIC-M |
| 11 | Books and Periodicals | 73 | Open | ERIC-M |
| 12 | Computer Shows and Fairs | 19 | Open | ERIC-M |
| 13 | IIC monitor stand needed | 0 | Open | T.FARRELL5 |
| 14 | GS Hardware/Software for Sale | 95 | Open | M.CLEVELAND5 |
| 15 | PC TRANSPORTER FOR SALE | 1 | Open | D.SPROULL1 |
| 16 | ATARI 5200's wanted | 0 | Open | K.DRAKE |

Category 5 Apple Computer, Inc. (news, rumors, commentary)

| No. | Subject | Msgs | Status | Author |
|-----|---------------------------------------|------|--------|------------------|
| 1 | About Apple Computer, Inc. | 1 | Closed | A2.HELP |
| 2 | Confirmed News | 172 | Open | T.VIER |
| 3 | Rumor mill and basic Apple chit-chat | 192 | Open | A2.HELP |
| 4 | Apple II Future | 40 | Open | J.AGUDO4 |
| 5 | Notes from Apple Computer, Inc. | 7 | Open | AIIDTS |
| 6 | The Alliance needs your input | 8 | Open | B.MAPLES [Bruce] |
| 7 | The Alliance International Inc (AII) | 97 | Open | D.CRUTCHER [Dan] |
| 9 | GENie Apple II People's Choice Awards | 50 | Open | LUNATIC |

| Category 6 Apple II Art & Leisure | | (games, graphics, sound/music) | | |
|-----------------------------------|-------------------------------------|--------------------------------|--------|----------------------|
| No. | Subject | Msgs | Status | Author |
| 1 | About Apple IIs at Home | 1 | Closed | A2.HELP |
| 2 | Games: classic Apples | 100 | Open | A2.HELP |
| 3 | Games: IIGs--specific | 144 | Open | A2.HELP |
| 4 | Graphics: classic Apples | 97 | Open | A2.HELP |
| 5 | Graphics: IIGs--specific | 97 | Open | A2.HELP |
| 6 | GIF viewers/converters | 68 | Open | LUNATIC |
| 7 | Sound and music: IIGs--specific | 99 | Open | A2.HELP |
| 8 | Apple IIe music boards and software | 3 | Open | S.KING1 |
| 9 | Dungeon (Zork) for the IIGs | 49 | Open | D.GRANDE2 |
| 10 | X-10 Modules & Home Automation | 37 | Open | A2.BILL [BB Manager] |
| 11 | Easter Eggs! | 10 | Open | GASMAN |
| 12 | SoundSmith Users Unite & Write | 25 | Open | G.MCHUGH1 [MAC] |
| 13 | The Free Tools Association (FTA) | 56 | Open | TOM.SCHMITZ |
| 14 | Design Your Own Home | 16 | Open | A2.DEAN [Leader] |
| 15 | Would You Buy a Flatbed Scanner? | 17 | Open | A2.DEAN [Leader] |
| 16 | TurboRez video card for the IIGs | 6 | Open | A2.LUNATIC [Lunatic] |
| 18 | NoiseTracker IIGs (FTA) | 70 | Open | A2.DEAN [Leader] |
| 27 | Game backup patches | 69 | Open | M.CARROLL4 |
| 34 | New Print Shop | 90 | Open | M.STOFLE [MATT] |

| Category 7 Lost Classics | | (Preservation of Classic Software) | | |
|--------------------------|---------------------------------------|------------------------------------|--------|------------------|
| No. | Subject | Msgs | Status | Author |
| 1 | About Lost Classics | 8 | Closed | T.TOBIN [TT] |
| 2 | Who Really Owns this Stuff? | 49 | Open | T.TOBIN [TT] |
| 3 | Lobby and Front Desk: Check in Here | 120 | Open | T.TOBIN [TT] |
| 4 | Apple][Fantasies | 41 | Open | T.TOBIN [TT] |
| 5 | Volunteer Programmers Needed | 39 | Open | T.TOBIN [TT] |
| 6 | Found Classics! | 166 | Open | A2.DEAN [Leader] |
| 7 | Reserved. | 1 | Closed | A2.DEAN [Leader] |
| 8 | Reserved | 1 | Closed | A2.DEAN [Leader] |
| 9 | Reserved. | 1 | Closed | A2.DEAN [Leader] |
| 10 | Reserved | 1 | Closed | A2.DEAN [Leader] |
| 11 | Apple Writer // and /// are Freeware! | 119 | Open | A2.DEAN [Leader] |
| 12 | GraFORTH by Paul Lutus is now Found! | 25 | Open | A2.DEAN [Leader] |
| 13 | Lost Classic Entertainment | 23 | Open | A2.DEAN [Leader] |
| 14 | Electric Duet is Freeware. | 9 | Open | A2.DEAN [Leader] |
| 15 | Bill Budge's Public Domain Programs | 19 | Open | A2.DEAN [Leader] |
| 16 | Looking for Old Favorites | 27 | Open | A2.DEAN [Leader] |

| Category 8 Apple II Productivity | | (SS, WP, DB, finance, desktop pub) | | |
|----------------------------------|-------------------------------------|------------------------------------|--------|----------------------|
| No. | Subject | Msgs | Status | Author |
| 1 | About Apple IIs at Work | 1 | Closed | A2.HELP |
| 2 | DB Master Professional | 38 | Open | A2.BILL [A2 Editor] |
| 4 | Using Appleworks in your business | 9 | Open | S.MACGREGOR2 [Susan] |
| 5 | Accounting Software | 161 | Open | A2.HELP |
| 6 | Printers other than ImageWriters | 103 | Open | D.CHICHESTER |
| 7 | Networking the Apple II | 46 | Open | A2.BILL [BB Editor] |
| 8 | WordPerfect for the Apple II series | 69 | Open | WP.DAVE |
| 9 | VCR PLUS (coder / decoder) | 1 | Open | J.MCGOWAN15 [Watson] |
| 10 | Quicken | 28 | Open | H.ANDERSON25 |
| 11 | Your Money Matters | 85 | Open | S.PETERSON2 |
| 12 | Farming/Agriculture | 47 | Open | S.MOORE8 [steve] |
| 16 | Managing Your Money program | 148 | Open | LKRUPP [Larry] |
| 17 | Fonts- for the GS & Superfonts | 95 | Open | A2.DEAN [Leader] |
| 18 | Help with Publish It! | 32 | Open | H.TOPOFF |

Apple II Computer Info

Category 9 Operating System Software (GS/OS, ProDOS 8, DOS 3.3, etc.)

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|---------------------|
| 1 | About the System Software category | 2 | Closed | A2.HELP |
| 2 | Icons | 2 | Open | A2.DEAN [Leader] |
| 3 | Finder | 131 | Open | A2.HELP |
| 4 | GS/OS and printer drivers | 130 | Open | D.LEFFLER |
| 5 | Iigs vs Mac vs PC: thoughts and ravings | 95 | Open | A2.HELP |
| 6 | System 6.0--Questions & Comments | 93 | Open | TOM.SCHMITZ |
| 7 | GS/OS FSTs | 75 | Open | A2.BILL [BB Editor] |
| 8 | System 6.0--Installation | 134 | Open | A2PRO.TOM |
| 9 | ProDOS 8 | 76 | Open | A2.BILL [BB Editor] |
| 11 | System 6.0--Vulcans | 47 | Open | ERIC-M |
| 12 | DAs, Inits, and Control Panels | 137 | Open | G.DURANT |
| 13 | System 6.0--RamFAST | 107 | Open | ERIC-M |
| 15 | GS/OS help | 132 | Open | W.STAHL |
| 16 | DOS 3.3 | 39 | Open | A2.BILL [BB Editor] |
| 17 | Pascal p-system | 0 | Open | A2.BILL [BB Editor] |

Category 10 Electronic Communications (software, archivers, hardware)

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|---------------------|
| 1 | About Electronic Communications | 1 | Closed | A2.HELP |
| 2 | Modem madness | 156 | Open | A2.HELP |
| 3 | Recommended terminal programs | 172 | Open | A2.HELP |
| 4 | TimeMaster | 25 | Open | J.LEVY5 |
| 5 | ANGEL: A8-bit, unZIP, unLZH, unZOO, un+ | 24 | Open | T.MARQUES |
| 7 | GSHK: ShrinkIt for the IIGS (16 bit) | 119 | Open | A2.BILL [BB Editor] |
| 8 | ShrinkIt (8 bit) | 101 | Open | A2.BILL [BB Editor] |
| 11 | Co-Pilot | 284 | Open | K.GLUCKMAN |

Category 11 Volumes and Files (hard disks, ROM/RAM disks, SCSI)

| No. | Subject | Msgs | Status | Author |
|-----|------------------------------------|------|--------|---------------------|
| 1 | About Volumes and Files | 2 | Closed | A2.HELP |
| 2 | Hard disk hardware woes | 99 | Open | D.MCINTYRE1 |
| 3 | CD-ROM DRIVES | 35 | Open | J.DUNN22 |
| 4 | Laser printer recommendations | 46 | Open | KMCCANN [Kev] |
| 5 | RAM card Survey | 2 | Open | B.WELLS5 [Brian] |
| 6 | Apple SCSI and how it works | 133 | Open | MATT.GULICK |
| 7 | SuperDrive on Apple IIs | 53 | Open | K.BUNKER |
| 8 | Tape Drives | 1 | Open | TGRAMS [Tim] |
| 9 | 3.5 Inch Drives for Apple II | 104 | Open | HOBBY.DUDE |
| 10 | Recommended hard drives | 105 | Open | A2.HELP |
| 11 | Installing programs on hard drives | 71 | Open | S.LEPISTO |
| 12 | HD questions from the uninitiated | 158 | Open | K.TAGGART [Ken] |
| 13 | 5.25 Inch Drives for Apple II | 35 | Open | A2.BILL [BB Editor] |
| 14 | RAM Disk Problems | 14 | Open | L.DEVRIES [Lloyd] |
| 16 | Removable Mass Storage Devices | 85 | Open | A2.BILL [BB Editor] |
| 17 | Program problems with 3.5 drives | 4 | Open | D.BILLOCK [DOUG] |
| 20 | Home brew SCSI hard drives | 53 | Open | D.KATHRENS |

Category 12 The Hardened Hacker (none of the above)

| No. | Subject | Msgs | Status | Author |
|-----|--------------------------------------|------|--------|----------------------|
| 1 | About The Hardened Hacker | 1 | Closed | A2.HELP |
| 2 | Clocks for 8-bit Apple II | 18 | Open | A2.BILL [BB Manager] |
| 3 | Installing and Using LocalTalk | 41 | Open | A2.DEAN [Leader] |
| 4 | Across Systems: Apple II <--> Mac | 2 | Open | A2.BILL [BB Manager] |
| 5 | Random questions | 151 | Open | A2.HELP |
| 6 | Across Systems: Apple II <--> MS-DOS | 81 | Open | A2.BILL [BB Manager] |

Apple II Computer Info

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|----|--------------------------------------|-----|------|----------------------|
| 7 | IIE-to-IIGS Upgrades | 10 | Open | A2.DEAN [Leader] |
| 8 | HP DeskJet and Other Inkjet Printers | 117 | Open | J.HAIGHT1 |
| 9 | Plotters - Apple and Others | 4 | Open | W.SHUFF [Bill] |
| 10 | Apple /// | 35 | Open | A2.BILL [A2 Editor] |
| 11 | Apple II Power Supplies | 29 | Open | W.SHUFF [Bill] |
| 12 | Making Backups of Difficult Software | 31 | Open | JON-LARSON-2 |
| 13 | HP LaserJet and Other Laser Printers | 102 | Open | A2.BILL [BB Manager] |
| 14 | Can you convert a II to a IIE? | 6 | Open | MASTERWERKS |
| 15 | Independent Repair Services | 5 | Open | A2.BILL [BB Manager] |
| 16 | Viruses and security | 28 | Open | MITCHWAGNER [Mitch] |
| 17 | Cables and Switchboxes | 32 | Open | A2.BILL [BB Manager] |
| 18 | Fans and Cooling | 7 | Open | A2.BILL [BB Manager] |
| 19 | Laser Computers | 30 | Open | A2.BILL [BB Manager] |
| 20 | Old Language Card-like RAM Cards | 2 | Open | A2.DEAN [Leader] |

Category 13 Independent Developers and Publishers Online

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|----------------------|
| 1 | About Independent Developers Online | 1 | Closed | A2.HELP |
| 2 | ProDOS8 LIST Utility | 82 | Open | SKELLER |
| 3 | Talk is Cheap | 107 | Open | A2.HELP |
| 5 | MAGICAL SOFTWARE - Magic File Cabinet | 47 | Open | A2.DEAN [Leader] |
| 6 | WriteWorks -- Husky Blue Software | 51 | Open | J.HOPKINS13 |
| 7 | Office Productivity Software | 36 | Open | DGUM |
| 10 | Programs by Karl Bunker | 83 | Open | A2.DEAN [Leader] |
| 11 | Marin MacroWorks | 36 | Open | A2.DEAN [Leader] |
| 12 | Balloons Software | 11 | Open | P.SHAPIRO1 |
| 13 | Bright Software | 62 | Open | A.HORSTMANN |
| 14 | Astronomer GS | 15 | Open | L.BELL13 |
| 16 | JEM Software | 117 | Open | A2.HELP |
| 17 | Astronomer GS Version 2.3.2 is here! | 1 | Open | L.BELL13 |
| 18 | Shareware Ideas - educational programs | 1 | Open | P.SHAPIRO1 |
| 19 | Shareware Ideas - games | 7 | Open | P.SHAPIRO1 |
| 20 | Three-Sixty Pacific, Inc. (and IFD) | 66 | Open | L.ROATH |
| 21 | Dan's Macro City (TCXpress, CheckWorks) | 86 | Open | D.CRUTCHER [Dan] |
| 22 | Shareware Ideas - utilities | 58 | Open | P.SHAPIRO1 |
| 23 | Shareware Ideas - miscellaneous | 27 | Open | P.SHAPIRO1 |
| 24 | Simplexity Software | 120 | Open | A2.DEAN [Leader] |
| 26 | Beta testing offers | 58 | Open | J.KRELL1 [Jay] |
| 27 | Apple II Software Publishers | 2 | Open | J.AGUDO4 |
| 28 | About DYA/DigiSoft Innovations Online | 11 | Open | A2.BILL [BB Manager] |
| 29 | Announcements & General Discussion | 29 | Open | A2.BILL [BB Manager] |
| 30 | Twilight II | 28 | Open | A2.BILL [BB Manager] |
| 31 | Exhibit A, 3200 Color Products | 11 | Open | A2.BILL [BB Manager] |
| 32 | DYA Soundsmith Instrument Disks | 6 | Open | A2.BILL [BB Manager] |
| 33 | DYA Utilities | 3 | Open | A2.BILL [BB Manager] |
| 34 | DYA - reserved | 1 | Closed | A2.BILL [BB Manager] |
| 35 | DYA - reserved | 1 | Closed | A2.BILL [BB Manager] |

Category 14 Applied Engineering Products - A2 Staff and Users Helping Users

| No. | Subject | Msgs | Status | Author |
|-----|-------------------------------------|------|--------|------------|
| 2 | RamWorks through RamWorks III | 35 | Open | A2.HELP |
| 3 | RamFactor | 101 | Open | A2.HELP |
| 4 | RamKeeper | 81 | Open | A2.HELP |
| 5 | GS-RAM, GS-RAM Plus, & GS-RAM Ultra | 88 | Open | A2.HELP |
| 6 | Z-Ram Ultra | 80 | Open | A2.HELP |
| 7 | TransWarp Accelerator | 49 | Open | A2.HELP |
| 8 | Phasor | 7 | Open | J.AGUDO4 |
| 9 | AE Serial Pro | 14 | Open | R.MORIARTY |

Apple II Computer Info

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|----|-------------------------------------|-----|------|----------------------|
| 10 | Sonic Blaster, where did it go? | 10 | Open | A2.DEAN [Leader] |
| 12 | PC Transporter (MS-DOS card) | 114 | Open | A2.HELP |
| 13 | DataLink: hardware and software | 134 | Open | A2.HELP |
| 14 | Vulcan Hard Drive | 146 | Open | A2PRO.ERIC |
| 15 | Clock Cards and //c External Clocks | 13 | Open | A2.BILL [BB Manager] |
| 20 | Transwarp GS | 164 | Open | A2.HELP |
| 29 | ReadyLink | 41 | Open | APPLIED.ENG [Jeff] |
| 30 | Disk Drives (3.5 & 5.25) | 122 | Open | APPLIED.ENG [Jeff] |
| 33 | DataLink Express | 59 | Open | APPLIED.ENG [Jeff] |

Category 15 The Apple II in Education

| No. | Subject | Msgs | Status | Author |
|-----|--|------|--------|------------------|
| 1 | About This Category | 6 | Open | A2.BILL |
| 2 | WHAT IS EDUCATIONAL IN OUR LIBRARY? | 2 | Open | A.VANCE [ADRIAN] |
| 3 | ARE SIMULATIONS WORTHWHILE? | 0 | Open | A.VANCE [ADRIAN] |
| 4 | TEACHERS AID? WHAT DO YOU WANT? | 0 | Open | A.VANCE [ADRIAN] |
| 5 | SCHOOL MODEMS - HOW TO USE THEM. | 0 | Open | A.VANCE [ADRIAN] |
| 6 | PRINTSHOP(tm) DISKS - HOW TO USE THEM. | 0 | Open | A.VANCE [ADRIAN] |
| 7 | TEACHING PROGRAMMING | 0 | Open | A.VANCE [ADRIAN] |
| 8 | EDUCATIONAL GAMES OR TRASH? | 0 | Open | A.VANCE [ADRIAN] |
| 9 | WHERE IS IT? | 2 | Open | A.VANCE [ADRIAN] |
| 10 | AV SYSTEMS, INC. ONLINE | 1 | Open | A.VANCE [ADRIAN] |

Category 16 Eamon Online

| No. | Subject | Msgs | Status | Author |
|-----|--|------|--------|--------------------|
| 1 | About Eamon Online | 1 | Closed | A2.HELP |
| 2 | Eamon Forum | 25 | Open | A2.DEAN [Leader] |
| 3 | Eamon Authors -- Questions and Answers | 11 | Open | A2.DEAN [Leader] |
| 4 | Eamon Players -- Questions and Answers | 15 | Open | A2.DEAN [Leader] |
| 5 | Bugs and Fixes | 15 | Open | A2.DEAN [Leader] |
| 6 | Eamon Descriptions | 48 | Open | T.ZUCHOWSKI [TomZ] |
| 7 | Known Library Bugs & Fixes | 14 | Open | T.ZUCHOWSKI [TomZ] |
| 8 | Wish List for GS-Specific Eamon | 42 | Open | T.ZUCHOWSKI [TomZ] |
| 9 | Ambitious Eamon modifications | 12 | Open | A2.DEAN [Leader] |
| 10 | EAMON ELITE | 3 | Open | H.ANDERSON25 [Hal] |

Category 17 AppleWorks/AppleWorks-GS Online

| No. | Subject | Msgs | Status | Author |
|-----|---------------------------------------|------|--------|----------------------|
| 1 | About AppleWorks/AppleWorks-GS Online | 1 | Closed | A2.HELP |
| 2 | Printing Databases in AWGS 1.1 | 12 | Open | B.BARR2 [ERIC] |
| 3 | Misc utility programs | 56 | Open | A2.DEAN [Leader] |
| 4 | AppleWorks - General Discussion | 116 | Open | A2.HELP |
| 5 | AppleWorks - Word Processor Module | 112 | Open | A2.HELP |
| 6 | Ultra & UltraMacros for AppleWorks | 52 | Open | A2.BILL [BB Manager] |
| 7 | WANTED: AppleWorks GS guru! | 20 | Open | SOFTDISK.INC [Zak] |
| 8 | PostalCoder AWGS Postal Barcoding | 14 | Open | A2.DEAN [Leader] |
| 9 | AppleWorks - Enhancements | 106 | Open | A2.DEAN [Leader] |
| 10 | AppleWorks - Patches | 3 | Open | J.NISSELI |
| 12 | Macro Pro | 109 | Open | A2.DEAN [Leader] |
| 17 | AppleWorks GS - General Discussion | 145 | Open | A2.HELP |
| 21 | AppleWorks GS - Communication Module | 115 | Open | A2.HELP |
| 33 | AppleWorks 3.0 Problems/Solutions | 72 | Open | CLARIS [Bill M.] |
| 34 | National AW Users Group Online | 3 | Open | NAUG |
| 35 | About NAUG | 2 | Closed | NAUG |
| 36 | NAUG Membership Application | 2 | Closed | NAUG |
| 37 | NAUG News | 92 | Open | NAUG |
| 38 | NAUG Questions | 57 | Open | NAUG |
| 39 | NAUG Electronic Forum BBS | 4 | Open | NAUG |

| | | | | |
|----|------------------------------|----|------|------|
| 40 | NAUG Public Domain Library | 43 | Open | NAUG |
| 41 | NAUG Members Helping Members | 7 | Open | NAUG |
| 42 | NAUG Product Info | 94 | Open | NAUG |

Category 18 DreamWorld Software Online

| No. | Subject | Msgs | Status | Author |
|-----|-----------------------------------|------|--------|---------------------|
| 1 | About DreamWorld Software Online | 2 | Closed | A2.BILL [BB Editor] |
| 2 | DreamWorld Press Releases | 3 | Open | A2.BILL [BB Editor] |
| 3 | Upcoming Products ... | 3 | Open | A2.BILL [BB Editor] |
| 4 | Other Products ... | 1 | Open | A2.BILL [BB Editor] |
| 5 | DreamGrafix - General Discussion | 18 | Open | A2.BILL [BB Editor] |
| 6 | DreamVair / DG.Demo4 | 21 | Open | A2.BILL [BB Editor] |
| 7 | Technical Questions | 2 | Closed | A2.BILL [BB Editor] |
| 8 | Old messages from Cat 13 Topic 23 | 76 | Closed | A2.BILL [BB Editor] |
| 9 | DuelTris Discussion | 48 | Open | A2.DEAN [Leader] |

Category 19 HyperCard IIgs Online

| No. | Subject | Msgs | Status | Author |
|-----|--|------|--------|------------------|
| 1 | About HyperCard IIgs Online | 2 | Closed | A2.HELP |
| 2 | Where to get HyperCard IIgs | 63 | Open | A2.HELP |
| 3 | The Whats and Whys of HyperCard | 78 | Open | A2.HELP |
| 5 | How to convert Mac stacks to GS format | 42 | Open | A2.HELP |
| 6 | HyperCard and Sound | 20 | Open | A2.HELP |
| 7 | HyperCard, Graphics, & Videos | 33 | Open | A2.HELP |
| 8 | HyperTalk programming for beginners | 92 | Closed | A2.HELP |
| 9 | HyperCard Errors/Problems | 70 | Open | A2.DEAN [Leader] |
| 11 | HyperCard IIgs Installation | 85 | Open | J.LAWLER |
| 12 | Products based on HyperCard IIgs | 42 | Open | A2.DEAN [Leader] |
| 13 | HCGS vs Hyperstudio | 23 | Open | A2.DEAN [Leader] |

Category 20 Sequential Systems Online

| No. | Subject | Msgs | Status | Author |
|-----|---------------------------------|------|--------|----------------------|
| 1 | About Sequential Systems Online | 2 | Closed | A2.BILL [BB Manager] |
| 2 | General Discussion | 2 | Open | A2.BILL [BB Manager] |
| 3 | RAM-GS | 6 | Open | A2.BILL [BB Manager] |
| 4 | MEG 80 and Ram 80 | 26 | Open | A2.BILL [BB Manager] |
| 5 | Ram IIC | 7 | Open | A2.BILL [BB Manager] |
| 6 | Q-Buffer | 18 | Open | A2.BILL [BB Manager] |
| 7 | Q-Print | 0 | Open | A2.BILL [BB Manager] |
| 8 | Q-Talk LTO | 0 | Open | A2.BILL [BB Manager] |
| 9 | bitMOUSE | 0 | Open | A2.BILL [BB Manager] |
| 10 | New Product Announcements | 14 | Open | A2.DEAN [Leader] |
| 11 | Switch-It! Discussion | 54 | Open | A2.DEAN [Leader] |

Category 21 Add On II Online

(Hard drives - orphaned and current)

| No. | Subject | Msgs | Status | Author |
|-----|--|------|--------|----------------------|
| 1 | About Add On II Online | 16 | Open | A2.BILL [BB Manager] |
| 2 | Apple Profile Hard Drives | 29 | Open | A2.BILL [BB Manager] |
| 3 | Applied Ingenuity Hard Drives | 14 | Open | A2.BILL [BB Manager] |
| 4 | Chinook Hard Drives | 6 | Open | A2.BILL [BB Manager] |
| 5 | CMS Hard Drives | 20 | Open | A2.BILL [BB Manager] |
| 6 | IDE Type Hard Drives - Generic | 32 | Open | A2.BILL [BB Manager] |
| 7 | ProApp Hard Drives | 2 | Open | A2.BILL [BB Manager] |
| 8 | SCSI Type Hard Drives - Generic | 9 | Open | A2.BILL [BB Manager] |
| 9 | Sider/First Class Peripheral Hard Drvs | 46 | Open | A2.BILL [BB Manager] |
| 10 | Xebec Based Hard Drives - Generic | 0 | Open | A2.BILL [BB Manager] |
| 11 | Miscellaneous Other Hard Drives | 20 | Open | A2.BILL [BB Manager] |

Category 22 Zip Technology Online

| No. | Subject | Msgs | Status | Author |
|-----|---------------------------------------|------|--------|---------|
| 1 | About Zip Technology Online | 55 | Open | A2.HELP |
| 2 | The Zip Chip -- questions and answers | 39 | Open | A2.HELP |
| 10 | Zip Chips and Boards for the IIgs | 67 | Open | A2.HELP |

Category 23 Resource-Central Online

| No. | Subject | Msgs | Status | Author |
|-----|--------------------------------------|------|--------|-------------|
| 1 | About Resource Central Online | 1 | Closed | A2.HELP |
| 2 | Publications | 2 | Closed | A2.HELP |
| 3 | A2-Central (Ask Uncle-DOS) | 208 | Open | A2.HELP |
| 4 | A2-Central on disk | 157 | Open | A2.HELP |
| 5 | Fishhead's Children | 2 | Open | A2.HELP |
| 6 | TimeOut-Central | 51 | Open | A2.HELP |
| 7 | Studio City | 137 | Open | A2.HELP |
| 8 | Script-Central | 13 | Open | A2.HELP |
| 9 | reserved | 0 | Open | A2.HELP |
| 10 | Summer Conference (KansasFest) | 32 | Open | A2.HELP |
| 11 | Font Clearinghouse | 14 | Open | A2.HELP |
| 12 | Product Catalog | 8 | Closed | A2.HELP |
| 13 | AppleWorks books and wares | 16 | Open | A2.HELP |
| 14 | HyperMedia books and wares | 22 | Open | A2.HELP |
| 15 | DTP/OCR/Imaging/Graphics | 15 | Open | A2.HELP |
| 16 | Telecommunications | 37 | Open | A2.HELP |
| 17 | IIe/IIc Programming | 8 | Open | A2.HELP |
| 18 | IIgs Programming | 19 | Open | A2.HELP |
| 19 | Hard Disk Drives and cards | 53 | Open | A2.HELP |
| 20 | Memory Expansion Cards | 20 | Open | A2.HELP |
| 21 | AppleTalk Networks | 7 | Open | A2.HELP |
| 22 | Printers | 30 | Open | A2.HELP |
| 23 | Accelerators & Math Coprocessors | 11 | Open | A2.HELP |
| 24 | Batteries & Fans | 6 | Open | A2.HELP |
| 25 | 3.5" Disks, Drives & Cards | 46 | Open | A2.HELP |
| 26 | Monitors, Mice and Misc Hardware | 13 | Open | A2.HELP |
| 27 | Misc. Software, Desk Access. & Utils | 42 | Open | A2.HELP |
| 28 | Education | 13 | Open | A2.HELP |
| 29 | Games | 32 | Open | A2.HELP |
| 30 | Troubleshooting | 6 | Open | A2.HELP |
| 31 | Miscellaneous Books | 9 | Open | A2.HELP |
| 32 | How to place an order online | 2 | Closed | A2.HELP |
| 33 | KansasFest lodging | 4 | Open | A2.HANGTIME |

Category 24 InTrec Software Online (NOTE: formerly InSync Software)

| No. | Subject | Msgs | Status | Author |
|-----|---------------------------------------|------|--------|------------------|
| 1 | About InTrec Software Online | 1 | Closed | INTREC |
| 2 | ProTERM General Information Exchange | 205 | Open | INTREC |
| 3 | ProTERM Macro Questions | 201 | Open | GREG.PT |
| 4 | ProTERM Editor Questions | 26 | Open | GREG.PT |
| 5 | ProTERM Hardware Support | 112 | Open | GREG.PT |
| 6 | InTrec Software: News Releases & Info | 4 | Closed | INTREC |
| 7 | ProTERM Update Information | 18 | Open | INTREC |
| 8 | reserved | 0 | Open | A2.DEAN [Leader] |
| 9 | ProTERM 3.1 Demonstration Disks | 1 | Closed | INTREC |
| 10 | reserved | 0 | Open | A2.DEAN [Leader] |
| 11 | Working With OnLine Systems | 105 | Open | INTREC |
| 12 | Co-Pilot and ProTERM | 2 | Open | A2.DEAN [Leader] |
| 13 | GEM and ProTERM | 70 | Open | A2.DEAN [Leader] |

Apple II Computer Info

Category 25 Kitchen Sink Software Online

| No. | Subject | Msgs | Status | Author |
|-----|-------------------------------------|------|--------|---------------------|
| 1 | About Kitchen Sink Software Online | 2 | Closed | A2.DEAN [Leader] |
| 2 | Kick Start - Universal Copy Program | 4 | Open | KITCHEN.SINK [Eric] |
| 3 | OmniPrint | 8 | Open | KITCHEN.SINK [Eric] |
| 4 | CADDRAW System | 6 | Open | A2.HELP |
| 11 | AccuDraw | 81 | Open | A2.HELP |
| 23 | Amazing Window Gradesheet | 93 | Open | A2.HELP |

Category 26 Under the Apple Tree

(Apple brand hardware)

| No. | Subject | Msgs | Status | Author |
|-----|-------------------------------|------|--------|----------------------|
| 1 | About Under the Apple Tree | 3 | Closed | A2.HELP |
| 2 | Apple IIgs | 148 | Open | A2.HELP |
| 3 | Apple IIc/IIc+ | 99 | Open | A2.HELP |
| 4 | Apple IIe | 19 | Open | A2.HELP |
| 5 | Apple II/III+ | 45 | Open | A2.HELP |
| 6 | Imagewriter Printers | 161 | Open | J.S.FRIEDMAN [JEFF] |
| 7 | Apple brand disk drives | 79 | Open | T.VIER |
| 8 | Apple II SCSI card | 117 | Open | K.LESSING |
| 9 | StyleWriter Printer | 130 | Open | A2.DEAN [Leader] |
| 10 | Apple brand monitors | 27 | Open | A2.DEAN [A2 Leader] |
| 11 | Apple Scribe printer | 5 | Open | J.BOHENEK |
| 12 | LaserWriter Printers | 160 | Open | A2.HELP |
| 13 | Video Overlay Card - VOC | 16 | Open | A2.BILL [BB Manager] |
| 14 | Apple Parallel Interface Card | 2 | Open | D.HAND4 [Dave][IIgs] |

Category 27 Morgan Davis Group Online

| No. | Subject | Msgs | Status | Author |
|-----|---------------------------------|------|--------|------------------|
| 1 | About Morgan Davis Group Online | 12 | Open | A2.DEAN [Leader] |
| 2 | ModemWorks | 139 | Closed | A2.DEAN [Leader] |
| 3 | ProLine | 190 | Open | A2.DEAN [Leader] |
| 4 | MDBasic | 2 | Closed | A2.DEAN [Leader] |
| 5 | OMM | 8 | Closed | A2.DEAN [Leader] |
| 6 | ADE | 4 | Closed | A2.DEAN [Leader] |
| 7 | History Buffer | 29 | Open | MORGAN-DAVIS |

Category 28 inCider/A+ Online

| No. | Subject | Msgs | Status | Author |
|-----|-------------------------|------|--------|---------|
| 1 | About inCider/A+ Online | 1 | Closed | A2.HELP |
| 2 | Letters to the editors | 9 | Open | A2.HELP |
| 3 | Current issue | 216 | Open | A2.HELP |
| 4 | Shareware Solutions | 75 | Open | J.KOHN |

Category 29 GENie Master Online

| No. | Subject | Msgs | Status | Author |
|-----|-----------------------------------|------|--------|--------------------|
| 1 | About GENie Master Online | 2 | Closed | A2.HELP |
| 2 | Just what is GENie Master anyway? | 4 | Closed | A2.HELP |
| 3 | New features in the latest update | 9 | Closed | A2.HELP |
| 4 | Hey Tom... how about adding this? | 182 | Open | A2.HELP |
| 5 | Tips on using GENie Master... | 61 | Open | A2.DEAN [Get GEM!] |
| 6 | Using the BA-& command in GEM... | 44 | Open | A2.DEAN [Get GEM!] |
| 7 | Misc info for Misc.GENie.Info... | 9 | Open | A2.DEAN [Get GEM!] |
| 8 | I need help with GEM! | 1 | Closed | A2.HELP |
| 9 | Getting started | 83 | Open | A2.HELP |
| 10 | Modems | 24 | Open | A2.HELP |
| 11 | Ultramacros | 43 | Open | A2.HELP |
| 12 | TIC | 172 | Open | A2.HELP |
| 13 | Point-to-Point | 63 | Open | A2.DEAN [Get GEM!] |

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| | |
|---|------------------------------|
| 14 GEM and ProTERM | 85 Open A2.DEAN [Get GEM!] |
| 15 Requests for GEM 5.0 | 109 Open A2.DEAN [Get GEM!] |
| 16 Minor bug fixes & patches | 11 Closed A2.HELP |
| 17 GEM Scripting Tips | 103 Open A2.DEAN [A2 Leader] |
| 18 Misc... | 124 Open A2.DEAN [Get GEM!] |
| 19 Bug in ba-Update (TO.GE.Convert) ??? | 43 Open A2.DEAN [Get GEM!] |
| 20 GEM Birthday Promotion | 6 Open A2.DEAN [Get GEM!] |

Category 30 ProSel Online

| No. Subject | Msgs Status Author |
|-----------------------|--------------------|
| 1 About ProSel Online | 1 Closed A2.HELP |
| 2 ProSel-16 | 109 Open A2.HELP |
| 3 ProSel-8 | 75 Open A2.HELP |
| 4 Other products | 136 Open A2.HELP |

Category 31 Apple User Groups Online

| No. Subject | Msgs Status Author |
|----------------------------------|------------------------------|
| 1 About Apple User Groups Online | 54 Open A2.HELP |
| 2 TUTOR NEEDED IN SAN JUAN P.R. | 4 Open L.MARINELL |
| 3 User group contacts | 44 Open A2.HELP |
| 4 User group legalities | 15 Open M.WOLINSKI2 [Skifer] |
| 5 User group assistance | 27 Open BINARY.BEAR [THWAC] |
| 6 User group newsletter reprints | 26 Open A2.DEAN [Get GEM!] |

Category 32 Roger Wagner Publishing Online

| No. Subject | Msgs Status Author |
|--|----------------------------|
| 1 About Roger Wagner Publishing Online | 1 Closed A2.HELP |
| 2 HyperStudio | 12 Open A2.HELP |
| 3 Misc news | 13 Open E.MUELLER |
| 4 Merlin 8/16 | 52 Open A2.HELP |
| 5 SoftSwitch | 111 Open A2.HELP |
| 6 The Graphic Exchange | 41 Open A2.HELP |
| 7 MacroMate | 28 Open A2.HELP |
| 8 Other titles | 79 Open A2.HELP |
| 9 Press releases | 23 Open A2.DEAN [Get GEM!] |
| 10 Sound Shop | 18 Open M.KAMPMEYER |

Category 33 GS+ Magazine/Disk Online

| No. Subject | Msgs Status Author |
|--------------------------------------|-----------------------------|
| 1 About GS+ Magazine/Disk Online | 1 Closed A2.HELP |
| 2 Letters to the Editor | 10 Open A2.BILL [BB Editor] |
| 3 GS+ Magazine - Feature Articles | 0 Open A2.BILL [BB Editor] |
| 4 GS+ Magazine - Product Reviews | 0 Open A2.BILL [BB Editor] |
| 5 GS+ Disk - Programs | 3 Open A2.BILL [BB Editor] |
| 6 GS+ Disk - Non-program Files | 0 Open A2.BILL [BB Editor] |
| 7 Wish List - Suggestions & Requests | 68 Open A2.BILL [BB Editor] |

Category 34 Softdisk Publishing Online

| No. Subject | Msgs Status Author |
|------------------------------------|------------------------|
| 1 About Softdisk Publishing Online | 4 Closed SOFTDISK.INC |
| 2 General stuff | 167 Open SOFTDISK.INC |
| 3 Softdisk Report Card | 21 Open SOFTDISK.INC |
| 4 Softdisk G-S Report Card | 89 Open SOFTDISK.INC |
| 5 Ask Professor KIA (Know-it-All) | 90 Open SOFTDISK.INC |
| 6 Gamer's Pub | 12 Open SOFTDISK.INC |
| 7 Back issues: Softdisk | 23 Closed SOFTDISK.INC |
| 8 Back issues: Softdisk G-S | 39 Closed SOFTDISK.INC |
| 9 Readers Write | 108 Open SOFTDISK.INC |

Apple II Computer Info

| | | | | |
|----|---------------------------|----|------|--------------|
| 10 | Coming Attractions | 76 | Open | SOFTDISK.INC |
| 11 | Comments on Back Issues | 28 | Open | SOFTDISK.INC |
| 12 | How can I be a submitter? | 1 | Open | SOFTDISK.INC |

Category 35 Econ Technologies Online

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|------------------|
| 1 | About Econ Technologies Online | 1 | Closed | A2.HELP |
| 2 | Econ - basic information | 23 | Open | A2.DEAN [Leader] |
| 3 | In the pipeline (upcoming products) | 134 | Open | ECON [Karen] |
| 4 | Pegasus Internal Hard Drives | 5 | Open | ECON [Karen] |
| 5 | SoundMeister stereo amplifier/digitizer | 24 | Open | ECON [Karen] |
| 6 | DigitalSession | 18 | Open | ECON [Karen] |
| 7 | Universe Master | 30 | Open | ECON [Karen] |
| 8 | AutoArk Q & A & Info. | 117 | Open | ECON [D. Proni] |
| 9 | Feedback to Econ Technologies | 56 | Open | A2.DEAN [Leader] |
| 10 | X-Drive | 11 | Open | ECON [Michael] |

Category 37 WestCode Software Online

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|------------------|
| 1 | About WestCode Software Online | 1 | Closed | A2.DEAN [Leader] |
| 2 | InWords - OCR software | 123 | Open | A2.DEAN [Leader] |
| 3 | HardPressed - Disk compression software | 152 | Open | WESTCODE |
| 4 | Pointless - GS outline fonts (TrueType) | 185 | Open | J.KRELL1 [Jay] |
| 5 | WestCode Software Information | 77 | Open | WESTCODE |
| 6 | TableTrained | 10 | Open | WESTCODE |

Category 38 Parkhurst Micro Products Online

| No. | Subject | Msgs | Status | Author |
|-----|---------------------------------------|------|--------|---------------|
| 1 | About Parkhurst Micro Products Online | 1 | Closed | PMP [Paul P.] |
| 2 | General Discussion | 2 | Open | PMP [Paul P.] |
| 3 | New Product Announcements | 1 | Open | PMP [Paul P.] |
| 4 | ANSITerm - Product Information | 24 | Open | PMP [Paul P.] |
| 5 | ANSITerm - Support | 33 | Open | PMP [Paul P.] |
| 6 | ANSITerm - Macro Support/Programming | 9 | Open | PMP [Paul P.] |
| 7 | reserved | 1 | Closed | PMP [Paul P.] |
| 8 | reserved | 1 | Closed | PMP [Paul P.] |
| 9 | OGG-Net Networking System | 7 | Open | PMP [Paul P.] |
| 10 | Modem Drivers for ACOS/GBBS | 1 | Open | PMP [Paul P.] |
| 11 | PMPUnzip | 42 | Open | PMP [Paul P.] |
| 12 | UG demo's | 4 | Open | R.LAKNER |

Category 40 Vitesse Online

| No. | Subject | Msgs | Status | Author |
|-----|--------------------------|------|--------|----------------------|
| 1 | About Vitesse Online | 1 | Closed | A2.HELP |
| 2 | Who's Vitesse? | 1 | Closed | A2.DEAN [Leader] |
| 3 | Salvation: GUARDIAN | 48 | Open | A2.DEAN [Leader] |
| 4 | Wings | 25 | Open | A2.BILL [BB Manager] |
| 7 | None of the Above | 108 | Open | A2.DEAN [Leader] |
| 8 | Quickie | 54 | Open | ANDY [Chat Games] |
| 13 | Salvation-Deliverance | 62 | Open | VITESSEINC. |
| 14 | Harmonie Printer Drivers | 168 | Open | VITESSEINC. |

Category 41 Apple II BBS Systems Online

| No. | Subject | Msgs | Status | Author |
|-----|-------------------------------------|------|--------|------------------|
| 1 | About AppleNET BBS | 67 | Open | A2.HELP |
| 2 | Suggestions for AppleNET | 127 | Open | M.POTTER4 |
| 3 | AppleNET Sysop's Guide | 21 | Open | A2.HELP |
| 4 | Prime BBS system goes Public Domain | 101 | Open | W.GOOSEY [Goose] |

Apple II Computer Info

| | | | | | |
|----|---------------------------------------|-----|--------|---------|--------------|
| 5 | Prime Help and Bug Reports | 15 | Open | A2.BILL | [A2 Editor] |
| 6 | Advertise Your Prime BBS Here | 8 | Open | A2.BILL | [A2 Editor] |
| 7 | Elite BBS - General Information | 62 | Open | A2.BILL | [BB Editor] |
| 8 | - Questions & Answers | 1 | Open | A2.BILL | [BB Editor] |
| 9 | Apple II BBS General Discussion | 127 | Open | A2.DEAN | [Leader] |
| 10 | Warp Six BBS | 112 | Open | A2.BILL | [BB Editor] |
| 11 | Multi-line BBS software for Apple IIs | 63 | Open | A2.BILL | [BB Editor] |
| 12 | Recommended BBSs | 101 | Open | A2.BILL | [BB Editor] |
| 13 | About Metal/Futurevision BBS | 1 | Closed | A2.BILL | [BB Manager] |
| 14 | Metal/Futurevision - reserved | 1 | Closed | A2.BILL | [BB Manager] |
| 15 | Metal/FV - General Discussion | 150 | Open | S.TAM3 | |

Category 42 Quality Computers Online

| No. | Subject | Msgs | Status | Author |
|-----|--------------------------------------|------|--------|------------|
| 1 | About Quality Computers Online | 8 | Closed | QC [Jerry] |
| 2 | Feedback to Quality Computers | 163 | Open | QC [Jerry] |
| 3 | Hot New Products | 104 | Open | QC [Jerry] |
| 4 | Teacher Bonus Program | 9 | Open | QC [Jerry] |
| 5 | Buying a Hard Disk | 51 | Open | QC [Jerry] |
| 6 | Buying a Memory Card | 20 | Open | QC [Jerry] |
| 7 | Shareware Wanted! | 39 | Open | QC [Jerry] |
| 8 | QC - Jobs Available | 75 | Open | QC [Jerry] |
| 9 | Beagle Bros Products | 46 | Closed | QC [Jerry] |
| 10 | II ALIVE: An Apple II Magazine | 217 | Open | QC [Jerry] |
| 11 | reserved | 1 | Closed | QC [Jerry] |
| 12 | About Q Labs | 1 | Closed | QC [Jerry] |
| 13 | EasyDrive | 57 | Open | QC [Jerry] |
| 14 | RAMUP | 20 | Open | QC [Jerry] |
| 15 | SuperPatch | 24 | Open | QC [Jerry] |
| 16 | RepairWorks | 19 | Open | QC [Jerry] |
| 17 | Talk Is Cheap | 102 | Open | QC [Jerry] |
| 18 | reserved | 1 | Closed | QC [Jerry] |
| 19 | reserved | 1 | Closed | QC [Jerry] |
| 20 | reserved | 1 | Closed | QC [Jerry] |
| 21 | reserved | 1 | Closed | QC [Jerry] |
| 22 | Suggestions for Future Products | 14 | Open | QC [Jerry] |
| 23 | Beagle Bros Platinum Paint | 74 | Open | QC [Jerry] |
| 24 | Beagle Bros TimeOut Series | 10 | Open | QC [Jerry] |
| 25 | Beagle Bros Products - Miscellaneous | 23 | Open | QC [Jerry] |
| 26 | Six Pack by Bill Tudor [W.TUDOR] | 138 | Open | QC [Jerry] |
| 27 | Pro-Quality BBS | 6 | Open | QC [Jerry] |
| 28 | Signature GS & Add-Ons | 22 | Open | QC [Jerry] |

Category 43 Seven Hills Software Online

| No. | Subject | Msgs | Status | Author |
|-----|---|------|--------|------------------|
| 1 | About Seven Hills Software Online | 1 | Closed | A2.HELP |
| 2 | Latest News from Seven Hills | 29 | Open | A2.DEAN [Leader] |
| 3 | Products You'd Like to See | 111 | Open | A2.DEAN [Leader] |
| 4 | Things Seven Hills is looking for | 2 | Closed | A2.DEAN [Leader] |
| 5 | SuperConvert--Graphics Converter | 104 | Open | SEVENHILLS |
| 6 | GraphicWriter III--Desktop Publisher | 95 | Open | A2.DEAN [Leader] |
| 7 | Font Factory GS--Font Editor | 19 | Open | A2.DEAN [Leader] |
| 8 | Kangaroo--File/Folder Timesaver & More! | 179 | Open | SEVENHILLS |
| 9 | Independence--GS/OS Printer Drivers | 101 | Open | SEVENHILLS |
| 10 | Express--Printer Spooler | 176 | Open | SEVENHILLS |
| 11 | ShoeBox--Household Info Organizer | 28 | Open | SEVENHILLS |
| 12 | TransProg III--Quick Program Launcher | 15 | Open | SEVENHILLS |
| 13 | THE MANAGER--MultiFinder for your IIGS! | 171 | Open | SEVENHILLS |

Category 44 Apple II at Shows and Expos

| No. | Subject | Msgs | Status | Author |
|-----|------------------------------------|------|--------|----------------------|
| 1 | Apple Expo West, April 23-25 in SF | 55 | Open | A2.LUNATIC [Lunatic] |
| 2 | KFest 1993 | 5 | Open | RC.ELLEN [Ellen] |
| 11 | Until we meet again... | 61 | Open | LUNATIC |

Category 46 C.V. Technologies Online

| No. | Subject | Msgs | Status | Author |
|-----|----------------------------------|------|--------|------------------|
| 1 | About C.V. Technologies Online | 1 | Closed | A2.HELP |
| 2 | RamFAST-SCSI | 78 | Open | A2.DEAN [Leader] |
| 4 | Upcoming products | 43 | Open | A2.DEAN [Leader] |
| 5 | Common questions and answers | 72 | Open | A2.DEAN [Leader] |
| 6 | C.V. Technologies' GSMemory Card | 65 | Open | A2.DEAN [Leader] |

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o COMMENTS: Contacting GENieLamp

o GENieLamp STAFF: Who Are We?

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| ETC.
**** | o Jim Lubin | [J.LUBIN] | Add Aladdin |
| | o Scott Garrigus | [S.GARRIGUS] | Search-ME! |
| | o Mike White | [MWHITE] | Cowlumnist/Asst. SysOp |

>>> SEARCH_ME! ANSWERS <<<

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```
\\//////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
(c) Copyright 1993 T/TalkNET Online Publishing and GENie. To join
GENie, set your modem to 2400 baud (or less) and half duplex
(local echo). Have the modem dial 1-800-638-8369. When you get a
CONNECT message, type HHH. At the U#= prompt, type:
      XTX99014,DIGIPUB
and hit the [return] key. The system will then ask you for your
information. Call (voice) 1-800-638-9636 for more information.
\\//////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
[EOF]
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DOCUMENT almp9308.app
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ASCII art logo consisting of vertical bars of varying heights forming the letters 'G', 'E', 'N', 'I', 'E', 'L', 'A', 'M', 'P'.

Your
GENieLamp Computing
RoundTable
RESOURCE!

~ WELCOME TO GENieLamp APPLE II! ~
~ BEGINNER'S CORNER: Polishing Green Apples ~
~ PD_QUICKVIEW: ShadowWrite NDA ~
~ APPLE ARCHIVES: A2 History ~
~ HOT NEWS, HOT MESSAGES, HOT FILES! ~

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ August 1, 1993 ~

FROM MY DESKTOP [FRM] APPLE TALK [TAL]
Notes From The Editor. Apple II Corner.
HEY MISTER POSTMAN [GEN] HUMOR ONLINE [HUM]
Is That A Letter For Me? Fun & Games On GENie.
REFLECTIONS [REF] BEGINNER'S CORNER [BEG]
Online Communications. Polishing Green Apples.
CowTOONS! [MOO] PD_QUICKVIEW [PDQ]
Stock Footage. ShadowWrite NDA
THE ONLINE LIBRARY [LIB] PROFILES [WHO]
Yours For The Downloading. Who's Who On GENie.

SEARCH_ME [FUN]
Yours For The Downloading.

CONNECTIONS [CON]
Online Thoughts.

APPLE II [AII]
Apple II History, Part 14.

LOG OFF [LOG]
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing
"....." system to help make reading the magazine easier.
To utilize this system, load GENieLamp into any ASCII word processor
or text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed
"....." here in GENieLamp, you will find all the information you
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____|_____|_____|_____|_____
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie Effective July 1, GENie's non-prime time connect rate drops
"....." to \$3.00 per hour, a reduction of 50% from the current rate.
The monthly fee has been restructured, and moves from \$4.95 to \$8.95, for
which up to four hours of non-prime time access to most GENie services,
such as software downloads, bulletin boards, GE Mail, an Internet gateway,
multi-player games and chat lines, are allowed without charge. To sign up
for GENie service, call (with modem) 1-800-638-8369. Upon connection type
HHH. Wait for the U#= prompt. Type: XTX99014,DIGIPUB and hit RETURN. The
system will then prompt you for your information. Need more information?
Call GENie's customer service line (voice) at 1-800-638-9636.
.....

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Can you imagine the abuse it would take to jar chips out of their /
/ sockets packed in a styrofoam case, inside a box, inside a larger /
/ box full of styrofoam peanuts! It's hard enough to pull one out /
/ on purpose. :-)" /
////////////////////////////////////// REALM ////

[EOA]
[FRM].....

FROM MY DESKTOP /

////////////////////////////////////

Notes From The Publisher

By John Peters
[GENIELAMP]

TOP OF THE PAGE To know me personally, is to know how fanatical I can be
***** when it comes to Digital Publishing. Convincing people that there are definite positive advantages to publishing electronically has been a long and frustrating battle, and unfortunately, the battle is far from over. However, that doesn't slow me down any, it just makes me a little more fanatical about spreading the word. Lately, I have been reading articles about Digital Publishing in high-profile publications like Time, Newsweek and the New York Times so clearly, all is not lost. Digital Publishing is finally starting to find its place in the computing world.

Along these lines, the Digital Publishing Association (a group of folks who are just as fanatical as I am :) are coming out with their second annual Digital Quill awards competition. Take a look...

>>> DPA ANNOUNCES SECOND ANNUAL "DIGITAL QUILL" AWARDS COMPETITION <<<

Birmingham, Alabama - July 19, 1993: The Digital Publishing Association, the first and only trade organization for the electronic publishing industry, announced the Second Annual "Digital Quill" Awards for Excellence in Electronic Publishing.

In making the announcement, Ron Albright, founder and director of the DPA, defined "electronic publishing" as the publication of literature and graphic material in computer-readable, digital format; specifically, materials created on computer and distributed in digital format for other to read through their computers. According to Albright, the term encompasses "everything from plain ASCII text, which can be read on any computer, to complex, hypertext publications that rely on machine-specific programs to view and navigate."

The Quill Award competition is open to all authors and publishers, regardless of DPA membership status. The only requirement is that the materials submitted for judging must have been previously published in electronic format. Submitted materials must either have been uploaded to an online system or distributed on disk for reading by computer as digital materials. In clarifying, Albright said "materials that were simply created on computer - most writers use those for composition anyway - do not meet the criteria of having been electronically published for reading and are ineligible."

Award Categories

- o Serial Publication - a weekly, monthly or otherwise regularly-scheduled publication that has been issued for at least 6 months (or at least 3 editions) available prior to July, 1993. This category will include both fiction and non-fiction magazines and newsletters.
- o New Serial Publication - a weekly, monthly or otherwise regularly-scheduled publication that has been issued for less than 6 months but has been published at least for two issues. This category will

include both fiction and non-fiction magazines and newsletters and is proposed to recognize and encourage new issues.

- o Fiction Book - an original (eliminating reprints of the "classics" in digital format - who among us can hope to compete with a digital edition of Shakespeare's classics?) electronically published novel. Length: 50,000 words, minimum.
- o Non-Fiction Book - an original non-fiction book in digital format. Length: 35,000 words minimum.
- o Short Story - a single original story appearing either alone or as part of an anthology or magazine and published in digital format. This category shall exclude reprints of stories originally published in a paper publication. Length: 1000 words, minimum.
- o Non-fiction article - a single originally article appearing either alone or as part of a magazine and published in digital format. This category shall exclude reprints of articles originally published in paper. Length: 1500 words, minimum.
- o Publishing software - a software program (Shareware or traditionally marketed) designed for publishing text and/or graphics and facilitating their distribution and viewing. Nominations will be accepted from users as well as original authors.
- o Miscellaneous - this niche will encompass poetry, graphic collections, comics, and other publications outside the standard categories.

PRIZES A certificate, suitable for framing, will be awarded to first, "*****" second, third winners in each category. In cases where the number and/or quality of submissions warrants, Certificates of Merit will also be awarded. Additional prizes, including cash awards, are under consideration. If available, these will be announced in the future.

DEADLINES Submissions will be accepted from original authors or from the "*****" editors of a publication in which the submitted material appeared. Submissions must be made in digital format (via modem or on disk) to any of the "electronic addresses" listed below. Deadline for submissions is September 30, 1993. Winners will be announced in conjunction with the DPA activities surrounding "Electronic Publishing Month" which is annually celebrated in November.

Submit materials to any of the following addresses:

Genie: RALBRIGHT / DigiPub RoundTable (M1395)
CompuServe: 75166,2473
MCI Mail: 370-7474 (RALBRIGHT)
PRODIGY: DXBD80A

You can also upload submissions to the Desktop Publishing Association BBS at 205-854-1660 (1200/2400/9600; 24 hours/day).

Materials can be submitted on disk by mailing to:

The Digital Publishing Association
1160 Huffman Road

Birmingham, AL 35215

Ron Albright

Contact: Ron Albright

Digital Publishing Association
1160 Huffman Road
Birmingham, AL 35215

Voice: 205-856-9510
FAX: 205-853-8478
BBS: 205-854-1660

[*][*][*]

If you are interested in learning more about the awards or digital publishing, drop by the DigiPub RoundTable on page 1395.

Until next month...

John Peters
GENieLamp/DigiPub RoundTable

[EOA]

[TAL]////////////////////////////////////
APPLE_TALK /
////////////////////////////////////

Apple II Corner

By Douglas Cuff
[D.CUFF]

BIRTHS, DEATHS, AND MARRIAGES With all the activity in the Apple II world
"*****" this month, I began to realize that the reports of its demise have, once again, been greatly exaggerated. Trying to come to grips with it all in this, my first month as editor, I think I have an idea why it's called a social WHIRL. If it gets any more frantic, it'll be a social whirlpool.

I'd like to outline for you some of the recent births, deaths, and marriages, but it's not an easy task. Sometimes what seem to be births are rebirths or adoptions, or even marriages. Sometimes the deaths are divorces. Oh, to heck with the semantic classification, it's all pretty exciting! You'll find the details within, but here are a few items to pique your interest:

BIRTHS: With a title like SHAREWARE SOLUTIONS II, it might sound like "*****" a rebirth, but it's a bona fide newcomer all right. Shareware champion Joe Kohn has started publishing his own Apple II newsletter, and the title, he cautions, was chosen for name recognition and may be misleading, because it deals with much more than shareware. The premiere issue arrived this month, and I have a feeling that Joe Kohn will be passing around a few metaphorical cigars in the first few issues. Something to celebrate indeed!

There are other new arrivals, or rather, shortly-to-arrivals: TypeSet from WestCode Software, Addressed for Success from Econ Technologies, and Bottom Line from Quality Computers. Look for the details in this month's HEY MISTER POSTMAN!

DEATHS: As those who read the past month's issue of GENieLamp A2 know, "*****" INCIDER/A+ folded with their July issue. This month, the Apple II world was shocked and saddened to hear that the June issue of A2-CENTRAL was the last PAPER issue. A2-CENTRAL will continue to publish a disk magazine... so perhaps it's not a death, just a divorce. It's not good news, though.

MARRIAGES: The most exciting news in quite a while comes from a marriage "*****" between Quality Computers and AppleWorks guru Randy Brandt: The WORKS 4.0, code-named Quadriga, will be an AppleWorks add-on that is rumoured to be the equivalent of an upgrade. At least, it will require that you have AppleWorks 3.0 to take advantage of it. It's not really AppleWorks 4.0, but the point is, AppleWorks isn't going to be allowed to die!

Now if only we had an AppleWorks GS guru to work on The GasWORKS 2.0, code-named Lazarus.... (NOTE: This is NOT a rumour, it's just me being silly.)

The social event of the season has just concluded -- the Fifth Annual A2-Central Summer Reunion -- and the reports are still rolling in. Look for more coverage of this great marriage of minds next issue. Let's hope it's not to be the last, as rumor predicts.

One other entry for the marriages column: GENieLamp A2 and me. I mentioned briefly above that this is my first month as editor. I felt I'd better slip that in quietly so that loyal readers wouldn't goggle at the new name in front of them and figure they'd missed an issue. At the same time, I didn't want to begin with this minor news, since there was so much major news to deal with.

Darrel Raines has moved from editor to a position that will allow him to write more articles for GENieLamp A2. What's more, Phil Shapiro is looking to hand his co-editor position over to someone else, now that he'll be producing his own disk-based publication, Helium Balloons, and staff writer Mel Fowler has been off nursing a sick modem. Mel's back now, though, I hasten to add!

All these changes at GENieLamp A2 mean two things:

First, because Darrel and I were forced to change horses in midstream, the A2 Profile interview had to be abandoned this month. It'll be back, never fear! This month, time was just too short.

Second, if you've been thinking that you'd like to write for GENieLamp A2, then now is the time to step forward. If you haven't been thinking about writing for GENieLamp A2, then now would be a good time to start! Contact me via GENie mail (my address is D.CUFF).

I'm just as pleased as I can be to be the new editor of GENieLamp A2. I've been an Apple II user for some time: I started using an Apple][+ late in 1982, and upgraded to an Apple IIe just a few months later, thanks to an extraordinarily obliging dealer, and got my first IIGS in late 1986. The point I'm laboriously trying to make is that I love the li'l devil too! You are not alone.

I've been absent from GENie for a number of months, and it was GENieLamp that led me back. I started downloading GENieLamp A2 from a

local BBS and was so impressed that I reactivated my dormant GENie account, unable to bear missing out on GENie any more.

By way of a tribute to outgoing editor Darrel Raines, allow me to quote from a message I read on another network recently, not long before I signed on as editor, posted by shareware author John L. Graham: "One bright spot in the Apple II world is GENie's online magazine, GENie Lamp." The credit for this belongs to Darrel, and to Jim Couch, editor of GENieLamp A2Pro, but I hope to be able to do as well... with your help.

[*][*][*]

Before we turn you over to your regularly scheduled GENieLamp, Darrel has a few words of his own to add:

As you've read, we have a new editor this month. It is with regret that I give up that position for this fine publication. However, circumstances dictate that someone else carry on. I am sure that Doug will lead us on to bigger and better things in the world of electronic publishing. I wish him well as editor of GENieLamp A2.

I want to take a moment and tell each of you that I have enjoyed bringing this newsletter to you on a monthly basis. I learned a lot of things along the way. I hope that as I was learning the ropes, we were giving you the information you needed to use your computer and the GENie Information System as efficiently as possible. It has always been my intent to make this newsletter one of the best sources of information for the Apple II community. If we have succeeded in meeting any of these needs for even a few users, then I consider the effort to have been worthwhile.

One of my major objectives was always this: I did not want to print a whole newsletter of old or recycled information. This presented a real challenge to us since a large part of the newsletter content is excerpts from the A2 bulletin board system. The way that we handled this was to insist on printing a large number of original articles that had never appeared in any other format before: the monthly columns such my editorials, our game reviews, Phil's "think" piece, profile interviews, the shareware and upload reviews, and all of our one-time feature articles. I sincerely hope that you found some nugget of new information in each issue.

I will still be writing for GENieLamp. My major focus will be on gaming, but I will be touching on other topics. -Darrel Raines

[EOA]

[HEY]////////////////////////////////////

HEY MISTER POSTMAN /

////////////////////////////////////

Is That A Letter For Me?

By Douglas Cuff

[D.CUFF]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<

FREE APPLE CATALOG AND NEWSLETTER _/
***** |ou can get a FREE copy of the latest
1-800-795-1000 and asking for it. Apple Catalog by simply calling
Apple II user! While you're at it, Be sure to tell them that you're an
ask for a free copy of the Apple II you may wish to call 1-800-776-2333 and
Software Newsletter, as well.
 (A2.LUNATIC, CAT5, TOP2, MSG:203/M645;1)

WHAT KIND OF MAC IS THAT? I understand price wars more than you know.
***** and I know the IIGs-//e are not the main reason
for Apples woes, but it saddens me when such a good product is dumped.
(especially when I bought one).

BTW all the people who dump on the gs, I had a friend over the other
day that is currently programming Macs, it took me 15 min to convince him
that my computer is an Apple III!
 (EW.CHRISTIAN, CAT5, TOP2, MSG:211/M645;1)

VIDEO OVERLAY CARD I have some pretty basic questions about the
***** capabilities of the VOC...
At my local user group, the IIGS is connected, of course, to the GS's
RGB monitor, and also connected to a standard TV via the Composite Out
jack. During demos, people have a real hard time seeing the images on the
RGB because it's so small, and on the TV because it's so blurry.

This is presenting a real problem to the group, and we want to resolve
it. It seems we don't have enough money to buy some type of overhead
projector (\$1500 or so), so it's been suggested that we get a VOC. People
seem to believe that connecting a VOC will improve the resolution of a
standard composite TV monitor.

Will it, or is this a myth? If it will, can you supply some details? A
club member has said that he saw a deal for an inexpensive large screen
monitor that had 600 line resolution (whatever that means) and thought
that by connecting a VOC to that monitor, that we'd get crystal clear
resolution. Would we?

In a similar vein, the TV I own has both analog and digital RGB
inputs, but being in another part of the house, I've never connected it to
the GS. Theoretically, if we were to buy a large screen TV with analog RGB
inputs, it should be similar in resolution to the GS RGB. In reality,
is it? I bought that TV 7-8 years ago, and the club member who is looking at
monitors said that he hasn't run across one with an analog RGB. Are those
still made, or is he just running into TV salespeople ignorance?
 (J.KOHN, CAT26, TOP13, MSG:29/M645;1)

>>>> The VOC does marginally increase the quality of the IIGS composite
***** video output (key word: marginally), but you have to have a pretty
good monitor to notice the difference.

A better option is, as you said, to use a TV/monitor that has RGB

inputs. While it's not likely to be as sharp as the Apple RGB monitor, it WILL be considerably sharper than the composite signal. (Also, the fact that your TV even HAS RGB inputs tells me that it's a good set and should show up the difference quite nicely.)

There are electronic reasons for the difference in picture quality, which I won't go into here, but they're also the reason that we always use the S- Video inputs on OUR big show monitor whenever possible. The more wires, the better the signal CAN be. (Doesn't guarantee it will be better, just that it can be. <grin>)

(QUALITY, CAT26, TOP13, MSG:30/M645;1)

APPLESOFT REBORN? The July 12th issue of PC Week says Apple is renaming its Mac OS unit to.....AppleSoft! Does this mean System 7 was really written in Basic? <grin>

And from Spencer F. Katt in the same issue:

"....sources said emulation of Mac software on the 601 RISC chip won't be as fast as some of the new 040 Macs."

(A.COUGHLIN, CAT5, TOP2, MSG:226/M645;1)

APPLE IIE STILL IN PRODUCTION][n general, the way IIEs are bought now (i.e. by schools), they will get large orders in batches. So they don't get a large stock of IIEs sitting around in warehouses, and they don't run the assembly line continuously. When they get a few large orders, they fire up the assembly line, make 'em, and ship 'em right out. They may have enough sitting around to fill one or two orders at a time, so they'd send those out while firing up the production line.

The bottom line is that the IIE IS still in production, though not continuously, and they are NOT just trying to unload warehouses full of them. And consider this: Has Apple EVER had some kind of consumer promotion just to unload warehouses full of computers? No. You've never seen it with any Mac models, you didn't see it with the IIC, IIC+, or IIGs, and you're not going to see it with the IIE. What they usually do with excess inventory is sell them to a remarketer, like Sun or Shreve (or Price Club, in the case of the Mac PowerBook 100). They have also: Bulldozed them into a hole in the ground (Lisa/Mac XL), and sold them at a major discount to Apple EMPLOYEES (Mac IISI, I believe).

() imply put, if Apple is still publicly advertising or offering something, and/or it's still on the dealer price lists, it is still in production. (A2.LUNATIC, CAT5, TOP2, MSG:131/M645;1)

APPLE NASDAQ AD NASDAQ (the over-the-counter stock exchange) is using Apple in its ads now, talking about how it started in a garage, put computers in every school, and so on. Then "Where can you find companies like that? Actually newspapers publish a list of them every day." The idea is to show progressive NASDAQ companies are, and what good investments they can be. Previously-featured companies include Microsoft and MCI. (L.DEVRIES, CAT5, TOP3, MSG:47/M645;1)

WATCH YOUR PATHNAME LENGTH! > There seems to be a problem with ProTerm > and over long pathnames. We haven't QUITE > figured it out yet.

The problem is simple, ProTerm runs under ProDOS 8, NOT GS/OS. Because of this, ProTerm can have a total pathname length of 63 characters.

Let's say your drive is names "MyRealCoolStuff", ProTerm is in a directory called "Communications/ProTerm3.1", and your data is in a directory in ProTerm3.1 called "MyNewestStuff", This path now is...

/MyRealCoolStuff/Communications/Proterm3.1/MyNewestStuff/

That is 57 characters!! Your data files only have 6 characters left before ProDOS 8 has heartburn!!!

So any ProDOS 8 applications (AppleWorks Classic too!!) will choke if you use verbose directory names...

"Burger" Bill Heineman
(BURGERBILL, CAT10, TOP11, MSG:227/M645;1)

>>>> Well, it isn't quite THAT simple. This problem doesn't hit TIC and
"*****" PtP users. There is SOME specific problem with PT3 that does not affect those two programs. Once pathnames exceed about 36 characters, odd things start to happen. However, it appears that not everyone is afflicted with this problem, so we don't quite know what to think. We have received some fixes for the scripts from users who have beaten this, but we need to understand just what the heck is going on here before we start fixing scripts, or we are likely to create new problems.

>>"So any ProDOS 8 applications (AppleWorks Classic too!!) will choke if you use verbose directory names..."

Too true, but PT3 is apparently more sensitive. There may be some other factor here that we haven't figured out yet.

(GARY.UTTER, CAT10, TOP11, MSG:233/M645;1)

BEST CACHE SIZE What is the recommended size for the RAM Cache in the RAM
"*****" Control Panel?

The System 6.0 manual does not make any recommendation.
I have read in a tech note that it is set by default at 32k.
I have 4.25 megabytes of RAM.

(R.LEROUX1, CAT9, TOP12, MSG:138/M645;1)

>>>> A setting of 16K or 32K is usually best. The GS/OS cache isn't
"*****" particularly fast; I think it still uses a linear search instead of some form of hashing, which means that the bigger it is, the longer it takes to search it. Beyond a certain point, it will actually take longer to search the cache to see if the desired block is already in RAM than to just go read the block from disk again!

(QUALITY, CAT9, TOP12, MSG:139/M645;1)

>>>> |he cache is used for ALL GS/OS programs, not just the Finder,
"*****" unless you have something installed like the RamFAST driver, which bypasses it. Prosel 16 is a strange beast, which does a lot of low-level disk operations by itself, so it may bypass the GS/OS cache, as well.

|\\ote that having the RamFAST driver installed bypasses the cache for your hard drive, but it's still being used for your floppies and anything else appropriate. (A2.LUNATIC, CAT9, TOP12, MSG:150/M645;1)

IIGS ROM HISTORY

1. The original, ROM 0 MB was released with all the parts needed to install it in a //e as a conversion unit. The conversion kit itself was a backplane for the //e, plus the MB, plus a mouse (although I think that was optional).
2. The ROM 01 MB was released as a NON-convertible board (possibly in the initial runs, possibly later). This board had neither the dual power supply plugs, nor any of the other internal plugs for //e equipment.
3. The original (convertible) design was mandated as THE ONLY service replacement for defective ROM 01 GS motherboards. This created a problem, eventually, since non-convertible boards were coming in for replacements. The non-convertible boards were upgraded to convertibility in the process of refurbishing, and put into the repair stock. I believe that this all happened before the ROM 03 was released.
4. Whether the ROM 03 MBs ever shipped without the internal ports I don't know. Certainly the ROM 03s were never intended to be put in a //e case, but I know of no reason why they COULDN'T be, and, come to think of it, I know of at least one that WAS. :)

I know that it makes no sense to have designed and built boards that HAD the circuitry on them to accept the plugs, but no plugs. Nevertheless, that was done, and there are lots and lots of them out there. Whether your board has them or not is entirely dependent on when it was produced. If the MB on your machine has ever been replaced it almost certainly does have the plugs. MY MB has been replaced, but it was taken out of a brand new machine from the dealers stock because I needed it RIGHT NOW, and the dealer likes me. :) (And was out of stock on GS replacement boards.)
(GARY.UTTER, CAT6, TOP2, MSG:120/M645;1)

SPEAK WELL OF THE DEAD I talked to someone once who was not an Apple II user and never was, but who made an interesting observation about the machine. He said that when it came out, the Mac still wasn't gaining a very significant foothold, and that it looked to a lot of people in the industry like Apple was hedging its bets with the IIGs, that in making it so very Mac-like they were positioning it to take over for the Mac if the Mac really did fail.

And the original Mac was going to be based on the 6502. It was only near the end of the design stage that they switched to the 68000.

All that means nothing now, but it's interesting to think about.
-Dean Esmay (A2.DEAN, CAT5, TOP3, MSG:45/M645;1)

PROTERM MACRO TRACKS FREE HOURS Since GENIE has changed its rate structure and we now get 4 hrs free for our \$ 8.95 monthly fee, I decided to write a macro to track hours and costs for the current month (to make sure I don't let a month go by without using all 4 of those hours :)

To use this macro, you need to set the "Log Calls to Disk" parm in the dialing system(s) you are using to call GENie. If your dial system name starts with anything other than "GENie", you will need to modify the search string used in the line after the INput statement. I have 2 dial systems to log into GENie, one is called "GENie-Automatic" and the other "GENie-Manual", so I just check the first 5 bytes of each log record for "GENie".

The macro gets the current month, then reads through the PT3.LOG file looking for records that match the dial system name and the current month. Hours and minutes are accumulated for each record that matches. GENie's rate is then applied. If the total time is 4 hours or less, a cost of \$ 8.95 is displayed. When the time goes over 4 hours, the \$3 per hour rate is applied and added to the \$ 8.95. Current cost, hours, minutes and the month are displayed.

I've hooked this macro up to the @@2 label in ProTerm 3.1's PT3.GLOBALS file, so that the macro is invoked when I click on the time in the menu bar while at the main menu. In PT3.Globals, find label @@2 and do the following:

```
@@2
  IF !$d,{ CHain "GENIE.COSTS" } * run macro GENie.Costs *
  EXit * if in terminal mode *
```

Here's the macro (GENie.Costs)

```
* Macro to Track Monthly GENie Costs *
* $ 8.95 + $3 per hr for time > 4 hrs *
* Art Coughlin *
  SET $0 = 0
  SET $1 = 0
  SET $4 = 0
  SET &1 = <Mid <Date>,3,3> * get month *
* *
  Open #5,"PT3.LOG" * open log file & read *
  While !(EO #5),{ * until eof *
    INput #5, "%s", &0
    IF (AND (SEqual <Left &0,5>, "GENie"), * check for system name *
      (SEqual <Mid &0,35,3>, &1)) { * and current month match*
        SET $0 = $0 + (Value<Mid &0,56,2>) * accumulate minutes *
        SET $1 = $1 + (Value<Mid &0,53,2>) } * accumulate hours *
    Close #5
  * *
  While (GT $0, 59),{ * convert mins > 59 to hrs*
    SET $0 = $0 - 60
    SET $1 = $1 + 1 }
  * *
  IF (OR (LT $1, 4), (AND (EQUAL $1, 4), (EQUAL $0, 0))), {
    SET $2 = 8 * if time <= 4 hrs, charge*
    SET &3 = "95" },1,{ * is $ 8.95. *
    SET $2 = 0 * Else calc. the charge: *
    SET $4 = 0
    SET $4 = ($1 - 4) * all hours over 4 are *
    While (GT $4, 0),{ * multiplied by $3 *
      SET $4 = $4 - 1
      SET $2 = $2 + 3 }
    SET $2 = $2 + 8 * add the monthly $8 *
```

```

SET $3 = 0
SET $4 = $0
While (GT $4, 0),{
    SET $4 = $4 - 1
    SET $3 = $3 + 5 }
SET $3 = $3 + 95
While (GT $3, 99), {
    SET $2 = $2 + 1
    SET $3 = $3 - 100 }
IF (LT $3, 10), { SET &3 = "0" + <String $3> },1,
    { SET &3 = <String $3> } }
SET &4 = "          " + &1
SET &0 = "Current Accumulated ^M GENie Time & Cost ^M ^M"
SET &1 = "          $ " + <String $2> + "." + &3 + "^M ^M"
SET &2 = "    Hours:      " + <String $1> + " ^M"
SET &3 = "    Minutes:   " + <String $0> + " ^M ^M"
NOTE &0+&1+&2+&3+&4

```

>>>> A correction to the macro I posted to calculate GENie time and costs. The macro will blow up when you have cents less than 10. The statement to do the zero filling of the cents is to blame. Evidently, PT doesn't like it when you set a string variable equal to itself. :(

Replace:

```

SET &3 = <String $3>
IF (LT $3, 10), { SET &3 = "0" + &3 } } * zero fill cents if < 10 *

```

With:

```

IF (LT $3, 10), { SET &3 = "0" + <String $3> },1,
    { SET &3 = <String $3> } }
(A.COUGHLIN, CAT24, TOP3, MSG:6/203/M645;1)

```

WHY CAN'T JOHNNY LEARN? A little while back, I did a review in inCider/A+ of an astronomy program for kids. When I first ran the program, some of the data about the planets of our solar system didn't look quite right to me. So, I looked at some recent material I had about the Voyager missions that listed the number of moons each planet had. I compared that to the number of moons that the program said each planet had, and realized that the facts and figures presented in the software was incorrect. I called the company to report this, and they said something like "but, we've been selling the program for two years, and no one else has said anything to us before". I was adamant, and demanded that if they were going to sell "educational" software, they'd better fix their program. After much haggling, I got them to consult an Almanac, and eventually they released a free update to the software.

I wonder how often things like that happen? Probably about as often as someone uses the excuse of "computer error".

-Joe Kohn (J.KOHN, CAT15, TOP4, MSG:24/M645;1)

>>> HOT TOPICS <<<

A2-CENTRAL MAGAZINE DROPS PAPER EDITION > Wait 'til you get your new
 ***** > A2-Central and we'll talk about
 > it.

OK - I've gotten mine (A2C-On-Disk). I read the letter to A2C-OD
Subscribers and know that you have discontinued the Paper Edition. One
thing that was missing from the letter was any comments about rebating the
\$34 a year (pro-rated) that the Paper Edition cost. Are there any plans to
do so (or extend the Disk Subscription). Also, what are you doing about the
Paper-Only Subscribers? (HAL-9001, CAT23, TOP3, MSG:182/M645;1)

>>>> Gosh, why all the long faces? Resource Central is still here, and
"***** A2-Central will still live on, albeit in modified form, on
A2-Central On Disk. And we've got lots of other publications we're working
on.

It's just reached the point where we aren't getting enough new
subscribers and the paper edition is way too expensive to put out. By
doing this we'll be able to keep doing Apple II support and publishing
magazines, albeit disk based, for a long time to come!

-Dean Esmay (A2.DEAN, CAT23, TOP3, MSG:196/M645;1)

>>>> > Gosh, why all the long faces?
"*****

Open-Apple has evolved into A2-Central, a highly respected,
internationally renowned, prize-winning journal of Apple II news, technical
information, tips and ideas.

RC.ELLEN
June 1991

The A2-Central paper and Fishhead's Children subscribers all got
letters telling them how much we owe them in unshipped issues...

TOM.W
JUNE 1993

As the Apple II nears the end of its life-cycle, renewals to our
flagship publication, the paper version of A2-Central, have fallen to less
than 20 per cent.

RESOURCE CENTRAL
June 1993

-Hank (H.WESSEL3, CAT23, TOP3, MSG:198/M645;1)

...BUT NOW, WITH ADVERTISING! Today I received the latest A2 Central On
"***** Disk. Although there was no Resource
Central catalog included I was very happy with the announcement in the
small RC-advertisement that on the next disk a overview will be given of
all the products Resource Central carry. With an overview like that you can
have it always 'on-line' after putting it on your hard disk.

I think it is a very good idea to have an advertisement folder on the
disk. In that way the whole Apple II community (we are all subscribing to
A2COD, aren't we?) will be informed of all the new products coming out and
their prices.

Peter van Dongen / Netherlands / Europe {Co-Pilot 2.1.1 + PT 3.1}
(P.DONGEN1, CAT23, TOP3, MSG:21/M645;1)

>>>> In short - free advertising on A2 On Disk. I'll accept short AWP
"***** files of 5-15K (or less) in length from anyone with a commercial
business selling Apple II product of some sort (must be a business, this is
not a personal ads section). I reserve the right to cut the ad as I see
fit; I'm less likely to do it the shorter the ad is.

There's no cost, it's free, but you're at my mercy in terms of when
I'll publish it, its content and its length. ;-)

-Dean Esmay (A2.DEAN, CAT23, TOP3, MSG:30/M645;1)

APPLE LAYOFFS Word on the news this evening is that Apple is planning to
"***** layoff 2,500 employees (between 15%-16% depending on the
new service) over the next 12 months.

Hopefully this layoff will bypass all of my good friends that work there!

-- HangTime [Script-Central] B->

(A2.HANGTIME, CAT5, TOP3, MSG:213/M645;1)

SYSTEM 6.0.1 GOODIE #1: ALIASES |he point of having an alias to a file
"***** is not that it's smaller than the
original file. In many cases you may wish to make aliases to many small
files. The point is that you can now access those files from more than one
place. For instance, many files may absolutely REQUIRE that they be in a
special specific place, such as items within the System folder. Or, you
may have several programs that require a large number of extra files in the
same directory as themselves, such as dictionary files, startup screens
and/or music, etc. (Plato mentioned a good example: games.) Now, with
aliases, you can organize all your most used files in such a way that it
makes good sense, instead of being restricted to the requirements of each
file (location, secondary files, etc.). Aliases are simply a convenience
to help you manage your disk volumes better. That's all.

(A2.LUNATIC, CAT9, TOP15, MSG:148/M645;1)

GOODIE #2: MS-DOS FST If you use Tulin's Floptical driver and do an Easy
"***** Update for System 6.0.1, don't forget to remove the
SCSIHD.Driver from your drivers folder before rebooting....just a reminder.
:)

I read my first 1.44 meg MSDOS disk in the Floptical drive last
night. In fact, this was written on my 386 at work, saved to disk
and read into the IIgs via the Floptical. Works as advertised!

(A.COUGHLIN, CAT11, TOP16, MSG:78/M645;1)

>>>> GREAT NEWS for us Floptical/Apple II owners who must also work with
"***** MAC and IBM systems! Once they get the WRITE portion of that FST
finished, we'll be set. Moving information between systems will be a
breeze. I could be using my GS for a LONG time to come now. The next great
thing would be some file translation utilities, i.e. WordPerfect or
Microsoft Word to AppleWorks, etc.

No one's ever completely satisfied are they?? :)

J-Bird <<WHO GOT THE LAST GS?!>>

(J.CURTIS8, CAT11, TOP16, MSG:83/M645;1)

>>>> With System 6.0.1 you can now read the following disks: 720K
"***** MS-DOS, 1.44M MS-DOS, 1.44M HFS, 1.44M ProDOS. (On a Floptical

drive). You can still read 800K HFS and ProDOS disks with a normal Smartport 3.5 inch drive (Apple 3.5 or Superdrive).

Tim 'JoaT' Tobin
Lost Classics Coordinator
(A2.TIM, CAT11, TOP16, MSG:101/M645;1)

>>>> Amazing...
"***** Using System 6.0.1's MSDOS FST, my PCT 5.25 disk drive will read MSDOS-formatted disks under GS/OS. When I tried this, I really did not expect it to work. But it does. My GS even makes the proper insert disk/eject disk sounds when I close/open the disk drive latch.

The old problem of the PCT 5.25 drive continuously polling when "active" under GS/OS is annoying. Besides using PC.SWAP to deactivate the drive, has anyone found a way to keep the drive from being polled continuously? I have AEPC System 2.0.4.

Does the PCT 3.5 add-on drive also get polled continuously (under GS/OS) when active? Has anyone successfully used a PCT 3.5 drive to read MSDOS 3.5 (720K) disks under GS/OS?
-Ken (K.WATANABE5, CAT14, TOP12, MSG:115/M645;1)

>>>> One of the people at Apple who works on this stuff said that yes, "***** the new MS-DOS FST automatically supports drives attached to the PC Transporter. Apparently it was very easy to arrange.

I would expect anyone who tries it will come back and confirm that it works. It's supposed to. :-)
-Dean Esmay (A2.DEAN, CAT14, TOP12, MSG:119/M645;1)

GOODIE #3: 8 MEGS *PLUS* RAMDISK Is it true that system 6.0.1 will allow
"***** ROM 3 users to have a total of 8megs AND
create a RAM5 disk?

I haven't seen this mentioned anywhere on GENie, but "think" I read it somewhere on a local bbs. Or at least I think that's what was being talked about.
(R.MALTZ, CAT9, TOP6, MSG:138/M645;1)

>>>> Yep, with 6.0.1, ROM 03 owners can finally have 8 MB of memory and "***** be able to create a RAM5 disk...
-Bryan (SOFTDISK.INC, CAT9, TOP6, MSG:139/M645;1)

GOODIE #4: FIXES > A2.LUNATIC [Lunatic]
"***** > The Find File patch, Sound CP patch, and Finder patch
> files should all no longer be needed with System 6.0.1.

The ROM3MouseFix patch is also no longer needed.
(P.CREAGER, CAT9, TOP6, MSG:140/M645;1)

SYSTEM 6.0.1 NON-CHANGE
"*****
>>> J.CARR20 [LumiTech] writes:

> >>> A2.LUNATIC [Lunatic]
>
>> Since with System 6.0.1 the Fonts and synthLAB disks barely changed at
>> all

> Since you qualified this sentence with the word "barely", can
> you enlighten me as to what has changed with these two disks? :-)

With System 6.0.1, we made no code-level changes to synthLab, and the Fonts disk is exactly as that from System 6.0. If you have System 6.0 and want to skip getting these two disks, you won't be missing anything at all.

-Jim Murphy, Still employed Apple guy
(MURPH, CAT9, TOP6, MSG:196/M645;1)

GIVE UP ON APPLE? I have come to the conclusion that it is time to give
"*****" up on Apple and switch to DOS. I have used DOS at work
for the past 6 years, but continued to remain a loyal Apple II user at
home. I have used the Apple II since 1984. But recent developments have
made me decide to switch. It has become increasingly difficult to get
any type of support on hardware or r software for the Apple II, so this is
good-bye for me. (D.CAVANAUGH, CAT5, TOP8,MSG:1/M645;1)

>>>> Apple computer is not the evil corporation that everyone makes it
"*****" out to be. In fact, they are one of the best companies in the
industry.

Try this experiment. Call a Packard Bell retailer and tell them you
have a Legend II computer. You don't know much about it but a friend told
you that it needs a new motherboard. They will refer you to Packard Bell's
800 number. You will need to send it to a service center. The service
center will probably not be able to fix it with the legend II motherboard.
Instead you will receive a notice that says "Not economical to repair."
That's a catch-all phrase that I used to see on even some Tandy computers
and other equipment when I worked at a Radio Shack.

What the hell.....Try it out with a few brands. You'll be surprised
at the outcome.

Now, Call an Apple dealer and give them the same story. They will
offer to look at it, and if the motherboard is in need of replacement, they
will do it. "Not economical to repair" is not in the vocabulary of most
good authorized service centers. They will repair it.

CompUSA is a really bad example. They won't even give it a chance.
But smaller non-corporate dealers will do it.

Another example of the much finer (yeah right!) computer companies is
Leading Edge. If you purchased an early 286 machine, you will discover that
there were problems with the ROM bios. This ROM is only found in the
Leading Edge (pre-Diawoo days). Will they fix it? No! Can you get a ROM 0
GS updated to a ROM 01? Absolutely!

If you are unsatisfied with the policy of an Apple dealer regarding
the servicing, be aware of this fact. If you're to be an authorized Apple
repair center, you M U S T service any and all Apple equipment made. The
Apple //GS, //e, and //c logic boards are R E Q U I R E D stock items. All
Apple parts can be ordered overnight, provided Apple has them in stock. A
backorder on an Apple service part is rare. As a former Apple technician,
the only time Apple had a problem with stock of repair parts was when they
moved the entire operation to Texas. I'm sure they've got it straightened
out by now.

Final exercise: Tell them your Lisa screen is burned out and ask how much for the part and labor if it truly is. Answer.... About \$250.00

Quality Computers --- Power for Performance.
(W.CARVER1, CAT5, TOP8, MSG:3/M645;1)

>>> WHAT'S NEW <<<

WestCode Announces TypeSet:
A TrueType Productivity Package For Your Apple IIGS

San Diego, California: WestCode Software, Inc. is pleased to announce TypeSet, a powerful three-part TrueType font management and productivity package for the Apple IIGS. TypeSet provides Apple IIGS users with several essential tools currently missing from their TrueType toolbox, including: a What-You-See-Is-What-You-Get (WYSIWYG) Font menu, font sets, and font reporting. WestCode spokesman Tony Gentile said, "If you're working with TrueType fonts on the Apple IIGS, you need TypeSet."

TypeSet is a IIGS New Desk Accessory (NDA) which easily installs on a startup disk. The first and most dramatic TypeSet feature is its ability to display fonts in their own typeface inside the Font menu of IIGS desktop software. Apple IIGS users will now be able to see what a font looks like before selecting it. This feature works with most popular desktop applications, such as: AppleWorks GS, BeagleWrite GS, and Platinum Paint. Users may specify whether the font names appear in 10 or 12 pt.

TypeSet also provides users with another powerful feature: font management. Font management is accomplished by allowing users to define font Sets composed of specific user selected fonts. Grouping fonts into different Sets allows the user to control the number of fonts in their Font menu, making font selection easier and reducing clutter. Users may define as many sets with as few or as many fonts as desired in each set.

Finally, the last point in TypeSet's triad of features is its ability to generate reports. TypeSet allows users to generate reports in any of four layouts, including: All Characters, Keystroke Equivalents, Line Showings, and Various Sizes. These reports are perfect for building a user's personal font catalog. The reports generated with TypeSet can be output to both the screen and printer. WestCode CEO Rob Renstrom said, "TypeSet continues WestCode's tradition of bringing state-of-the-art, Macintosh-like technology to the Apple IIGS."

TypeSet is the latest outstanding software product by the programming team of Steven Disbrow and Joe Wankerl of EGO Systems, publishers of GS+ Magazine and authors of the ever popular EGOed Desk Accessory text editor.

Founded in 1990, WestCode Software has earned a reputation for excellence through the success of their innovative InWords OCR program, as well as the award-winning Pointless TrueType interpreter program. With additional products forthcoming and a steadfast commitment to improving existing products, WestCode continues to fulfill its pledge to provide high-quality, low-priced software.

System requirements for TypeSet are an Apple IIGS with 1.25 megabytes of RAM, GS/OS System 5.0.4 or later, and Pointless 2.0 or later.

TypeSet will be available in late July, at a suggested retail price of \$49.95.

WestCode Software, Inc.
15050 Avenue of Science, Suite 112
San Diego, CA 92128

Sales and Information: (619) 487-9200
Technical Support: (619) 487-9233
FAX: (619) 487-9255
(WESTCODE, CAT37, TOP7, MSG:1/M645;1)

ECON Announces Addressed For Success GS/OS Desktop Address Database
.....

Oviedo, FL - Econ Technologies Inc. announced the addition of a new member to its line of software. "Addressed For Success" is a GS/OS, desktop-based database management package that elegantly manages large lists of names and addresses. It includes powerful features not found in any other software package, wrapped up in a friendly, easy-to-use interface.

Addressed For Success supports a variety of methods to create an address database. Addresses can be entered using the built-in editor or imported directly from AppleWorks Classic database files. Additionally, any database that has been saved as a standard ASCII file can also be imported.

Filling a void in the Apple IIgs' productivity software, Addressed For Success allows one to easily print addresses, graphics, and postal barcodes on any kind of label form, including envelopes. One can instantly view exactly how labels or envelopes will appear before printing, eliminating guesswork. Addressed For Success contains features found nowhere else, such as: automatic return address generation, a 65,000-character memo field, selection by example, bulk sortings, full support of the clipboard, and automatic PostNet barcode generation. Addressed For Success also comes with over 30 predefined label templates supporting virtually every standard Avery label format.

Addressed For Success is the first GSOS-based program to come as a result of the recent expansion of ECON Technologies' programming staff. It is a testament to the firm commitment ECON has made to bring useful, productivity-oriented software to the Apple IIgs.

Requirements: Apple IIgs with 1Mb of memory and System Software 6.0 or greater. Compatible with The Manager from Seven Hills.

Addressed For Success will be available this summer with a suggested retail price of \$49.95.

(ECON, CAT35, TOP11, MSG:1/M645;1)

SHAREWARE SOLUTIONS II:
AN EXCITING APPLE II JOURNEY INTO THE FUTURE
.....

(San Rafael, CA.) Joe Kohn and Shareware Solutions is proud to announce a brand new publication for the Apple II family of computers - Shareware Solutions II: The Newsletter. Written and published entirely by long-time inCider/A+ Contributing Editor Joe Kohn, the premiere issue of

Shareware Solutions II is scheduled to debut in July, 1993, just a few short weeks after the final issue of inCider/A+ is published.

As a long time supporter of the Apple II family of computers, Joe Kohn has worked in a number of capacities in the Apple II world, including holding positions as Sysop of the Apple II Forums on The Source Information Network and as the Freeware and Shareware Librarian for Big Red Computer Club. He has been a Contributing Editor for The Apple IIGS Buyer's Guide and inCider/A+ and has had more than 150 articles about the Apple II published in those magazines, as well as in GS+ Magazine, Call-A.P.P.L.E, Softdisk G-S and Big Red Computer Club's Scarlett. His freeware "Connections" column has been reprinted by scores of User Groups world-wide, and his work with Apple II computers has been written about in GS+, Nibble, The AppleWorks Forum, Texas II, and the San Francisco Examiner.

Shareware Solutions II will provide timely information about new and classic public domain, freeware and shareware software, and will continue to provide subscribers with low cost access to that software via the mail. Shareware Solutions II, however, will include much more information than Shareware Solutions: The Column. Shareware Solutions II will also provide general information and solutions that will help Apple II users, educators, and hobbyists continue to use their current computer systems well into the next millennium.

In each issue, Joe Kohn will share useful hints and tips about using the Apple II family of computers, will offer insightful reviews of hardware and software products, will provide money saving advice, and will offer tutorials and "how to" articles. All issues of Shareware Solutions II will include in-depth articles designed to help readers get more bytes for their bucks. Subscribers will learn how to take control over their Apple II's for increased productivity and more fun. Shareware Solutions II will offer information that computer novices will understand and computer hobbyists will marvel at. Shareware Solutions II will offer an on-going source of news and views for the Apple II community, and will be an on-going Apple II resource guide.

Available by subscription only, Shareware Solutions II will provide readers with at least 12 pages of fact filled and professionally written articles in each issue. There will not be any advertising. The North American subscription price is only \$25 for 12 issues; for overseas air mail delivery, the cost for a subscription is \$40.

In the beginning, Shareware Solutions II will be mailed to subscribers on a bi-monthly schedule, with the eventual goal of publishing one issue per month.

Make all checks or money orders out to Joe Kohn. US Funds Only. Sorry, but no charge cards, purchase orders or COD orders will be accepted.

Apple II Forever!

Subscribe to Shareware Solutions II today!

Joe Kohn
166 Alpine Street
San Rafael, CA 94901
USA

entirely different version of the program.

SHAREWARE PMPUnzip 2.0 is SHAREWARE. The shareware fee is only \$15.
..... For this, you will get a diskette with the most current
version of PMPUnzip 2.x, free updates in the mail for Version 2.x, and a
20% discount on ANSITerm Version 2.0. If you have sent in your shareware
fee for a previous version of PMPUnzip (1.0, 1.0.1, or 1.0.2), the
shareware fee for Version 2.0 is only \$5.

(PMP, CAT38, TOP3, MSG:2/M645;1)

Announcing "Helium Balloons" Balloons Software is proud to announce a
..... new bi-monthly disk-based publication for
Apple-using parents, teachers, and librarians. Commencing Sept. 1993,
Helium Balloons will include how-to articles, software reviews, book
reviews, first-person anecdotes, general education news, along with
selected creative writings by and for children. The Apple II version will
be distributed on two double-sided 5.25 inch disks. The Macintosh (tm)
version will be distributed on a single 800K floppy. Each issue will be
accompanied by a short hard-copy newsletter.

The content will include regular columns on creative expression,
low-end classroom solutions, special needs computing, telecommunications,
gifted/talented topics, emergent literacy, problem solving, community
involvement in schools/libraries, student community service, public access
computing, and computer equity issues.

Helium Balloons will cover a broad range of subjects of interest to
parents, teachers, librarians, and educators. Educational computing will
be just one facet of the publication's coverage.

In a related development, Helium Balloons will be picking up the
existing Apple II subscribers of the Teachers' Idea and Information
Exchange, as well as subscribers to The AppleWorks Educator newsletter.

Important note: The Teachers' Idea and Information Exchange will
continue publishing its quarterly publication for Macintosh and IBM users
of Microsoft Works. And David Chesebrough, former publisher of The
AppleWorks Educator, will continue to commercially distribute his books on
the educational uses of AppleWorks. Fashioned in the style of a user group
publication, Helium Balloons' central aim is to create and foster a
participatory, rather than exclusory, publication. The editorial staff
extends an invitation to all like-minded souls to join us on this journey.

5 issues per school year. Sept./Oct., Nov./Dec., Jan./Feb.,
March/Apr., May/June.

Subscription rates: \$35/yr. for United States and Territories;
\$40/yr. for Canada and Mexico; \$50/yr. Overseas air mail subscriptions

School site license: \$60/yr. Includes both Apple II and Mac versions
of Helium Balloons.

Balloons Software, 5201 Chevy Chase Pkwy. NW, Washington DC 20015.
(202) 244-2223. GENie: p.shapiro1; America Online: pshapiro

>>> THROUGH THE GRAPEVINE <<<
.....

APPLEWORKS 4.0? ALMOST! The WORKS 4.0 is a major enhancement for
"*****" AppleWorks 3.0 that adds vast amounts of
functionality to the popular integrated package. Programmed by Randy
Brandt and Dan Verkade and published by Quality Computers, The WORKS 4.0 is
the result of years of "wouldn't it be neat" daydreaming. Upgrades to
every module are incorporated. I'll be posting a complete list tomorrow.
(There are so many new features that I simply refuse to even try to list
them all without the sheet that Randy sent us close by. <g>)

For the record, Claris is not involved in producing this upgrade.
What you will get when you buy The WORKS 4.0 is a disk that modifies your
AW3 disk, sort of like a TimeOut application on steroids. YOU MUST have
AW3 to use The WORKS 4.0.

Also for the record, the code-name for this product (before it was
announced) was Quadriga. The product's real name is The WORKS 4.0. (This
disclaimer is included to make Apple's lawyers happy. I've heard some
rumblings that "Quadriga" and "Quadra" sound too much alike for their peace
of mind. <grin>)

The WORKS 4.0 will be released on October 1, 1993 and will sell for
\$79.95. For a limited time, you can pre-order it and save \$10. Call
1-800-777-3642 to order.

Oh yes. Apple and Quadra are registered trademarks of Apple Computer,
Inc. AppleWorks is a registered trademark of Apple Computer, Inc. licensed
to Claris Corporation. Claris is a registered trademark of Claris
Corporation. The WORKS 4.0 is a trademark of Quality Computers, Inc. And
of course, Quadriga is a registered trademark of Ben Hur.

(QUALITY, CAT42, TOP29, MSG:1/M645;1)

>>>> TheWorks 4.0 Specifications

Desktop >>>

- Three desktops allow loading of 36 files
- Lists up to 255 files instead of old 170-file limit
- Lists text files at "Add Files" menu and automatically loads them to WP
- Add to clipboard option adds data without replacing existing contents
- Disk and file maintenance included under Other Activities
- Alarm clock feature
- Auto-save files after preset number of minutes
- Five printers may be defined (instead of 3)
- Hewlett-Packard DeskJet support built-in
- QuickPath allows you to choose from a pre-defined list of pathnames
- Change Disk menu shows volume names when OA-? is pressed

Data Base >>>

- 60 categories per record (instead of 20)
- 30 reports instead of 20
- Get selection rules from a report
- Faster display on large files with selection rules
- Lightning-fast finds in sorted categories
- Reports can auto-sort before printing
- Date categories support dates from AD 1000 to AD 9999
- Export/import character-delimited text files
- Formulas allow spreadsheet-style math in DB

Data from other files can be automatically imported
Data can be automatically exported to other files

Word Processor >>>

Split-screen lets you view one part of a file while working elsewhere
Improved mail-merge & find functions
New symbols instead of carets make it easier to identify formatting
New glossary feature allows easy entry of addresses and other info from DB

Spreadsheet >>>

Other desktop files may be accessed (as in @SUM("OtherFile":B4...B9))
Date math (and Julian dates) are supported
Titles in the file are printed at the top of each page
New Find options allow searches for numbers, formulas; by row or column
A pop-up list makes it easy to enter functions in a formula
New functions include ALERT, DATE, FIND, JOIN, LC, LEN, MID, TEXT, UC, VAL

System >>>

Runs on 128K 6502-based IIe or better; prefers 256K and 65C02 processor
UltraMacros playback module included (macro files appear in TimeOut menu)
TimeOut & Init Manager built-in

SPECIFICATIONS SUBJECT TO CHANGE WITHOUT NOTICE
(QUALITY, CAT42, TOP29, MSG:21/M645;1)

HYPERSTUDIO FESTIVAL Well day 1 of the HyperStudio Festival is now
***** history. Highlights included the opening session
with reluctant introducer Pam Wagner ("I've never done this before."),
followed by a five-minute video made entirely with HyperStudio and produced
by a French filmmaker (whose name escapes me for the moment). Not to be
outdone by the film, Roger appeared and "bantered" for about 45 minutes (as
only Roger can), only to be upstaged in the end by the appearance of
HyperMascot Addy (who did an admirable job of holding her water in front of
a crowd of over 200 attendees, as did Roger ;). The eighteen 50-minute
sessions ranged from Mac HS topics on video spigot and HyperLogo to IIGS
topics on HS in special education, SimpleScripting and animation. A teacher
from southern Cal even brought a few of her students to show of their stack
making skills. Presenters included Jim Hirsch, Sheldon Davids, Mike
Westerfield and Bill Lynn. The day was capped off by a 3-hour beach party
(that I was unable to attend, unfortunately, so use your imagination). Day 2
is dawning as I write so I'll continue my report later today.

-Cheers... Bill Lynn
(W.LYNN2, CAT32, TOP11, MSG:2/M645;1)

>>>> That's it! The First Annual HyperStudio Festival is now a part of
***** history and one that I will not soon forget. The more than 200
people in attendance represented a unique cross-section of HyperStudio
users who shared at least one thing in common... a love for HyperStudio. It
isn't often that I present at a conference where everyone is already
familiar with HS and can share their own unique insights and experience. It
was truly a worthwhile event and I, for one, hope that RWP begins making
plans for next year's event as soon as possible.

Fifteen hour-long sessions were completed today with topics that

included using LaserDisc players effectively, how to make money selling your stacks, using Lego with HyperStudio (neat!), HyperStudio and special education, and Stupid Button Tricks (my session). I was completely taken by surprise with the attendance at the Stupid Button Tricks session (standing room only) and I have to admit that I may be a bit stigmatized by SBT since I was being referred to as "that stupid button guy" (just don't forget the "button" part, OK?). The day was capped off with an "Ask The Experts" panel that consisted of Roger, Mike O'Keefe, Mike Westerfield, Dave Cochran, and Bill Lynn (that stupid button guy). Some "hot" news from RW included the fact that a PC version of HyperStudio may well be a reality by this time next year, and I was successful in getting Mike O'Keefe to admit that the animation procedures in the IIGS version will look a lot more like those in the Mac version soon (i.e. much easier to use, like importing clip art). In fact, don't be surprised if you see HS 4.0 in the not too distant future (once the Mac version is filled out a bit more). Look for stand-alone versions of Mike Westerfield's "HyperLogo" for the IIGS and the Mac very soon (perhaps the IIGS version at KansasFest? Perhaps.).

Look for the HyperStudio Mac Preview Disk (available soon from RWP) which is a fully-implemented version of HyperStudio for the Mac that will run for 30 days.

Well, I'm completely exhausted from jet lag, my ingrown toenail is killing me and I've got to get up at 4:30am to get on a plane :(Watch for info on HyperFest for next year and don't miss it. I know I won't.

Cheers... Bill Lynn (the stupid button guy)
(W.LYNN2, CAT32, TOP11, MSG:3/M645;1)

HYPERSTUDIO 4.0? PROBABLY! Gosh that sounds great. Wish I could have
"*****" been there.

So Bill, did Roger really say that there might be a HyperStudio 4.0?
-Dean Esmay (A2.DEAN, CAT32, TOP11, MSG:4/M645;1)

>>>> Yep! You can corner him at Avilla and ask him yourself.
"*****"
-Cheers... Bill Lynn
(BILL.LYNN, CAT32, TOP11, MSG:5/M645;1)

>>>> Corner him at Avilla? It's not hard to get a question to Roger, the
"*****" problem is scheduling time for his answer <GRIN!> --KFest '92
(A2.HANGTIME, CAT32, TOP11, MSG:6/M645;1)

WHERE'S RELIEFWARE? Hi there. Just thought I'd post a request for you
"*****" BBS'ers and user's group librarians. I have just moved from Clarksville, TN to Midland, GA (courtesy of the U. S. Army), and therefore need to let the world know that ReliefWare Central has moved. Revised versions of OneArm Battle, Plunder!, and Milestones 2000 are in the library, along with a small file (RW.UPDATER) that edits the resources on Version 1.5 of these games to show the new address and a version number of 1.5.1.

If you have these games (or know someone who does), please help me update the version. The forwarding order on the Puyallup address has expired, and the Clarksville forwarding order will die similarly soon. However, ReliefWare is still alive. Thank you!

---7273 E. Wynfield Lp, Midland GA 31820-9025---

If you run a BBS, or know someone who does, puh-leeze replace your 1.5's with these new ones. Or, better yet: download RW.UPDATER, and it will convert your 1.5's to 1.5.1's. (And it's a quick DL...) ;)

The game play is identical; it just changes the address. And no, I doubt I'll update them again (the Army PROMISES they won't move me for several years... and the check is in the mail). ;)

I have started work back on Monster Lab again (I know, I know, it's more than a year past its vapor point) :(and I'll try to finish it this time.

God bless!

---Ken (better late than MS-DOS) Franklin
(KEN.FRANKLIN, CAT6, TOP3, MSG:145 and CAT3, TOP25, MSG:50/M645;1)

WHILE WE'RE AT IT, WHERE'S DTUTILS? A discussion occurred not too long ago
"....." concerning the whereabouts of DTUtils
and its authors, Robert Mueller and Tony Morton. I believe the discussion
occurred in the Seven Hills BB area... I thought it more appropriate here.
I recently contacted Rob via the Internet and he replied within 24 hours.
The text of his response is contained here for those of you interested.

>Development of Desktop Utilities 4.0 is still continuing. I have not
>sent out letters to any people for quite some time as V3.3 is still
>the latest completed version and the cost of sending out over 50
>letters (most international) would be quite expensive from Australia.
>Thus, I have basically remained silent, except for any computer
>networks I have access to (i.e. Internet) where I have said that
>work on DTU 4.0 is continuing, albeit, slowly. It has taken MUCH longer
>than expected to modularize DTU, and all of the modules are being
>totally rewritten to fit into this new modular structure. We
>currently have no idea what the expected completion date is. If
>you know of any other people who have sent in shareware fees, and
>are also wondering what is happening, could you please pass this
>message on to them.

>
>We thank you for your support of Desktop Utilities, and hope that
>your patience does not run out, development IS continuing.

>
>Rob

>
>--

>| Robert Mueller - robm@ecr.mu.oz.au - 2nd year Sci/Eng Melbourne Uni
>student |
>|Ask me about Desktop Utilities 3.3 and the 'soon to be released' version
>4.0 |
>Critic, n.:

> A person who boasts himself hard to please because nobody tries
> to please him.
> -- Ambrose Bierce, "The Devil's Dictionary"

Contact him at the Internet address he shows above and let him know that I told you so. Internet now costs the same as GEmail so no problem there. If you don't know how to access the Internet, p. 207 will help you with it. This letter to Rob was my first try at the Internet gateway and I had no problems. -Rick

(R.ADAMS48, CAT2, TOP7, MSG:21/M645;1)

SHAREWARE SOLUTIONS II SPECIAL OFFERS In the initial press release that
"***** I'd posted (and re-posted) about
Shareware Solutions II, I'd made mention that Shareware Solutions II
subscribers would be able to take advantage of some money saving offers.

Among some of the offers that will be made to subscribers in Issue #1
is a nearly 50% discount on software from Seven Hills, and the low cost
(\$15) availability of System 6.0.1 via the mail.

Through the arrangements I have made, these special offers are only
open to subscribers.

In addition to the deals, Issue #1 will include a guided tour of Apple
Expo West, a technical article offering step-by-step instructions on how to
use your IIGS custom icons with System 6 (even when an application contains
its own rIcon bundle that generally takes precedence), an article entitled
Modem Madness that includes info that any modem user should enjoy (with a
special offer for GENie users and soon-to-be GENie users), a continuation
of inCider's Grapevine hint/tips/rumor column, a listing of dozens of
freeware and shareware disks available through the mail, a first look at
System 6.0.1, and an update on what next to expect from Burger Bill
Heineman.

It's not too late to subscribe. The first issue should be in the mail
no later than July 15, 1993, barring no further delays. Apple II Forever!
-Joe Kohn (J.KOHN, CAT28, TOP4, MSG:111/M645;1)

THE (FINANCIAL) BOTTOM LINE Allow me to leak a rumor... Sometime later
"***** this month Quality Computers will be
releasing a program called Bottom Line. It is a nice compromise between
YMM and Quicken. It provides budgeting capabilities along with checkbook
management (something Quicken added to their IBM and Mac versions, but not
the Apple II). But it is not as comprehensive as YMM. It is easy to set
up and use and allows you to use the same Quicken checks you've always
used. It also includes a nifty export utility that allows you to dump your
account data into an AppleWorks spreadsheet.

It does have one drawback however... it is not hard drive installable.
It runs on either 3.5" or 5.25" disk and runs quickly. It is an 8-bit
program so it runs on a //e as well as a IIGS.

Sound interesting?
-Walker (W.ARCHER2, CAT8, TOP11, MSG:95/M645;1)

BUT SHE *LIKES* THE IIGS... Hey all you big hearted GSers! I wonder if
"***** any one out there can help me out.
I have a old friend who is disabled and is not able to leave her home. She
has been kinda living her life vicariously through the use of a IIGs from
my work that I was able to loan her. Though she was given a Mac SE with
one meg, two 800k drives, and a Imagewriter I printer, she was never very
happy with it, but she has fallen in love with the IIGs <Thanks to Joe Kohn
and all his Shareware Solutions!> It has really made a difference in her
whole outlook on life!

Unfortunately, the IIGs has to go back to work, and we have been
trying to locate her a IIGs. She is on a extremely limited income, and I

am a California Public School Teacher <which should tell you something about my financial status> She can't afford much.

She definitely wants a IIGs, and would be willing to swap the Mac and printer for a basic IIGs set up. <I have another ImageWriter I she can have.>.

Anyone out there have any suggestions or can offer any help? We can provide you documentation that she really is disabled so you will know this is not a scam, and can probably swing some sort of receipt through social services for any donations that you could write off.

It is amazing the difference the "dead" Apple II has made in her life. I really want to get her a system of her own.

Thanks!

-Pax!

-- Plato -- (A.HUTCHINSON, CAT4, TOP14, MSG:91/M645;1)

STAR TREK RSOUNDS Now that I'm in the publishing business, I really had wanted an exclusive "scoop", but after seeing all the posts here recently about Star Trek sound files, I decided to give up my scoop, and save you all a lot of trouble.

A Mr. Bill Moore of Tennessee contacted Sound Source Unlimited last year and asked about availability of Trek sounds for the GS. After being greeted with the usual questions (which Mac is a IIGS?), and supplying all the correct answers, Mr. Moore was contracted to convert to IIGS format, the following: Star Trek (Classic) Volume 1, Star Trek: The Next Generation Volumes 1 and 2, Terminator 2: Judgement Day, and 2001: A Space Odyssey.

According to Mr. Moore: "Pricing is unavailable because no release date has been set; I will recommend an SRP of about \$39.95 each, meaning places like LRO and Quality will sell it for about \$25 to \$30 each."

So, just sit tight. They're coming.

-Joe Kohn

Publisher, Shareware Solutions II

(J.KOHN, CAT6, TOP7, MSG:139/M645;1)

NEW TALK IS CHEAP COMING How to get version 4.00? Stay tuned... I'll have details on that once the program is actually shipping (probably a few weeks away).

Do you need it? Probably.

-Don Elton (delton) or delton@pro-carolina.oau.org

(DELTON, CAT13, TOP3, MSG:125/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Apple II RoundTable

Category 5, Topic 8

Message 2 Wed Jun 30, 1993

MORGAN-DAVIS at 20:00 EDT

which were themselves connected to the gerbil cages (the gerbils were more than happy to provide power with little generators hooked up to the running hoops in exchange for a share in the lettuce rations).

In one particular case, lightning struck near the testing facility on a dark wednesday night, opening a large tear in the time/space continuum, from which an uncontrollable Aladdin Lag emerged, destroying every water bottle in sight. The rodents were found the next day with their little tongues sticking out, completely dehydrated. Small notes folded in the shape of tiny paper airplanes were found near the fish tank, begging for Evian resupplies.

Secondary effects were also observed on the cat population in the testing facility. As far as we can tell from the evidence (notes of paper with the numbers 1 through 9, with the numerals 1 through 8 crossed out, and small vials of pure catnip next to their bodies) they were completely freaked out at the sight of mice playing Air Warrior, at which point they decided to do away with their entire supply of reincarnations.

[EOA]

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REFLECTIONS /

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Thinking About Online Communications

By Phil Shapiro

[P.SHAPIRO1]

>>> EMPLOYMENT OPPORTUNITIES <<<

IS IT POSSIBLE? Online communications have already changed many facets of workplace interactions. Much has been said already about how electronic mail flattens out a corporation's management hierarchy. Online communications might change the hiring process in a similarly revolutionary fashion. Is it possible that "online interviews" will totally supplant face-to-face hiring interviews?

The purpose of any employment interview is for employees and employers to find out as much as possible about each other. Both sides are trying to minimize the risks of getting involved in an employment situation that later proves to be unfulfilling.

Job interviewing today is flawed only in the respect that it totally lacks logic. About the worst possible way of finding out about a human being (or a company) is to sit down for a casual twenty-minute chat. Admittedly, you can draw some general conclusions about a person's demeanor and character by looking them over from head to toe. But to delve deeper into a person's character you need to probe further below the superficial social surface.

Online communications offers an opportunity for both employers and employees to do just that. Instead of sitting down for a twenty-minute chit-chat, prospective employers and employees can engage in a more involved, deeper, long-lasting online dialogue.

Chances are that online communications will dramatically extend the time-span of the interviewing process. Prospective employers might court potential employees by asking them to send e-mail comments and feedback about goings-on in that particular industry.

To gain further insight into a person's patterns of thought, employers might ask to see current writing samples. But instead of asking to see just "three recent writing samples," employers can take advantage of online communications to make more rigorous demands. It's not too far-fetched to imagine an information-age employer asking prospective employees to send everything they have written in the past two years.

In the situation where the job opportunity involves some measure of creative talent, an employer might reasonably request a potential employee to send a variety of writing samples. Companies such as Microsoft or Apple might realistically ask interviewees to send five pieces of original fiction, five poems, five non-fiction articles, and five recent business letters. Looking at these combined writings should give employers a rounded picture of prospective employees.

On the other side of the coin, potential employees can use online communications technology to probe deeper into the working of corporations they're considering working for. If a corporation is serious about courting a prospective employee, the corporation should be more willing to reveal more of itself.

The resulting courtship might very well last several months, or even more than a year, before becoming formalized into an employer-employee relationship. The employment interviewing process, therefore, will take on some of the traits of the age-old process whereby two human beings get to know one another.

Many advantages would result from this innovation in hiring practices. Employers would have a very good sense of the character and talents of the employees they're hiring. Employees, likewise, would have a better sense of the company they're going to work for.

The moral of all this? Brush up on your dating skills. You might need them in courting your next employer. And forget about polishing up your resume. More important to have several dozen writings samples on hand to send prospective employers.

In the coming Information Age, the written word will reign supreme. Those who can best mold raw ideas into sterling sentences will be able to write their own tickets.

[*][*][*]

[The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro]; on Internet: p.shapiro1.genie.geis.com

[EOA]

[BEG]////////////////////////////////////

BEGINNER'S CORNER /

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Polishing Green Apples

By Steve Weyhrich
[S.WEYHRICH]

>>> GETTING STARTED WITH THE APPLE IIGS <<<

BACK TO THE BASICS This is the beginning of a series in which I plan to focus on helping the user who has just acquired his or her Apple II computer. This article, and subsequent ones, will assume that the reader knows NOTHING about their computer beyond how to turn it on. I hope that the information will be useful to someone who is not currently able to use their computer to its fullest, but wants to learn more. Reader feedback is welcomed and encouraged, as I am no longer a beginner myself, and have only a certain dwindling understanding of what information would be useful to the beginner; understanding what YOU want to learn more about will make this monthly feature more valuable for all of us.

I have chosen to start with the Apple IIGS, rather than with the older versions of the Apple II (the][,][+, IIe, and IIc), because I've recently begun to use this model, and the "beginner" experience for it is most fresh in my mind. I plan to turn the discussion eventually to the older models, but the IIGS is more complicated and I believe it to be a somewhat more difficult computer on which to get "up to speed".

Some of you may not own an Apple IIGS, and you wonder whether there is any reason to make the change. Some have made the change, but just can't get the hang of it, and can't really do what they'd like to with it. This article and the ones to follow should help you out.

(By the way, in the course of this article I make reference to "8-bit" and "16-bit" computers. This relates to the amount of information that the microprocessor is able to handle at one time. The models from the original Apple][up through the IIc Plus are 8-bit computers; the Apple IIGS is a 16-bit computer. The IIGS can handle up to 8 megabytes of RAM in a single block; the older Apple II's can only handle 64K bytes of RAM in a single block, though some programs can use switch-banks of memory to make use of extra memory.)

FINDING THE RIGHT IIGS FOR YOU Okay, so you've been thinking for a while about getting one of those Apple IIGS systems. You've been envying all those neat features that the IIGS users are always talking about on the A2 Roundtable on GENie, or at the Apple User Group meeting. Or you feel frustrated that there are just not that many new applications (besides educational games) being released for your Apple IIe or IIc. What steps can you follow to make the move to 16 bits?

Most of the decision depends (as usual) on how much money you have to spend. The ideal Apple IIGS system, fully decked out, may require more disposable cash than you have sitting around. That was where I was about 18 months ago, when I first began to seriously consider changing from my souped-up Apple IIc to a IIGS. I had gone as far as I could with my IIc. It had an 8 MHz Zip Chip, a one-meg Apple RAM card, and a Chinook 40 meg hard drive (the CT-40c, which plugs into the disk port on the back of the IIc). This gave me a nice, fast machine, both in terms of speed of disk access and speed of the programs I ran on it.

The system that I REALLY wanted was one with 4 megs of memory

(minimum), an RGB color monitor, a fast SCSI card (for a hard disk, and possibly a tape drive), an accelerator card, one or maybe two Apple 3.5 drives, and one Apple 5.25 drive. I decided I could stick with my old reliable ImageWriter I printer for the time being. But the COST of getting my ideal IIGS system seemed prohibitive. I had to try another approach to achieve my goal.

IT COSTS >>HOW<< MUCH?! Let's look at the expenses involved in getting a IIGS. You can't buy it from Apple dealers any more (assuming they even know ABOUT the Apple IIGS), since it was dropped from the dealer list in December 1992. There may be a few new systems out there that you CAN buy from dealers that want to clear out their old inventory, but most people today will have to look to the resale market. If you can find someone who wants to sell his or her entire SYSTEM for a good bundle price, and if you have that much cash available, that is the best way to go. You'll have most (if not all) of the pieces you need to comfortably run the most popular software, and very possibly some of the IIGS programs you've been drooling over. But to know if the price someone is asking for their system is reasonable, you need to know what it costs to buy the pieces via commercial mail order businesses.

The most consistently available sources for refurbished Apple II and IIGS systems are Sun Remarketing in Logan, UT (800-821-3221), and Shreve Systems in Shreveport, LA (800-227-3971). Both Sun and Shreve have been selling Apple computers (usually discontinued or refurbished models) for some time. There have been modest changes over time for the prices on pieces necessary to create a basic Apple IIGS system; here are their prices as of June 1993:

| | Sun | Shreve |
|---|--------|--------|
| | --- | ----- |
| Apple IIGS CPU, ROM 01
with 256K RAM | \$449 | \$349 |
| Apple RGB Monitor (for IIGS) | \$249 | \$229 |
| Apple 3.5 Drive | \$199 | \$169 |
| Apple 5.25 Drive | \$139 | \$169 |
| | ---- | ---- |
| | \$1036 | \$916 |

(NOTE: prices are for used equipment)

Shreve seems to be the less expensive source of an Apple IIGS basic system. I do not know anything about the relative quality of the equipment available from Shreve compared to Sun. I DO know that the IIGS CPU that I ordered from Sun in February 1992 appeared to be a never-used computer; if it WAS used, it was SO well restored and refurbished that I could not tell the difference (with the exception that the system disks supplied with the computer had Sun's label on them). If you're about to call Sun, however, you will be out of luck: They are currently completely out of IIGS computers as of June 1993, and have a waiting list of about 38 names. Shreve DOES have them in stock (as of mid-June). Neither company is supplying the ROM 03 IIGS, which has 1 meg of memory built-in, instead of the 256K built into the ROM 01 version. Also note that the above prices do not include shipping charges, so allow for that. There are probably differences as well in the warranty offered by either company.

MOVIN' ON UP Now with this set of building blocks, you do have a IIGS
 "*****" computer, but you will be VERY limited in what IIGS software

you can use on it. To have a computer that is capable of running System 6, the latest version of Apple's powerful 16-bit operating system for the IIGS, you need a minimum of 2 megabytes of memory to do anything useful. You can upgrade the memory on this 256K computer most inexpensively at this time by either buying it used, as with the computer, or new from the major Apple II mail order houses. Since there were other items I originally wanted on my ideal IIGS system, let's price these as well:

| | |
|---------------------------------|-------|
| Sequential Systems RAM GS 4 meg | \$115 |
| Zip GS Card, 8MHz/16K cache | \$173 |
| RamFAST/SCSI card, 256K cache | \$139 |
| 127 meg SCSI hard drive | \$304 |
| | ---- |
| | \$731 |

(NOTE: prices are for new equipment)

These prices were taken from the ad for LRO Computer Sales of Woodstock, IL (800-275-4576, or 800-ASK-4LRO) in the July issue of inCider. Very similar prices can be found in the ad for TMS Peripherals of Boca Raton, FL (800-275-4867, or 800-ASK-4TMS), so shop around. These items, along with the cost of the basic system itself, brings the price of my ideal IIGS complete system to \$1650-\$1770 (again, excluding shipping charges).

These prices were approximately the same when I started to build up my system last year, though the hard drive, memory, and SCSI card prices were higher then. Consequently, I immediately ruled out the idea of getting my ideal system all at once; I couldn't afford that. With this information, however, it did make it easier to determine what systems being sold in classified ads REALLY should cost.

BUILD A GS ON A BUDGET It would be best to find a complete system being sold used by someone who is changing computer platforms to something else. That way, not only can you get all the basic pieces you want, but there may be some nice additional goodies (such as a hard disk or accelerator). If you decide that even a used system is not affordable because you cannot come up with the full price all at once, ask if the seller is willing to have the payments spread out over several months.

If not, then the next best solution is to collect the components one by one. You will not necessarily spend LESS over the long run (and you might possibly spend more), but you will at least be able to get a IIGS and begin enjoying the benefits of a more powerful computer.

The most basic, stripped-down Apple IIGS you can get is simply the CPU (ROM 01 or ROM 03), keyboard, and mouse. You will then need to add a monitor and disk drives. This is where those who are moving up from an earlier Apple II such as the IIe or IIc will find the going easy. For a monitor, you can use the monochrome monitor from your Apple II Plus, IIe, or IIc. You will find, however, that a composite color monitor, although it worked well for graphics, will not display 80-column text clearly.

For a disk drive, you can usually use the ones from your existing Apple II. The disk drives used on the IIc, either the Disk IIc or the UniDisk 3.5, will plug directly into the disk port on the IIGS. The older style Disk II drives used on the II Plus and IIe can be used also; you can

just put the same disk card in slot 6 on the IIGS. You can also buy or build a converter plug to allow an older style 5.25 drive to plug into the IIGS disk port. The only disadvantage to the UniDisk 3.5 on the IIGS is that it will run slower than an Apple 3.5 drive, due to a different interleave. (To get a better explanation of "interleave", see the segment on advances in disk drives in Part 9 of my Apple II History, in the February 1993 issue of the A2 GENieLamp.) However, the UniDisk 3.5 will not run any slower than it did on your earlier Apple II, so you haven't lost anything by going with the slower drive.

With a ROM 01 IIGS, you now have the equivalent of an Apple IIe that runs at 2.8 MHz (instead of 1 MHz), and has 256K of memory (instead of the maximum 128K memory on the IIe or IIC). If your IIe or II Plus had a slot-based RAM card, that can be used on a IIGS as a RAMdisk. (Unfortunately, the memory cards used with the IIe auxiliary slot or with the IIC memory expansion cannot be used on the IIGS.) With this arrangement, you have something that is close to what you had before, and you can continue to upgrade from there.

When I was finished with my initial conversion, I had a ROM 01 IIGS, using my Monitor IIC (the "ET" monitor). For disk storage, I used my UniDisk 3.5, a non-Apple brand 5.25 drive, and my Chinook CT-40c hard disk, all of which plugged into the disk port on the IIGS just as it had on the IIC. Because I REALLY needed more memory, I added a C.V.Tech memory card, and installed 3 megs of chips on it, giving me a total of 3.25 megs of usable RAM -- almost three times as much memory as my 1.125 meg IIC. I had lost the speed of the 8 MHz Zip Chip (which I noticed most when using certain AppleWorks macros), but I finally had an Apple IIGS. It was a start.

For those readers who plan to move beyond this start with their IIGS, what you add at this point depends on what you want to do with your new computer. Are you still going to use lots of 8-bit applications? Adding more memory may help with certain programs (AppleWorks, Publish-It!, and ProTerm are examples that come to mind). Want to avoid the floppy shuffle? Getting a hard disk will ease your way. Graphics or games? If you want to get into 16-bit quality, you will eventually need to get that color RGB monitor. Music? A sound board will let you plug your IIGS into stereo sound. And any of these things will enhance the GS operating system, GS/OS, which can be used when you pass the 1 meg barrier: older versions like v5.0.4 will run with 1 meg; newer versions like System 6.0 or 6.0.1 will require 2 megs or more to run well.

In the next edition of Polishing Green Apples, I would like to take a closer look at what you can do with a REALLY bare-bones IIGS system (i.e., 256K RAM and one 5.25 drive), and what it takes to continue upgrading it into a good, productive system.

(If you have any comments or questions that you would like to have addressed in a future Polishing Green Apples column, please send stamped, self-addressed E-mail to S.WEYHRICH. If you cannot find a place to put a stamp on your E-mail, then just send it anyway.)

-Steve Weyhrich

[*][*][*]

[Disclaimer: The mention of Shreve Systems, Sun Remarketing, TMS Peripherals, and LRO Computer Sales is NOT to be taken as

an endorsement of these companies by Steve Weyhrich, General Electric Information Services, A2 GENieLamp, or the staff and employees of any radio or TV station you might think of. As with ANY mail order company, the buyer should take proper precautions to inquire about warranty, return guidelines, and other such issues. I have no reason from personal experience to believe that any of these companies would treat you poorly; however, I've only ordered from two of them and cannot comment on any others with any assurance.]

[EOA]

[MOO]////////////////////////////////////

CowTOONS! /

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Stock Footage

By Mike White

[MWHITE]

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"Fill yer hand you son of a...!"

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Mooster Cowgburn

Moo Grit, 1969

directed by Henry Hathacow

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Moovie Critics

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| Gunfight at the O.K. Corral |
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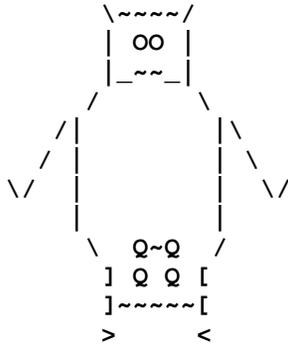
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  ::* Calf on a Hot Tin Hoof *::
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[*][*][*]

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CowTOONS? Stephen Litwin took us up our offer and sent in this month's CowTOONS contributor selection.

If you have an idea for a CowTOON, we would like to see it. And, if we pick your CowTOON for publishing in GENieLamp we will credit your account with 2 hours of GENie non-prime time!

Mike White
GENieLamp CowToonist

ROBOCOW - The Udder Cop
~~~~~  
by Steve Litwin  
S.LITWIN2

[EOA]  
[PDQ]////////////////////  
                                  PD\_QUICKVIEW /  
////////////////////////////////////  
ShadowWrite NDA (v1.3)  
\*\*\*\*\*  
By Mel Fowler  
[MELSOFT]

>>> REVIEW: ShadowWrite NDA (v1.3) <<<  
\*\*\*\*\*

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Program Name      : ShadowWrite
Filename          : SHADOW1.3.BXY
Library Area     : 8
Program Number   : 20915
File Size        : 53504
Program Type     : NDA Full-featured Word Processor
Author           : Andre Horstmann [A.HORSTMANN]
Version Reviewed: 1.3
File Type        : FREeware!

```

[\*][\*][\*]

ABOUT THE PROGRAM We have all heard of the great watches and chocolate  
\*\*\*\*\* that come from Switzerland. However, did you know  
that one of the best Apple IIGS programmers is also from Switzerland?: the  
genius behind Bright Software, Andre Horstmann. Bright Software has  
produced several outstanding products including two games, Gate and  
Spacefox, both available through distributors here in the United States.

One of Andre Horstmann's best efforts for the Apple IIGS is a program  
called ShadowWrite, a full-featured word processor in the form of a New  
Desk Accessory (NDA). What a useful idea; I don't know what I would do  
without one! It is great for opening text files or reading the documents  
for new programs you have just downloaded. You can have a disk or folder  
directory opened on one half the screen and ShadowWrite open on the other  
half. I have used this method to write entries into my database of disk  
catalogs.

The ShadowWrite NDA has evolved through the past year or so and several versions of the program have been uploaded to the A2 library here on GENIE. This review, however, is of version 1.3, the latest to be uploaded, which among other new features includes a bright, shiny, new-blue ruler, which can be shown or hidden with Apple-E.

Generally speaking, here are some features of this latest version of ShadowWrite that I especially like:

Not only can you launch ShadowWrite as you would any NDA, via the Apple menu, but you can specify which file types you want loaded into ShadowWrite when you double-click on a file from the Finder. ShadowWrite's Preferences option lets you choose to load (by Finder double-clicking) any or all of Teach, text, source code, or AppleWorks classic. Whatever your Preferences selection, you can still open all four types "manually", when using ShadowWrite's Open command.

Preferences will also allow you to change the default font for new documents and the default font for opening text files, where you might prefer a mono-spaced font.

Although only one ruler can be assigned to a document, this new ruler makes setting tabs, margins, and indentation easy. Also, if you open an AppleWorks document, the tabs are automatically set to the AppleWorks defaults. Setting justification is just as easy as clicking your mouse when the ruler is displayed, or as fast as using the key-equivalents.

There are key-equivalents for nearly everything, with different key-equivalents available WITHIN key-equivalents: Apple-H, for example, selects "Save As" from the files menu, at which point you can press Apple-E to save your document as a Teach file, Apple-T for a text file, and Apple-S for Source. Key-equivalents are available for setting justification, font style, and much more.

The fast cursor movement keys are also nice to have, such as Option-Left/Right arrows for beginning and end of line. Apple-Up/Down arrows for page up/page down, and my favorite Apple-1 through Apple-9 to scroll to relative positions in the document, as with AppleWorks.

Stability is another strong point. With all the beta testing that this program has gone through, this latest version is stable and bug-free. I have not experienced a single hang or system crash while using ShadowWrite 1.3.

Find/Replace has the ability to find returns and replace them with spaces, which is especially useful when you download a text file and want to put it into a word processor. No more hunting for stray returns!

Then there's the ability to Clear Highbits. I have often run across problems when the person writing a text file uses the Merlin text editor. Merlin is great for writing source code, but not text files. If you try to read such a file with ShadowWrite all you get is inverted question marks. Try using Clear Highbits and the text will come out perfect... well, at least readable.

The ShadowWrite documentation is clear and concise in describing all the features, menus, and key-equivalents available in the program.

Memory usage can be a real problem, and Andre Horstmann is aware of it. This full-featured word processor NDA is remarkably small: it only takes 66K. Horstmann even asks users to let him know which features they could do without to make the program smaller. To my way of thinking, ShadowWrite is great just like it is.

The thing I like best about the ShadowWrite NDA is that it is free. Yes, ShadowWrite is FREEWARE. Use it all you want, give it to your friends, just do not sell it. Now, can you beat that? I hardly think so!

If you would like to send E-mail to Andre Horstmann, his E-mail address right here on GENIE is A.HORSTMANN.

[\*][\*][\*]

Important Note! Version 1.3.2 of ShadowWrite was uploaded during the writing of this review. You can find the new version at file #21059. This update fixed a couple of bugs: (1) bug fixed that didn't let you count words in documents larger than 64 Kb; (2) bug fixed that opened some Teach documents with wrong ruler and menubar colors. Version 1.3.2 also added several new features. Softdisk Issue Text can now be imported, although this feature has not been tested. The Preferences dialog box now includes: Save Window Size (Open Apple-A) - Click this button to save the current window position and size as default window position and size; Scroll Speed - With this pop-up you can set the vertical scroll amount field in the text editor. Changes will get activated the next time you open SW.

[EOA]

[LIB]////////////////////////////////////  
THE ONLINE LIBRARY /  
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Yours For the Downloading  
\*\*\*\*\*

By Mel Fowler  
[MELSOFT]

>>> A2 Library -- Quick Takes <<<  
\*\*\*\*\*

/ . / THE DEAN'S LIST (A2 Menu Item 3 or Move 645;3)  
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 | A new selection of great downloads from the A2 libraries  
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|------------------------|----------------------------------------------|
| 20995 CCCP.DEMOII.BXY  | GS+ Magazine's Cool Cursor v2.0 Demo         |
| 20983 POLYSONS5.1.BXY  | v5.1 of the IIGS MIDI sound program          |
| +20978 GEM.4.21.BXY    | The amazing FREEWARE Apple II navigator!     |
| 20975 GS.ENTERTAN.BXY  | IIGS graphics and sound jukebox              |
| 20968 JUMBODESK21.BXY  | Get a bigger IIGS Desktop! v2.1              |
| 20967 WINFLATE121.BXY  | Save desktop space, deflate windows          |
| +20936 APPLEII.MTS.BXY | Meet the A2 SysOps RTC transcript            |
| +20935 OFFLINE.MGR.BXY | Offline cookbook for Modem Mgr               |
| +20934 OFFLINE.TIC.BXY | Offline cookbook for Talk Is Cheap           |
| +20933 OFFLINE.PT3.BXY | Offline cookbook for Proterm 3.0/3.1         |
| 20915 SHADOW1.3.BXY    | ShadowWrite v1.3: NDA word processor         |
| +21019 SHARE.SOLUT.TXT | Read all about ShareWare Solutions II        |
| 21018 INST.ACC.22.BXY  | An excellent multi-featured program launcher |

- 21017 NTV.15.REV3.BXY            3-D Sound demo for ROM 01 IIGS's
- 21013 MS2000.151.BXY            Milestones 2000. Cool IIGS car race game
- 21012 PLUNDER.151.BXY           Plunder. A IIGS treasure hunt game
- 21011 OAB.151.BXY                One Arm Battle. Slot machine game for the GS
- +21003 A2.DOM.0793.BXY           A2's Disk of the Month for July, 1993
- +20996 CAF.RESUR.BXY            AppleWorks Classic file recovery programs
- 21048 PMPUNZIP2.0.BXY            Extract ZIP archives on your IIGS!
- Now unZIPs 2.04g archives!
- +21047 RB.PATCH.BXY              Raster Blaster patch program
- 21041 VIRTUAL.BXY                Create a 3-D maze from your own pictures
- +21039 NEWS.9307.BXY            A2 news digest for July, 1993
- 21034 SAP.V0.7.BXY               Apple IIGS freeware animation program
- 21031 MORIAGS5.3.BXY            Extremely addictive dungeon game for IIGS
- +21029 INTERNETZEN.BXY          Tutorial on how to use Internet on GENie
- 21025 A2.LIST.BXY                The Apple II List, from Apple Expo West!
- All companies' contact info in one place
- +21021 GE.OFFLINE.BXY            CoPilot, GEM, and TCX in one package

+ = Works on 8-bit Apples  
 (A2.LUNATIC, CAT3, TOP31/M645;1)

[\*][\*][\*]

Unfortunately, sometimes files are removed from the library after we publish this magazine. In many cases, the removed file has been replaced with an updated version of that file. If you can't find one of the files listed here, there is a way to check for a newer version. Do a keyword search on the library using a word that describes the file you are looking for. Chances are, you will find a newer version of that file, or another file that meets your expectations.

[EOA]  
 [WHO]////////////////////////////////////  
 PROFILES /  
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Who's Who On GENie  
 \*\*\*\*\*  
 By Peter Bogert  
 [P.BOGERT1]

>>> WHO'S WHO ON GENie <<<  
 \*\*\*\*\*  
 ~ GENieLamp Publisher/Senior Editor ~

GENieLamp> Tell us a little about John Peters. Where are you from, what  
 "\*\*\*\*\*" is your educational background, and what do you do for a  
 living?

John Peters> Well, I was born in Green Bay, Wisconsin, but I really don't  
 "\*\*\*\*\*" remember much about it since I moved to Colorado at an early  
 age. Colorado fits me just fine with the mountains and its comfortable  
 climate. Strangely enough, I'm living in the state that is known for its  
 beautiful ski resorts but I've never been skiing. I hear it's a blast.  
 Maybe someday...

Education? What's dat? :) My early life was filled with doctors,  
 nurses, and hospitals, so I missed out on many experiences I should have

had as a kid. I don't dwell on that, though, as I'm much too busy making up now for what I missed then. I guess you could say I consider myself to be a graduate from the, "School Of Hard Knocks" where, by the way, I passed with honors. :) Much of my education has come from books I read. I drive my wife crazy at times because it is rare that you will see me without a book. I read in restaurants, at sporting events, even when I go fishing! I am truly fascinated (and at times, frustrated!) by the power of the written word. I plan on continuing this love/hate relationship with words at a local community college this fall.

As to my real job it is right here on GENie doing the GENieLamp mags, helping out with LiveWire Online and running the DigiPub RoundTable. However, to pay the bills, the last 14+ years I've been working for the Southland Corp. in a 7-Eleven convenience store here in Colorado Springs.

GENieLamp> What was your early experience with computers, and how did  
 "\*\*\*\*\*" you get involved in telecommunications?

John Peters> Several years ago I was browsing in a TV/Stereo store and I  
 "\*\*\*\*\*" came across a salesman who was showing a customer a computer game that was hooked up into a large screen TV. The game was called Star Raiders. I knew about home computers as I had my eye on a TRS-80 computer at the local Radio Shack. However, after seeing Star Raiders I knew right then and there that the Atari computer was for me. So I went to a local computer store and talked the owner into letting me make payments on a complete system. Several months later, I was the proud owner of a 16K Atari 400 computer!

I had a lot of fun with my computer playing games and typing in programs from magazines (anyone remember Softside Magazine?), but there seemed to be something missing. I didn't know it then, but a modem was the answer to my problem because that missing something was people.

However, modems back then were almost as expensive as the computer itself. When the cost of modems finally dropped below \$100.00, I bought my first one, a real 300 baud screamer! What a difference the modem made in my computing hobby. I couldn't believe all the things that were available to me with just a simple phone call. Much to my wife's distress, I quickly became obsessed with the online world. Truly, the modem had become my window to the world.

GENieLamp> What were the things that shaped your decision to begin the  
 "\*\*\*\*\*" GENieLamp magazines?

John Peters> After hooking up my new modem, I called my first BBS. I  
 "\*\*\*\*\*" then called another, and then another. Within a week I was active on several bulletin boards all over town. I've always had an interest in writing and it soon became obvious to me that this was the perfect opportunity to start up an online newsletter. I contacted a local SysOp, told him about my idea and TeleTalk Online Magazine was born. Within weeks TeleTalk was being offered on several BBSs around town and it became quite popular. Much to my surprise, after several issues were published I started receiving Email from BBSs in other states. When I received Email from Sweden, I knew I was onto something truly special. I hooked up with local BBS SysOp Bob Connors (who is now the editor for GENieLamp IBM), and we created a nationwide network called T/TalkNET. Soon TeleTalk was being posted on BBSs and commercial online services everywhere.

After a couple of years of publishing TeleTalk, I wanted to do something a little more computer-specific, so I came up with the idea of doing an online magazine which contained nothing but mini-reviews on shareware and PD software. I released three issues of PD\_Quickview ST here in the Atari ST RoundTable. I wasn't satisfied with the new magazine, so once again I started looking around for something else to do. While visiting the Atari RoundTable one evening, it occurred to me that maybe the ST RoundTable would benefit from its own online magazine, so I sent off a proposal to the SysOp, Darlah, and two weeks later I published my first GENieLamp ST. And as they say, the rest is history.

GENieLamp> Most ventures of this nature are limited to one or two  
"\*\*\*\*\*" computer platforms. You've ambitiously attempted to offer a publication specifically tailored to a rather wide variety of computer platforms. Why? In retrospect, was this overly ambitious?

John Peters> Good question! Early on I had considered going to other  
"\*\*\*\*\*" SysOps here on GENie asking if they would like to have a GENieLamp Magazine represent their RT, but I rejected the idea as I knew that without GENie's direct support the magazine would probably fail. But as fate would have it, a couple of months later I received a phone call from the GENie Computing RoundTable Product Manager asking me if I would like to expand GENieLamp into other computing areas. Without blinking an eye, I agreed.

The original idea was to have one magazine which covered all the computing RoundTables. But I knew that by doing so I would end up with a huge magazine that had a lot of general (i.e., boring) information which would be pretty much meaningless to most of the readers here on GENie. So, I went with a separate issue for each computer platform.

As with any business, one of the keys to success is having good people working for you. Since I'm far from being an expert on all the different brands of computers supported here on GENie, I depend on my editors and writers to collect the information that they feel will be of interest to their readers. In this respect I've been very lucky and have a great support staff for all the magazines.

Ambitious? Yes. Overly so? I don't think so. We've had our share of problems and yes, most of these problems are due to the sheer size of the GENieLamp organization, but heck, that's what keeps things interesting!

GENieLamp> What kind of computer equipment do you use personally, and  
"\*\*\*\*\*" why have you made the choice to use that kind?

John Peters> From day one it's been Atari. I know the system inside and  
"\*\*\*\*\*" out. However, I am not a fanatic Atarian by any means and I would publish GENieLamp if I were on an Amiga, IBM, Macintosh or a Sinclair. To me, the computer is nothing more than a tool, a tool that allows me to do what I love to do here on GENie. I may make the "big switch" someday, but for now, the ST does what I want it to do.

GENieLamp> You've spoken quite passionately about your interest in  
"\*\*\*\*\*" digital publishing. For people who are not familiar with the idea, tell us what digital publishing is all about.

John Peters Ahhh.... Digital Publishing is another obsession of mine.

"""""""""" Digital Publishing, in its simplest form, is what you are reading now, an ASCII magazine that is created and distributed electronically. Getting a little more complex, there are machine specific authoring tools and viewers such as Waldo, Dart, Iris, TX2 and others which allow the publisher to include graphics or "hyper" abilities within the text.

I became interested in Digital Publishing when we didn't even have a name for it. Now, Digital Publishing in one form or another is making headlines everyday. I truly think that Digital Publishing is going to be the next big wave to hit the computer industry. Fortunately for those of us on GENie, we don't have to wait for that to happen as the future is here and right now in a new RoundTable called the Digital Publishing RT. Apparently I'm not alone in my feelings about Digital Publishing as the DigiPub RT libraries are quickly becoming filled with poetry, online magazines, newsletters, short stories, mini-novels and even tele-comics.

Why the interest? With Digital Publishing, anyone can publish a book or a magazine. Like the programmer who tries to sell his or her programs commercially, the typical writer faces the same seemingly insurmountable odds in finding someone to publish his or her book. But programmers have found a way around this problem - they distribute their programs as shareware or freeware. Well, why not writers too? In the DigiPub RT (M1395) we have the tools, the experts, and the means to help the author create and distribute their work, worldwide. Now that's exciting!

GENieLamp> Is the route that an "author" needs to take to be "published" """""""" any different than he or she might pursue in a print media setting? I mean, I could write something pretty goofy and post it in the DigiPub library and say I was "published." Where are the quality controls?

John Peters> There are no quality controls. And why should there be? """""""" The thought of such a thing seems counter-productive to me, especially here on GENie, a public accessed system. If you download programs from the Computing RT's you know you're going to end up with a "turkey" program now and then. The same goes for Digital Publications. The point is, the junior high school student who uploads his or her book report is every bit as important as the established writer who uploads a professionally written mini-novel.

GENieLamp> Back to the GENieLamp. You impress me as a person who wants """""""" to keep doing better. What do you want to see happen with GENieLamp over the next few months?

John Peters> Overall, I don't see any major changes in the way we do """""""" GENieLamp. However, we will always be fine-tuning the issues. For example, I recently added a support column to GENieLamp IBM for the Windows RT and will probably be adding an OS/2 RT support column later in the year. The online interview concept (like the one you are reading now) will be found in all the issues along with the popular Mini\_Bytes column now found in the IBM and ST magazine. Also, we have a special arrangement with the Newsbytes folks to reprint articles from their popular online newsletter, so we will be phasing that into the all the magazines in the next couple of months as well.

On the downside, we tried to go with two issues a month but it didn't work out like I wanted it to and I had to abandon the idea. I still want

to do two issues a month, but I'm not going to attempt it again until I'm sure I can do it successfully.

Along the Digital Publishing lines, we are working with the Digital Publishing Association in trying to come up with a format that would allow all computers to view an online graphics based magazine by using a common display language standard. We are doing that now with our GENieLamp TX2 and GENieLamp Mac/Graphics issues. However, the viewers are computer specific and not interchangeable among other platforms. I'd like to see that limitation disappear.

Another possibility I'm currently looking into is doing a hardcopy issue of GENieLamp either in newsletter format or as a magazine.

GENieLamp> This question is honestly not meant to be promotional. I am wondering why you choose GENie as your on-line service?

John Peters> GENie is like an old pair of shoes. It just feels right. Although GENie is a huge system, it has a certain "homey" feeling I've found lacking on other services. From day one, I've felt comfortable here on GENie.

But to be perfectly honest, I first joined GENie because of the low cost of being here. All the nice people I've met, well, that's an added bonus. The bottom line is GENie was, and still is, one of the best online deals around.

[EOA]  
[FUN]////////////////////////////////////  
SEARCH\_ME /  
////////////////////////////////////  
Online Puzzle Fun  
By Scott R. Garrigus  
[S.GARRIGUS]

>>> SEARCH\_ME! <<<  
\*\*\*\*\*

CAN YOU BELIEVE IT? I mean come on... the year just started a little while ago and now it's now half over. Oh well, I guess that's just the way things are.

Around this time of year, my family and I would be going down to Florida to spend a couple of weeks in our time share condo and get some sun. This year though, money is kind of tight so we won't be going. Major bummer...

But I DID get to do the next best thing... Yes, that's right. I visited the Florida Roundtable right here on good ol' GENie! It's very easy to get there too! No long and bumpy car or airplane rides. Just type FLORIDA and you'll be instantly transported to this wonderful and magical place!

Here you'll find anything and everything you ever wanted to know about Florida and about what's going on down there. It's all in the BBS. There are plenty of files to choose from in the software library too. But that's not all... I have saved the best for last. Florida just happens to be the

home of that great and magnificent place; Disney World! Yeah!

You'll find everything about Disney World here in the Florida RT. Topics to talk about in the BBS and files, files galour! It really IS the next best thing to an actual visit!

Before you take off though, I've put together another little puzzle for you to solve. You can take a crack at it during the trip over there... :) Say 'Hi' to Mickey for me, and keep on smilin'!

>>> SEARCH-ME ONLINE PUZZLE <<<  
\*\*\*\*\*

~ Destination Florida RT / M195 ~

E F Z R V U Y C L N A E P A T U Y P L K L D  
Z U F E U F M I H S D V O D L R O W A E S N  
R V D J A I W N P U V V U P N T E E I S Y A  
W L Q L N G U D G K E D L X O Z K X F T T L  
N A U N D I R E L N N O L M E P H Y L Y U R  
J I N Y U N U R Y S T Y O R P L U T O T A O  
S I H T O Y A E U W U R J W O W G C R I E T  
E U D P E T P L Z I R Z C X N W O I I I B A  
N E Q N L C U L Y O E G O O F Y E W D V N G  
Z K S E O O V A W S L M I C K E Y R A Q F U  
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R I U G A A P E F A A F Q S A E I L O K F K  
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|---------------|-------------|--------------|
| ADVENTURELAND | ALADDIN     | BEAST        |
| BEAUTY        | CINDERELLA  | DISNEY       |
| DOLPHIN       | DONALD      | EPCOT        |
| FANTASIA      | FANTASYLAND | FLORIDA      |
| FUTUREWORLD   | GATORLAND   | GOOFY        |
| MICKEY        | MINNIE      | PLUTO        |
| SEAWORLD      | SORCERER    | TOMORROWLAND |

[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of  
\*\*\*\*\* the magazine.

This puzzle was created with a freeware program called SEARCH-ME, an Atari ST program by David Becker.

[EOA]  
[CON]////////////////////////////////////  
CONNECTIONS /  
////////////////////////////////////  
Online Thoughts

\*\*\*\*\*  
By Al Fasoldt  
[A.FASOLDT]

>>> DRIVE G: IS FOR GENIE <<<  
\*\*\*\*\*

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Did I ever tell you about the time I used GENie as a disk drive?

You heard it right. I turned this telecomm service into a personal hard-disk drive for an entire week a couple of years ago when I was traveling with my ancient laptop computer.

It all started when I arrived at my hotel in Chicago to cover the Summer Consumer Electronics Show. I had driven from New York with the trunk of my car filled with everything I needed - clothes, an extra pair of shoes, notebooks, my sturdy old Bondwell laptop, the kind with two floppy drives and a built-in modem.

I couldn't afford the model with a self-contained hard drive, but that was no problem. After all, I always carried a box full of support disks, containing my word-processing software, my telecomm programs, my notes on the electronics industry and my little database of phone numbers and industry personnel.

That is, I always HAD carried all these support disks. When I unpacked my luggage at the Congress Hotel, there was my laptop, ready for action \_ along with one floppy disk. All it had on it was MS-DOS and two utilities, a stand-alone Xmodem transfer program and a copy of ARC, the file-compression program. I had packed too quickly, and had left all my vital support disks at home.

Getting blank floppies in downtown Chicago wasn't a problem. I found a store across the street that had just what I needed. But what about all the software I had been using? Most of it was custom-designed. I had spent weeks developing it a few years before, and had been so proud of it I had even uploaded it to GENie.

To GENie! Would my software still be there?

More to the point, if they were still there, could I find a way to get those files back from GENie? I needed a way to download them. It was the classic chicken-and-egg dilemma: Without a telecomm program, how could I get the telecomm software that I needed to send my twice-daily reports on the electronics show back to my newspaper office?

I had a modem in my laptop, and I had DOS. And the Xmodem software I had copied months ago onto the DOS bootup disk was supposed to be used with a regular telecomm program. But I doodled around with it and saw that it hooked into the modem's serial port even if I ran it all by itself.

That was all I needed to know.

I got the Chicago-area telephone number for GENie by calling GENie's 800 number. By using DOS to redirect my keyboard commands to the modem, I

dialed GENie and navigated over to the PC software library. In a few seconds, a search for PROCOMM brought up a listing for the shareware version of that familiar telecomm software. I gave the command to GENie to start a download and typed the command to run my Xmodem transfer software right from DOS.

In a couple of minutes, I was in telecomm heaven. I signed off GENie and let ARC extract the Procomm files to a blank floppy. Then I ran Procomm and got back to GENie, searching the file lists for the special Procomm scripts that I had shared with other GENie users.

They were still there. And so was the little text editor that I had fallen in love with and uploaded to GENie in '86 or '87. And so were the shareware spelling checker and the other little utilities I had found so useful.

GENie even had the little database software I had uploaded. All that was missing was my own data \_ but I had a solution to that, too. I called my office in New York and asked a coworker to find my backup database floppy in my desk drawer. She called GENie and attached the data to an email message, and 15 minutes later I had the data, too.

The week went by smoothly. I sent my reports back to my office by direct transfer into a computer there, but I also sent copies of everything by GEmail. And on my last day in Chicago, I compressed all my data and sent it via email attachment to my own GENie mailbox, so I could get it back when I got back to the office.

Since that time, I've joked about the extra drive I installed on my laptop. It's got Drive A:, Drive B: and Drive G:. The first two hold 720 kilobytes each. The third holds the answer to a forgetful traveler's prayers.

[EOA]  
[AII]////////////////////////////////////  
                                          APPLE II /  
////////////////////////////////////  
Apple II History, Part 14  
\*\*\*\*\*  
By Steven Weyhrich  
  [S.WEYHRICH]

>>> APPLE II HISTORY <<<  
\*\*\*\*\*  
Compiled and written by Steven Weyhrich  
(C) Copyright 1991, Zonker Software  
(PART 14 -- DOS)  
[v1.1 :: 12 Nov 92]

INTRODUCTION    The disk operating system used on the Apple II has an  
"\*\*\*\*\*"        interesting and colorful story, and is a further insight to  
the early days at Apple Computer, Inc. This section of the History deals  
with the original DOS for the Apple II, from its first release, up through  
DOS 3.2.1. -Steven Weyhrich

[\*][\*][\*]

APPLE DOS    For a computer to be useful, it must have a means of easy

storage and retrieval of data. That storage medium must be both convenient and affordable. In the early days of the Apple II computer, the best that they could achieve was "affordable". The built-in cassette port was THE state of the art for personal computers back in 1977; the Apple I computer had a cassette interface available ONLY as an add-on item. But, although a cassette storage system may be inexpensive, it is not very convenient. The simplistic cassette operating system on the Apple II (visual examination of the mechanical index counter on the cassette recorder to know the location of the next program) was downright frustrating to use for many early Apple II owners. Something better was desperately needed.

As you may recall from Part 5 of the History, in December of 1977 Steve Wozniak began a crash effort to develop a floppy disk drive for the Apple II computer. To get it ready for the Consumer Electronics Show in January 1978, Wozniak and Randy Wigginton made a very simple disk operating system that would only load files from fixed locations off the disk in response to one-letter commands. But it was not a true disk operating system (DOS); their rudimentary control program would not be flexible enough for efficient and simple use of the disk drive.

DISK SYSTEM BASICS To create an operating system that would be both simple to use and yet powerful enough for advanced file manipulations, Apple had much work to do, building on the device driver that Wozniak had written. Among other things, it had to interface well with the BASICs in ROM on the Apple II, and be no more complicated to use than the cassette system. Although Woz's driver routines were efficient in writing and reading data to and from the disk, they could only be used from 6502 assembly language.

Designing a disk operating system from scratch is no trivial matter. On one side is the RAM memory in the Apple II, waiting patiently for a useful program to be loaded and executed. On the other side of an electronic bridge (interface card and connecting cable) is the floppy disk and disk drive hardware itself. The control program the Woz wrote could be compared to a narrow rope bridge crossing a chasm; it works, but you can't carry much with you, and it is easy to slip and fall (lose data). A complete DOS is more like a concrete and steel bridge, capable of carrying autos and trucks in both directions over the chasm. Woz's "rope bridge" was a foundation, but there was much work yet to do.

A disk drive consists of a recording head that is mechanically moved across the surface of the floppy disk, tracing the radius of the disk from the center to the edge. The disk itself is spinning under the head. This is similar to the stylus on a turntable that plays 33 RPM records (remember those?), but the head on a disk drive can be given a command to move to a different "track" on the spinning disk. Also unlike the turntable, which is a "read-only" device, the head on the disk drive can either reads bits off or write bits onto the disk. To be able to find where data has been stored on a disk, it is "formatted" into a known configuration. A blank disk could be compared to empty land that will be filled with new houses, but currently has no streets, street signs, or house numbers. The initial formatting (called "hard" formatting) of a blank disk is, then, like building the streets and assigning lots for future building. The second part of disk formatting (called "soft" formatting), involves naming the streets, designating addresses, and building houses.

In the case of Apple's Disk II, it was designed with 35 concentric

circles ("streets") called tracks. Each track is subdivided into 16 segments ("houses") called sectors. Each sector can hold 256 bytes of information. In the hardware system that Wozniak designed, the timing hole near the center of the floppy disk was not used by the hardware to keep track of which sector was passing the head at any particular time. Because of that, it was necessary for the software to identify in a different way where one sector ended and the next sector began. A complicated method was used of specially encoding each of the 256 bytes so they have a standard, recognizable appearance to a program that is controlling the disk drive, plus some other specialized bytes that identify the start and end of a sector. Although it did decrease somewhat the storage capacity of the disk, the cost savings in less complicated hardware compensated for it.

DOS 3.1 - STRUCTURE & FUNCTION WITH BASIC With this background, let's get back to tracing the gap between Woz's demo DOS and Apple's first official release, DOS 3.1. Worth and Lechner in their book, "Beneath Apple DOS", divided DOS up into four parts according to function and location in memory. When a computer needs an operating system, it's because there is a need to insulate the user from the complexity of trying to control the hardware. Consider the four parts of DOS as layers; as you get closer to the bottom layer, you are closer to the hardware (the raw data on the disk and direct control of the disk drive), but you also increase greatly the difficulty of managing it. The farther up you go, the easier it is to manage things on the disk, but the less direct is the control of the disk data and hardware.<1>,<2> When Wozniak wrote his disk controller (driver) routines, he worked at the deepest layer, directly manipulating the disk hardware and raw data. This involved some complex timing and error checking for reading and writing data to the disk. This section is also where the program lies that erases the disk and creates the sectors and their addresses. In memory, this layer of DOS started at \$B800 on a 48K Apple II.<2>,<3>

Randy Wigginton wrote a "front end" for Wozniak's controller routines. His part could be considered a thin layer that is part of the lowest layer of disk routines. Together, the two layers made up what came to be known as "RWTS", or "Read/Write Track/Sector". It could do four things only: SEEK (to move the disk arm to the desired track), READ (load a sector from disk into memory), WRITE (save a sector to disk from memory), and FORMAT (discussed above). This layer of DOS, the Disk II driver, started at \$B600.<2>,<3>

Apple contracted with an outside consultant, Bob Shepardson, to write much of the rest of DOS (though modifications were made by Apple programmers Dick Huston and Rick Auricchio).<4>,<5>,<6> Shepardson's group wrote the layers (parts) of DOS that later became known as the "File Manager" and the "Main DOS routines". The File Manager was the next layer in memory above RWTS. It started at \$AAC9 in memory, and was responsible for twelve higher level functions that dealt with files and the disk in general. These functions were OPEN, CLOSE, READ, WRITE, DELETE, CATALOG, LOCK, UNLOCK, RENAME, POSITION, INIT (format a disk and create an empty catalog track), and VERIFY. This set of routines, along with RWTS, would be similar to the file PRODOS in the current 8-bit disk operating system. It handled the disk at the file level, but knew nothing about BASIC.<2>,<3>

The next layer of code above the File Manager contained the Main DOS Routines. These routines started at \$9D00 in memory, and were responsible for interfacing BASIC with the disk. This layer would be similar to the file called BASIC.SYSTEM used today in the ProDOS system. Since neither

Integer BASIC nor Applesoft were specifically modified to handle disk commands, this part of DOS kept a constant look at any output PRINTed by BASIC. When a BASIC program was running, DOS looked to see if the character Ctrl-D (hex \$04) was printed immediately after a Ctrl-M (carriage return). If that sequence was detected, DOS assumed that the next text printed was a command for it. If a BASIC program was not running, then DOS examined anything typed directly from the keyboard. If it decided that a DOS command had been entered, it would execute that command. If the user typed a command that DOS recognized (such as "RUN PROGRAM" or "SAVE PROGRAM") but which resulted in a disk error, DOS 3.1 would generate an error message. On the other hand, if DOS did not recognize the command, it passed it on to the active BASIC for processing.

The final, uppermost layer of DOS was not a program code area but a set of memory areas called "buffers". One buffer was used by DOS for each open file. These buffers ordinarily started at \$9600 in memory.

Here is an example of how the layers of DOS interacted: When a user typed the command "LOAD PROGRAM" at the keyboard, DOS intercepted the statement. The Main DOS Routines determined that it WAS a legal DOS command. The File Manager was called to 1) OPEN a file named "PROGRAM", 2) READ all the bytes associated with that file into memory starting at a specific location, and then 3) CLOSE the file. The File Manager's OPEN command in turn instructed RWTS where to move the disk read/write head, and in what order to read the correct tracks and sectors to find the contents of the entire file, wherever it happened to be on the disk. Complicated, perhaps, but the only thing the user had to know was how to type "LOAD PROGRAM".

Finally, one piece of trivia: Why was the first DOS released for the Apple II called "DOS 3.1" rather than "DOS 1.0"? According to Steve Wozniak, it was Bob Shepardson's group that decided on calling it "DOS 3". It is unclear why Shepardson decided on "3"; possibly it referred to internal revisions done by Shepardson, or perhaps it was a modification of some DOS routines done for another computer that had used earlier version numbers.<2> (Note: DOS 3 was never actually released to the public; that version apparently had a few bugs left to fix, so "DOS 3.1" came with the first Disk II drives shipped by Apple to their dealers).

DOS 3.1 - MANUAL When originally introduced with the new Disk II drive in  
 "\*\*\*\*\*" 1978, DOS 3.1 had very little documentation. Because the demand for the disk drive was so great, the engineers at Apple had worked feverishly to produce enough working drives to begin shipping. They went out, although there was not time to complete a real manual on how to use the disk operating system. They did include a leaflet about some of the commands, but there were still, obviously, complaints. One letter to Apple president Mike Markkula made these blunt comments: "You [expletive deleted]. I bought an Apple with floppy and nobody, I mean nobody, in L.A. or San Diego knows how to use the [thing] for random access files. I really feel 'ripped off.' Everybody talks about this great manual in the sky that is coming out soon??? ... [more expletives]! I need this computer now in my business not next year. [Expletive]. I hope your dog dies."<7>

It was not until the release of DOS 3.2 in February 1979 that a true reference manual was made available. It was given the unwieldy title, "Disk II Floppy Disk Subsystem Installation and Operating Manual", and subtitled "Apple Intelligent Subsystems (part #030-0011-00)". It was all of 38 pages long, with weak jokes and typos, but not much else of

substance. Instruction on how to READ and WRITE text files was given in a mere ten lines, with no programming examples. The EXEC command was given a little more description, but was still unclear to many users. The manual also talked about " \*3D0G ". What it DIDN'T say was that this meant that the user was supposed to type "3D0G" from the Monitor prompt (to allow a return to the active BASIC with DOS connected).<8>,<9>

DOS 3.1 - FEATURES      A catalog of the DOS 3.1 System Master disk would  
 "\*\*\*\*\*"              produce this output:

```
I 007 HELLO
*I 043 APPLESOFT
  I 016 ANIMALS
  I 009 COLOR DEMOS
*I 004 MASTER.CREATE
*B 039 RAWDOS
*I 007 COPY
*B 007 COPY.OBJ
```

"HELLO" was the startup file executed when the disk was booted. It just displayed the following:

```
DISK II MASTER DISKETTE  VERSION 3.1

                          20-JUL-78

COPYRIGHT 1978  APPLE COMPUTER INC.
```

>\_

stopping at the Integer BASIC prompt. "ANIMALS" was an Integer program that gave an example of the use of disk files, and "COLOR DEMOS" was a disk version of a program that had earlier come on cassette. "MASTER CREATE" was a program that could be used to initialize a "master" disk. Using the binary file "RAWDOS", it executed the DOS "INIT" command, but put a version of DOS on the newly formatted disk that was relocatable.<10> When DOS from a "master" disk was booted on an Apple II, it first determined what was size of the memory, and then loaded itself into memory as high as possible. The INIT command properly formatted a new disk, but created what Apple called a "slave" disk; that is, the DOS loaded from a slave disk was fixed in memory to the same size as the computer on which DOS had been booted. In most cases this would not be a problem. However, the problem would surface if someone whose Apple II had only 16K of RAM shared a disk with a friend whose computer had, say, 32K of memory. Booting that borrowed disk would make the 32K computer appear to have only 16K of RAM (since it forced DOS to load at the highest location available to a 16K machine). A "master" disk was more versatile, being "intelligent" enough to adapt itself to differing memory sizes.

The Integer BASIC file "APPLESOFT" was interesting. It was a 43 sector file that appeared in a catalog as an Integer BASIC program (with the "I" filetype code). If you loaded the file and listed lines 10 through 80, there were lines that would produce the following text:

```
*****
*
*  APPLESOFT ][ FLOATING POINT BASIC
*
*                APRIL 1978
*
```



```
10 ON ERROR GOTO 1000
20 PRINT D$;"VERIFY FILE": PRINT D$;"OPEN FILE": PRINT D$;"READ FILE"
```

Other bugs in early versions of DOS 3.1 included not being able to initialize disks with MASTER.CREATE unless the disk controller was moved to slot 7. (Originally, slot 7 was going to be the disk slot, but Apple decided to change it to slot 6 and leave slot 7 for video cards. Why the various 80-column cards that were eventually released were made to go into slot 3 instead of slot 7 is anybody's guess). The A.P.P.L.E. user group had patches to MASTER.CREATE and RAWDOS to fix the slot 7 INIT bug, and the >255 line number bug in Applesoft.<11> Apple later released a modified version of DOS 3.1 that fixed these bugs (without changing the version number).

DOS 3.2 - ENHANCEMENTS As mentioned above, DOS 3 and 3.1 had a few  
 "\*\*\*\*\*" problems. When the Apple II Plus with the Autostart ROM was released, DOS needed to be updated to handle the changes. DOS 3.2, released in February 1979, contained several modifications, but retained 90 percent of the basic structure of DOS 3.1. One interesting change made to plan for the future was a doubling of the number of possible filetypes. The original DOS used "I" for Integer BASIC files, "A" for Applesoft, "B" for binary files, and "T" for text files. DOS 3.2 added types "S", "R", another "A", and another "B". Of those four types, only "R" was ever officially designated by Apple, and that for relocatable assembler object files.

DOS 3.2 included a program called "UPDATE 3.2", which worked much like the earlier program "MASTER.CREATE" in changing a "slave" DOS disk into a "master" disk. As time went by, and more users had their Apple II's fully populated with 48K RAM, the need for such a utility became less and less important.<12>

DOS 3.2 - FEATURES A catalog of the DOS 3.2 System Master disk would  
 "\*\*\*\*\*" produce this output:

- \*I 002 HELLO
- \*I 043 APPLESOFT
- \*I 018 ANIMALS
- \*B 009 UPDATE 3.2
- \*I 014 COPY
- \*I 009 COLOR DEMO
- \*B 003 CHAIN
- \*A 009 COLOR DEMOSOFT
- \*A 028 LITTLE BRICK OUT
- \*A 003 MAKE TEXT
- \*A 003 RETRIEVE TEXT
- \*A 010 EXEC DEMO
- \*A 010 RANDOM
- \*T 003 APPLE PROMS
- \*A 039 RENUMBER INSTRUCTIONS
- \*A 014 RENUMBER

The file "RAWDOS" that was on the DOS 3.1 disk was no longer needed, as its function was included in the "UPDATE 3.2" program.<10> As you can see, some of the files from the DOS 3.1 master disk were retained, but some others were added. There were now several Applesoft files, including a version of the color demonstration ("COLOR DEMOSOFT"), a smaller version of

the older Integer BASIC game "BRICK OUT" ("LITTLE BRICK OUT"), a couple of files to show simple disk access ("MAKE TEXT" and "RETRIEVE TEXT"), and a program to exhibit the use of random-access disk files ("RANDOM", with the file "APPLE PROMS"). There was finally a program ("EXEC DEMO") that showed how to use the EXEC command in DOS. Also found on this disk were two utilities for Applesoft. One made it possible to renumber Applesoft programs, and the other ("CHAIN") allowed linking between multiple Applesoft programs, retaining the value of any variables created by the first program. There WAS a CHAIN command built into DOS, but it worked properly only with Integer BASIC programs.

DOS 3.2.1 In July 1979, DOS 3.2.1 was released. This was merely a minor "\*\*\*\*\*" upgrade to make some patches to RWTS and correct a timing problem that caused the utility "COPY" to fail when copying disks with two disk drives. It also began a system disk version numbering system that persists to this day, that of adding a third digit to indicate a minor upgrade. (For example, GS/OS 5.0 changed to 5.0.1 with some bug fixes, rather than 5.1).<12>

This disk contained the new COPY program, and a program called "UPDATE 3.2.1", which worked just as "UPDATE 3.2" and "MASTER.CREATE" had previously. The update program was used to modify existing DOS 3.2 disks to the 3.2.1 version. As an bonus, Apple added some programs to this Master disk that were just for fun. All written in Integer BASIC, the games and graphics demonstrations included "APPLE-TREK", "THE INFINITE NUMBER OF MONKEYS", "BRIAN'S THEME", and "BRICK OUT" (which was an Apple II version of the arcade game, "Breakout"). The "HELLO" program displayed this when the disk was booted:

MASTER DISKETTE VERSION 3.2.1 STANDARD

31-JULY-79

COPYRIGHT 1979 APPLE COMPUTER INC.

[\*][\*][\*]

NEXT INSTALLMENT: DOS 3.3, ProDOS, & Beyond

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NOTES

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- <1> Deatherage, Matt. "The Operating System", THE APPLE II GUIDE, Fall 1990, pp. 117-125.
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- <3> Worth, Don, and Lechner, Pieter. Quality Software, BENEATH APPLE DOS, Reseda, CA, 1981, pp. 5.1-5.3, 6.4-6.8, 8.1-8.42.
- <4> Little, Gary. Addison-Wesley Publishing Company, Inc, EXPLORING APPLE GS/OS AND PRODOS 8, Reading, MA, 1988, pp. 2-4.
- <5> Little, Gary. Brady Communications Co, INSIDE THE APPLE //C, Bowie, MD, 1985, pp. 1-7.
- <6> Auricchio, Rick. (personal telephone call), Sep 4, 1991.
- <7> Moritz, Michael. William Morrow and Company, Inc, THE LITTLE

KINGDOM, New York, 1984, p. 211.

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<9> Bragner, Bob. "Open Discussion", SOFTALK, Nov 1983, pp. 51-52.

<10> Vanderpool, Tom. GENie, A2 ROUNDTABLE, Mar & Aug 1991, Category 2, Topic 16.

<11> Thyng, Mike. "Apple Source", PEEKING AT CALL-A.P.P.L.E., VOL. 1, 1978, pp. 7-8.

<12> Worth, Don, and Lechner, Pieter. pp. 2.1-2.3.

//////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////  
/ "I recently tested THREE stand-alone grammar checkers for use /  
/ at our newspaper office. I simply ran their own documentation /  
/ through them, and canned all three when they failed their own /  
/ tests. If the authors of expensive PC software don't believe /  
/ in using their own product, I don't either." /  
//////////////////////////////////// A.FASOLDT //////////////////////////////////

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

////////////////////////////////////

GENieLamp Information

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o COMMENTS: Contacting GENieLamp

o GENieLamp STAFF: Who Are We?

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\*\*\*\*\* on GENie on page 515. You can also find GENieLamp  
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On Internet our address is: GENIELAMP@GENIE.GEIS.COM

>>> GENieLamp STAFF <<<  
\*\*\*\*\*

GENieLamp o John Peters [GENIELAMP] Senior Editor/Publisher



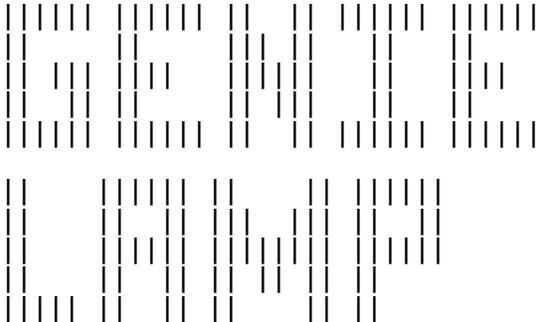
+ + + + + D + + + + + F + A + + + + +  
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+ + + + + A + + + + +

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[EOF]

=====
DOCUMENT almp9309.app
=====



Your
GENieLamp Computing
RoundTable
RESOURCE!

~ WELCOME TO GENieLamp APPLE II! ~
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~ PD\_QUICKVIEW: GIF.3200 ~
~ APPLE II HISTORY: DOS 3.3, PRODOS & BEYOND ~
~ HOT NEWS, HOT MESSAGES, HOT FILES! ~

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
~ September 1, 1993 ~

FROM MY DESKTOP ..... [FRM] HEY MISTER POSTMAN ..... [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE ..... [HUM] REFLECTIONS ..... [REF]
Fun & Games On GENie. Online Communications.
BEGINNER'S CORNER ..... [BEG] NEWSBYTES ..... [BYT]
Polishing Green Apples. PC Prices: How Low Can They Go?
PD\_QUICKVIEW ..... [PDQ] CowTOONS ..... [MOO]
GIF.3200 More Mootations.
THE ONLINE LIBRARY ..... [LIB] PROFILES ..... [WHO]
Yours For The Downloading. Who's Who In Apple II.

SEARCH\_ME ..... [FUN]  
Yours For The Downloading.

CONNECTIONS ..... [CON]  
Online Thoughts.

COMMUNICATIONS ..... [COM]  
Apple II History, Part 14.

APPLE II ..... [AII]  
Apple History, Part 15.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|  
|Name of sender CATEGORY TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

ABOUT GENie Effective July 1, GENie's non-prime time connect rate drops  
"....." to \$3.00 per hour, a reduction of 50% from the current rate.  
The monthly fee has been restructured, and moves from \$4.95 to \$8.95, for  
which up to four hours of non-prime time access to most GENie services,  
such as software downloads, bulletin boards, GE Mail, an Internet gateway,  
multi-player games and chat lines, are allowed without charge. To sign up  
for GENie service, call (with modem) 1-800-638-8369. Upon connection type  
HHH. Wait for the U#= prompt. Type: XTX99014,DIGIPUB and hit RETURN. The  
system will then prompt you for your information. Need more information?  
Call GENie's customer service line (voice) at 1-800-638-9636.  
.....

//////////////////// GENie\_QWIK\_QUOTE ////  
/ "true story: I was downloading a file the other day when /  
/ my phone line was hit by lighting. Just before it died /  
/ my modem said "\*&^%\$#@!" /  
//////////////////// G.MARON ////

[EOA]

[FRM]////////////////////////////////////  
FROM MY DESKTOP /  
////////////////////////////////////

Notes From The Editor  
\*\*\*\*\*

By Douglas Cuff  
[D.CUFF]

THE OTHER NEW YEAR Perhaps you are always acutely of what day it is, but  
\*\*\*\*\* I personally was astounded to realize that it's  
September already... the beginning of the academic year. The thought  
brings a smile to my lips. Do you realize that many teachers returning to  
school are just now learning about TheWorks, the supercharged AppleWorks  
project?

TheWorks isn't due for release until later this fall, but its features  
have been a hot topic since the project was announced last month. Some  
people have been lucky enough to see demonstrations of pre-release versions  
of "Quadriga", to use the project's code name, and they all rave about how  
you can't appreciate the program from cold lists of features. Despite the  
fact that it wasn't live, even the demonstration of Quadriga that I saw on  
the \_II Alive\_ video, "Apple II Review", was enough to make me enthusiastic  
about the program. We have a real treat in store, it seems!

KANSASFEST Of course, it must be fall, since KansasFest has come and  
\*\*\*\*\* gone. For the first time ever, I wasn't in a geographical  
position that required me to banish all thoughts of attendance from my  
mind, and yet I still couldn't attend. Not to worry, many of the A2 Gang  
did attend, and they weren't shy about reporting what went on, as you'll  
read in our THROUGH THE GRAPEVINE section.

Best of all, KFest organizer Tom Weishaar was heard to remark that  
he'd like to do it all again. While this isn't a commitment for a sixth  
KansasFest, it's more encouraging than the rumblings about this Fest just  
past being the last. Perhaps the organizers found the trimmed-back  
schedule more manageable. Let's all hope that we can meet in Kansas next  
year!

THE POOR MAN'S TRADE SHOW I was keening over being unable to attend  
\*\*\*\*\* KansasFest when my copy of the \_II Alive\_  
videotape, "Apple II Review" arrived in my otherwise empty post box. Aside  
from the exciting Quadriga preview mentioned above (and a brief engagingly  
shameless promotion of Quality Computers), this videotape features footage  
from Apple Expo West, which took place last April in San Francisco. While  
by no means a substitute for attending, the video did console me and  
intrigue me. So \*that's\* what Lunatic looks and sounds like....

SYSTEM 6.0.1 RELEASED TO THE PEOPLE Not long after the Apple II version  
\*\*\*\*\* of "hordes of people" had returned  
from KansasFest, IIGS System 6.0.1 was made available on GENie. Of course,  
System 6.0.1 was really released about a month before, but was only  
generally available through Resource Central. Now that it's more widely  
released, expect to hear the raves (and gripes) rolling in.

IS THAT A LETTER FOR ME? NOPE, GUESS NOT! All right, so I've pinched the  
\*\*\*\*\* subtitle of the HEY MISTER  
POSTMAN column. The point is that the cards, letters, and E-mail \*haven't\*  
been rolling in. I'd really like to hear what you think of GENieLamp A2,

and you haven't said a word to me. You don't love me any more!

I don't think you appreciate what a chance you're throwing away. This is only my second month on the job. I'm not set in my ways yet. (That comes the month after next... we editors acclimatize quickly.) Let me know what sweeping reforms you'd like to see. Let me know what parts of GENieLamp A2 I can't touch without starting a full-blown riot. Let me know there's someone out there!

These days, it's important to know that you're not alone.

GENie Mail: D.CUFF

Internet: d.cuff@genie.geis.com

>>> NOTES FROM THE PUBLISHER <<<

\*\*\*\*\*

~ By John Peters [GENIELAMP] ~

AND THE BIG NEWS THIS MONTH IS... For over a year now, Atarians have enjoyed graphics with their GENieLamp ST thanks to David Holmes and his revolutionary text reader, TX2. On the Macintosh side, Jim Flanagan has been releasing a graphics issue which has drawn nothing but praise for his efforts from everyone who has seen it. But for the IBM folks, the ability to show graphics in GENieLamp have been noticeably absent. That situation is about to change.

I am happy to announce that are now offering graphics support for the IBM platform with a new viewer called HyperRead by David Leithauser. Like the ST/TX2 and Macintosh graphics issue, HyperRead uses keypresses or a mouse to quickly jump to various articles in the magazine. Also, like the ST/TX2 viewer, HyperRead allows graphics to be incorporated within the text. Next month we will be offering screenshots of the PD\_Q and Mini\_Byte reviews for the IBM issue just as we do in GENieLamp ST/TX2. If you're interested in checking out GENieLamp IBM / HyperRead you can get your copy of GENieLamp IBM with the HyperRead viewer from the GENieLamp menu located on page 515.

Until next month...

John Peters  
GENieLamp/DigiPub RoundTable

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////////  
/ "BTW, I recently realized that at \$3.00/hour, or \$.05/minute, /  
/ GENie now costs less than a local pay phone call, which is /  
/ \$.20 or \$.25 for three minutes. Wild, huh?" /  
////////////////////////////////////// A2.LUNATIC //////////////////////////////////////

[EOA]  
[HEY]////////////////////////////////////  
HEY MISTER POSTMAN /  
////////////////////////////////////  
Is That A Letter For Me?  
\*\*\*\*\*  
By Douglas Cuff  
[D.CUFF]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<  
\*\*\*\*\*

- [\*] CAT5, TOP2 ..... Buy Apple stock?
- [\*] CAT5, TOP2 ..... License Apple IIgs System Software?
- [\*] CAT5, TOP3 ..... Favorite IIgs text screen colors
- [\*] CAT6, TOP10 ..... X-10 home automation on your Apple II
- [\*] CAT6, TOP15 ..... Flatbed scanner for IIgs?
- [\*] CAT10, TOP6 ..... Built-in dumb terminal in IIgs
- [\*] CAT42, TOP29 ..... Quadriga
- [\*] CAT44, TOP2 ..... KansasFest reports

>>> A2 POT-POURRI <<<  
\*\*\*\*\*

NO FILES IN ROOT DIRECTORY Because of the way ProDOS is designed, files in  
\*\*\*\*\* the root directory are almost impossible to  
recover. This is why it's always a good idea to use folders.  
-Bryan

(SOFTDISK.INC, CAT35, TOP7, MSG:45/M645;1)

PASSPORT HOUSE LETTER I guess everyone knows by now that  
\*\*\*\*\* "Incider/A+" has ceased publication. And current  
subscribers are being offered a choice of having the balance of their  
subscription filled with either "// Alive", the new Apple // magazine put out  
six times a year by Quality Computers or with "MacComputing".

But today, I received in the mail a letter from the Alliance  
International that said they were shutting down operations because of a lack  
of support from Apple // owners and developers. But the letter also announced  
the existence of still another new Apple // publication called "The Passport  
House Letter". Which publishes monthly at \$24 a year (12 issues). They can be  
contacted at:

The Passport House Letter  
P.O. Box 145  
Miles City, MT. 59301-0145

Is any one familiar with this magazine? This is the first I heard of  
it. (R.ROEHNER, CAT4, TOP11, MSG:87/M645;1)

>>>> I receive it and I'm very pleased with it. Its a 12-14 page  
\*\*\*\*\* newsletter about the Apple II development, product reviews, new  
product reports, and articles like 'The Great Disk Drive' which went into  
detail with just about everything you wanted to know about Disk Drives of all  
sorts.



And, little did I think, when I purchased it, that I'd be using it to print out a newsletter that would elicit comments like "You did that on an Apple IIGS?" and "Which Mac did you use to print that?"

-Joe Kohn

(J.KOHN, CAT12, TOP13, MSG:106/M645;1)

NO UPGRADE FOR TIMEWORKS PUBLISH IT      The response from Timeworks' Bob  
\*\*\*\*\*      Johnson....

> We have to write programs for (almost) the lowest common denominator.  
> Most Apple users do not have much more than 128K of RAM - we get calls  
> every day from users who don't even have IIE Enhanced machines. We have  
> to start explaining what "Enhanced" means and how to get it done.  
> There's only so far the program can go, and it's about there now.

> We can see the trend of Apple II hardware sales from our Apple II  
> software sales - the trend isn't up. A lot of time, effort & money goes  
> into a new piece of software - the developer has to see some potential  
> of gain in order to invest in new products. While there are still quite  
> a few Apple II's out there, I think you will agree that it isn't exactly  
> a growing market.

> As a sidebar - about a year ago, we had some questions about the new  
> GSOS. We called Apple & couldn't find ANYONE to talk to about the II's.  
> Nobody could even tell who to speak to. They might have still been  
> making IIGS's in December, but Apple was done with them long before  
> that, if our experience was any indication.

> We appreciate your loyalty and I wish I did have something new to sell  
> you, but I also don't want to get your hopes up for something that  
> probably isn't going to happen.

> Bob TTS

Oh, well, I tried.

<<<Lloyd>>>

(L.DEVRIES, CAT8, TOP18, MSG:56/M645;1)

>>>> I posted the last few posts concerning Publish It updates (?) to  
"\*\*\*\*\*" the AzApple BBS in Phoenix, AZ. Here's a response from Jerry Cline,  
of InTrec software, publishers of Proterm 3.1:

The guy is a good politician. He articulated the problems well and he is accurate in what he is saying.

Hypothetically, here is another way to look at it.

Perhaps another way the situation could be stated is to say: We can make the drivers available but engineering costs will be \$15,000 (or whatever it would cost to take a top flight engineer off of a paying project where that person is earning their way) and split the costs (plus a slight profit - \$3000 - to the company) to however many users would like to make a bid. They would have to develop, test and market the project. Say they sold 100 drivers, then each person would only have to pay just under \$200 for the driver. If it's justified, then maybe there is a case, but I doubt anyone will be paying anywhere near that for a printer driver on an Apple II. But the situation is more realistic.

But when a successful organization has a known active and highly competitive market to pursue (and a lot of engineers, marketing and management personnel to pay for) where just Apple Macintosh alone is 11 percent of an 11 billion dollar market (that is a one-billion-dollar-plus market if your math is rusty) that already encompasses 12 million homes and offices with 4 million being added every year, it makes the Apple II market look bleak. If PublishIt were making a profit on Apple II products, they would support it actively, they are just doing what any business does, following the profit margin. It's the name of the game. If they did any differently, their investors would get a rope. Apple Computer is in the same boat. Think about it.

The part about the lowest common denominator (128K) is the killer and the RAM is not all as usable as it is on Macintosh. That 128K figure is a "hard" number. Consider the Apple IIgs, (which isn't all that different from the Apple IIe), if you write for the GS, you narrow the market from the 6 million Apple II's that were sold (includes Franklin and Laser), to about only 1.25 million Apple IIgs sold and according to Roger Wagner Publishing, about 70% + of those are still in the education market. That leaves about +/- 50,000 in user's hands and a lot of those users are not active and are looking to other platforms (you should see our mail requesting ProTERM Mac).

It does not take a rocket scientist's mathematics to understand what market to concentrate on if you are a business and don't want to go broke.

As far as the statement about the Apple IIe being sold in schools? While it is still on the price list, I don't imagine sales are brisk -- Do you? Would you buy a new Apple IIe or how about a bridge in Brooklyn or perhaps some nice Moon property with "Earth-rise" and "Earth-set" exposure.

The choice is yours, check it out!

Let's see now, how does a user go about making a hardware buy?

Apple says, an enhanced Apple IIe with a composite (cheap) color monitor, disk drive, drive controller card, 128K memory, 80 column capability, is only about \$1300. Wow, what an earthshaker!

See the Apple product catalog and order yours now! 800/795-1000 - To top off this wild bargain Appleworks, a \$239 value is included on a floppy disk -- What a DEAL WHOA!!

-or- a few pages hence in the Apple catalog...

A Mac Classic with a color Trinitron color monitor, 4 megs of RAM, built in 3.5" drive, an 80 meg hard drive and expandable to vistas beyond... \$1173.

Which one are you gonna to buy? Gee that's a hard decision!

...<scratch head here and get splinters under your fingernails>

Uhhmm... could I see them choices again -- Huhm?

Jerry

(C.KERN1, CAT8, TOP18, MSG:63/M645;1)



to try this out. (I'll pay shipping.) If it works, then I'd be looking to buy one.

Any info on version? This has the potential to be a a very interesting development.

(B.MAPLES, CAT12, TOP22, MSG:1/M645;1)

INCIDER AFTERMATH I just read that MacComputing, the rag that was supposed  
"\*\*\*\*\*" to replace InCider was killed before it was even able to get its first issue on the stands. Seems the IDG was afraid that the fallout from the Apple layoffs and problems in the computer world made them decide to can the project because they could not get advertisers to advertise.

Maybe they should have stayed with their 65,000 (?) subscribers who own the dead II. Hmm..Apple drops the GS and then has to layoffs thousands, IDG drops the II and folds on a Mac rag. That will teach them to fool around with the Apple II gods!

II INFINITUM----->

Ron

(RON.ROYER, CAT5, TOP3, MSG:63/M645;1)

>>>> Tom Abrams - I guess that I was unofficially maintaining the  
"\*\*\*\*\*" inCider/A+ category here in A2, and it was for that reason that I (Shareware Solutions II) inherited category 28.

Facts...

- inCider/A+ ceased publication with the July, 1993 issue.
- A+ Publishing printed a single issue of Mac Computing.
- A+ Publishing had planned for Mac Computing to be a monthly publication.
- As of today, A+ Publishing will cease to exist.

---Joe Kohn -----

(J.KOHN, CAT2, TOP4, MSG:92/M645;1)

>>>> More Facts -

\*\*\*\*\*

- Cameron Crotty and Dan Muse now both work for MacWorld in San Francisco.
- Joe Kohn is publishing inCider: The Next Generation (well, sort of)
- Joe Kohn has just secured the rights to all his inCider/A+ articles.
- The first edition of Mac Computing is now a collector's item.
- The first subscription copy of Mac Computing was sent to the printers one hour before the entire staff of A+ Publishing was informed that they were going to be laid off.
- HangTime's real name is Bruce.

---Joe (whose real name is Joseph) Kohn  
(J.KOHN, CAT2, TOP4, MSG:94/M645;1)

APPLEWORKS GS AND SYSTEM 6 Claris \_did\_ release a new "Install" script for  
"\*\*\*\*\*" AWGS and System 6.0. I called the 800 number  
(or spoke to someone online, I don't remember) and they promptly shipped it  
to me. Works like a charm.

Jeff - Delivered by Co-Pilot v2.1.1 and TIC  
(J.CARR20, CAT17, TOP17, MSG:157/M645;1)

COPY II PLUS HARD ON HARD DRIVES |he problem with Copy II Plus is that it  
"\*\*\*\*\*" doesn't check the storageType of files  
when copying -- it just assumes that all files have a data fork and nothing  
else. I'm sure it also uses direct block reads and writes, with the end  
result being that when you tell it to copy a file with a resource fork, it  
looks at where the data fork is and copies that block by block, totally  
ignoring the resource fork. Luckily, the blocks used by the data in a  
resource fork are marked as "used" in the volume allocation map, so it won't  
copy any data fork-only files over on top of them. I suspect that its "zero  
disk blocks" function doesn't respect those "used" blocks, though (since it  
can't see what file uses them, it'd kill them), so that could possibly zap  
your files that have resource forks.

][n the end, I (like many others) just say DON'T USE COPY II PLUS ON A  
IIGS (unless you're trying to back up copy protected software, or are  
working with DOS 3.3). There are simply too many ways that you could  
accidentally damage or destroy important files.

== Lunatic (:  
(A2.LUNATIC, CAT9, TOP6, MSG:284/M645;1)

>>>> Using the "undelete" function of Copy II+ is one of the KNOWN ways to  
"\*\*\*\*\*" make your hard drive disappear. Sometimes, when you use that option,  
C2+, for an unknown reason, will trash block 0 and/or block 1 of your hard  
drive. This is a Bad Thing.

This refers to Copy 2+ v9.0, by the way (the most current version, so  
far as I know). Older versions don't do this, but they STILL shouldn't be  
used on or around a GSOS hard drive. The program is flaky, it is not really  
meant to work on hard drives. (It doesn't know, or care, that a HD is not a  
floppy.)

Actually, I have Copy 2 installed on MY hard drive, and I run it from  
there, but I ONLY use it on floppies. I NEVER use it on the hard drive, for  
anything. (In fact, come to think of it, I haven't used Copy 2 at ALL,  
haven't even launched it, in at least 2 years.)

Gary R. Utter  
(GARY.UTTER, CAT9, TOP6, MSG:296/M645;1)

WHO WROTE RESCUE ROVER? If Bill Heineman did this game, why does his name  
"\*\*\*\*\*" not appear on the credits that show up when you  
press the down arrow at the dog house, and go down into the hole where the  
bones are stacked? Exactly what did he do on this game?

Steve Weyhrich <IXOYE>--<  
(S.WEYHRICH, CAT34, TOP6, MSG:62/M645;1)

>>>> Bill took the IBM PC code and ported it to the IIgs. Then he tweaked  
"\*\*\*\*\*" it to make it playable on the IIgs. If you ever play the PC version  
you'll notice a difference.

Thanks to John Carmack we can play Rescue Rover on the PC. Thanks to  
Bill Heineman we can play it on the Apple IIgs.

Jay Jennings  
(PUNKWARE, CAT34, TOP6, MSG:63/M645;1)

CMS HARD DRIVE REPAIR For those of you that are looking for repairs or data  
"\*\*\*\*\*" recovery from CMS drives, I do them. Generally its  
worth repairing the drives, but if you have a CMS card that has gone bad it  
is generally more cost effective to replace it with an Apple DMA SCSI card.

For those of you out there who would like to contact me about repairs  
or just information I can be reached at:

Larry Beyer  
ADD ON II/B&D Computer Repair  
6115 S. Massasoit Ave.  
Chicago, IL  
60638  
1-312-735-9010 between 9:30 am and 1:00 pm Central time.  
(ADD.ON.II, CAT21, TOP5, MSG:23/M645;1)

LOST CLASSICS ADDRESS Should you wish to contact the Lost Classics Project,  
"\*\*\*\*\*" save the following information:

Timothy Tobin  
Lost Classics  
P.O. Box 4641  
Redondo Beach, CA 90278  
  
Internet: a2.tim@genie.geis.com  
GENie: A2.TIM

Timothy Tobin  
Lost Classics Coordinator  
(A2.TIM, CAT7, TOP1, MSG:9/M645;1)

DEACTIVATING HARDPRESSED I think it was mentioned earlier that the best way  
"\*\*\*\*\*" to go when doing backups is to inactivate  
HardPressed when backing up and when restoring. It turns out that there's a  
very good reason for that...

I was playing around with Apple's Archiver program, and discovered  
that it doesn't correctly set the filetype when restoring files. It  
creates it with the wrong auxtype, extracts the data, and then sets the  
auxtype to what it's supposed to be.

Well, guess what. If you extract a file compressed with HardPressed,  
and the auxtype is wrong, HP won't be able to tell that it's one of its own  
files. So, it'll try to compress it again. Depending on how it was  
compressed originally, it might succeed. The result is a file that's been

compressed twice, which tends to get real confusing real fast.

If you set HardPressed to "inactive", it won't try to compress the files being extracted, thus avoiding the problem. So, the original advice was good: turn HP off before backing up (to save space) and before restoring (to save your files!)

Hopefully Apple will fix Archiver someday...

- Andy

(FADDEN, CAT37, TOP3, MSG:202/M645;1)

>>>> BTW, don't forget that you can totally inactivate HardPressed by "\*\*\*\*\*" hitting 'H' while the system is booting... easier than marking it as inactive from the Finder or ProSel-16.

- Andy

(FADDEN, CAT37, TOP3, MSG:222/M645;1)

FINDER TIP Loren -  
\*\*\*\*\*

> if it's not the one you wanted to  
> have show up, you have to go digging with the mouse after all.

Nope--once you have established a letter by hitting it (e.g., "M"), you can bicycle through all the icons ("M's") with that initial with TAB. (But it IS an additional key used...Prosel IS still better, in that respect.)

Kirk Hollingsworth

(HOLLINGSWRTH, CAT2, TOP21, MSG:37/M645;1)

BRUNNABLE GAMES Seeing some of these BRUNable games gave me an idea.  
\*\*\*\*\* I first wrote a program that will load and run them as a SYS file that ProSel can pass the name of the BIN file to. Works! I'm adding parms to it so you can slow a GS or //e down to 1MHz. Maybe a few other options too. Kind of like SWCP for games.

The other program I wrote will turn any BIN file to a SYS file. And I don't mean it will just change the filetype. It sticks my header on it and relocates the code into the right place and jumps to it. Also works dandy. Any interest in these? Other ideas for them?

(G.TOLAR, CAT7, TOP15, MSG:45/M645;1)

RAMFAST SCSI TIP FOR SMALL-CAPACITY DISKS Get into the RF utility and format  
\*\*\*\*\* a disk but DO NOT PARTITION THE DISK. This will give you the maximum capacity. Now exit from the utility and when finder asks you to format or eject go ahead and format it from finder. Now pop the disk out and back in. It should go away and come back as the 1.44m or 720k disk. If you partition the disk then we use up 32k for a partition map.

Drew

(CV.TECH, CAT11, TOP16, MSG:152/M645;1)

A2 REAL-TIME CONFERENCES A2 RTC's Are Growing!  
\*\*\*\*\* With the new, lower rates, more and more people are stopping into the RTC for help with a all types of questions, or just to visit with the A2 Staff, and with each other. Because of this, we're



archive contain several related fonts? If so, what criteria should we use to group them?

Also, what kind of information should be in the description for each upload? I planned to include the actual font name, sizes, # characters defined, Font ID, type (bitmap/TrueType), and alphabet (Roman, Cyrillic, etc.). Do a search on keyword FONT and uploader A2.TIM for a couple samples. Is this acceptable? Would you like something else? If so, what?

Please keep in mind that this project I am undertaking will be a long-term project. New IDs will be assigned within a few hours to days, depending on circumstances, but clearing up old discrepancies can take up to a week or more per font, depending on the research needed. There are a couple hundred fonts (out of several thousand) for which I have questions, and I will likely need the Apple II community's help in resolving many of them, so please bear with me. :)

There are currently two topics for discussions of Apple IIgs fonts. This topic is one, and Category 23, Topic 11 is the other. To assist me, I would like to have this topic be used for general font questions, font uploads, etc., and reserve Cat 23, Topic 11 for official Clearinghouse traffic. What this means is that if you want an ID, please post the request in Cat 23, Top 11. If there is an ID conflict, or some specific font identification problem, it should be raised in Cat 23, Topic 11. If you want to know how a particular font looks, this topic (Cat 8, Top 17) is a good place for things like that. I don't want to be authoritarian about it, but it would really help me get this under control that much sooner. :) The sooner I get this under control, the more of my limited time I can devote to Lost Classics, and getting a Postscript Font utility for the IIgs. :)

Thanks for your help, and all your patience, as we finally get a responsive system for Font IDs in place. :)

By the way, the official mail address for the Resource-Central Font Clearinghouse is:

Timothy Tobin  
Font Clearinghouse  
P.O. Box 4641  
Redondo Beach, CA 90278

Internet: a2.tim@genie.geis.com  
GENIE: A2.TIM

Please feel free to pass this information on. Also, if you own Font Factory GS, please cross out the old name and address in the manual for the Clearinghouse and write this in its place. :)

Timothy Tobin  
Resource-Central Font Clearinghouse  
(A2.TIM, CAT8, TOP17, MSG:96/M645;1)

IMAGEWRITER CUT SHEET FEEDER Bill, I have a cut sheet feeder for my  
"\*\*\*\*\*" ImageWriter II. I bought it at my local Apple  
dealer.

LET ME TELL YOU and others, it is one of the best computer investments

that you can get -- and most people don't know about it.

Mine paid for itself in a year and one-half.

I can use all sorts of paper, even colored, and change at will without any delays.

My big saving is that I used the OTHER side of used sheets for printing out information that I am not sending anywhere. This re-cycled paper saves me a bundle (pun intended).

Every sheet, ALWAYS, feeds to the same spot. It is also perfect for printing on previously printed forms.

I can't say enough about it. Go get one --- YESTERDAY!

Gary Hayman -- (in printer's heaven)

(G.E.HAYMAN, CAT26, TOP6, MSG:180/M645;1)

GOOD DEALS ON SCSI HARD DRIVES I hope this is a good place to let Apple II users know about a good deal on a SCSI hard drive. In MacWeek, La Cie (a Quantum company) is offering a 170 meg Quantum ELS hard drive with a 5 year warranty for \$199 (internal mount) or \$249 for an external setup that includes a case and cable. The external model includes switchable "active" termination. The phone number is 1-800-999-1386.

I did some checking and there are a few caveats to be aware of. The case and its power supply are covered by warranty for 2 years, not 5. Also, the case is fitted with 25 pin DB-25 connectors instead of the more standard 50 pin Centronics type connectors. This should not present a significant problem, as they supply a 25 pin cable which can be used to connect the drive directly to any Apple II SCSI card or to a Mac. Other devices could be hooked up with a standard 25 to 50 pin cable, especially the cable that may previously have attached other devices directly to the SCSI card.

-- Bill Shuff ==

(W.SHUFF, CAT11, TOP10, MSG:121/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

SYSTEM 6.0.1 NOW ONLINE ][t's here! It's here! It's here! System 6.0.1 is now available for download in the A2 libraries! Just so you didn't miss the banner (and for those GEM and CoPilot people who may find it easier to pull file numbers and names out of BB messages than out of banners), here are the files:

- 21163 SYSDISK.601.BXY X A2-CENTRAL 930811 606336  
Desc: Main SYSTEM DISK for System 6.0.1
- 21161 SNTHLAB.601.BXY X A2-CENTRAL 930811 534400  
Desc: SYNTHLAB disk for IIgs System 6.0.1
- 21160 FONTS.601.BXY X A2-CENTRAL 930811 296448  
Desc: FONTS disk for IIgs System 6.0.1
- 21159 STOOLS2.601.BXY X A2-CENTRAL 930811 521984  
Desc: SYSTEM TOOLS disk 2 for System 6.0.1
- 21158 STOOLS1.601.BXY X A2-CENTRAL 930811 536192

Desc: SYSTEM TOOLS disk 1 for System 6.0.1  
21157 INSTALL.601.BXY X A2-CENTRAL 930811 520576  
Desc: INSTALL disk for IIgs System 6.0.1

The three files that you MUST HAVE for a complete System 6.0.1 installation are INSTALL.601.BXY, STTOOLS1.601.BXY and STTOOLS2.601.BXY. If you don't have a hard drive then you probably want SYSDISK.601.BXY, the self-booting floppy system disk. It's missing a lot of files that you may want to customize your system, though, like extra FSTs, drivers, Control Panels, etc. If you want those extras, you need to download the three main system disks anyway. A self-booting floppy system disk CAN be constructed from the three main system disks, but unless you have four 800K drives or equivalents (RAM disks, etc.), it's a real pain and it takes a lot of disk swapping.

How, in case you're wondering "Should I upgrade? Are there likely to be any problems with System 6.0.1 on my system?" here's the lowdown on most of the reported problems:

Font Manager bug & Pointless - Fixed with FixFontMgr, file #21061, FIXFONTMGR.BXY, in the A2 libraries

System folder "Magic Routing" bug - Not serious. Keep your System folder on the desktop and you'll never see it.

The folder/disk you just opened becomes deselected - Not a bug, just the way things work in System 6.0.1

When you close a window your icon selection changes to that folder/disk - Again, not a bug, just the way it works, now.

Bill Tudor's CDev Alias NDAs no longer work - Third party problem. (:

What's about it, folks! There have yet to be discovered any really major bugs in System 6.0.1 that don't have simple workarounds.

Why should you update your system to 6.0.1? Here's a few good reasons: The MS-DOS FST, Aliases and keyboard navigation in Finder, more bug fixes, a new fast RAM disk driver for /RAM5, and a whole bunch of extra little new features and tweaks.

I say it's definitely worth the upgrade. Figuring out the cost to you, each disk other than the self-booting system disk should take well less than 45 minutes to download -- at \$3.00/hour, that's less than \$2.20 each! How can you afford NOT to upgrade?

(BTW, I recently realized that at \$3.00/hour, or \$.05/minute, GENIE now costs less than a local pay phone call, which is \$.20 or \$.25 for three minutes. Wild, huh?)

-- Lunatic (:  
(A2.LUNATIC, CAT9, TOP6, MSG:351/M645;1)

>>>> And just a reminder -- if you already have all the disks from "System 6", you DO NOT need to download the System 6.0.1 Fonts or SynthLab disks. There were NO changes to Fonts and the only change to SynthLab was that it was linked with a different linker (no changes to the actual program code were made and the program behaves exactly the same as the

6.0 version).

(QUALITY, CAT9, TOP6, MSG:352/M645;1)

6.0.1: FONT MANAGER BUG DETAILS As some of you may know, System 6.0.1 and Pointless 2.0.1 don't work together too well in some cases (specifically when you select Choose Font for a font that has no bitmaps.)

Well, Nathan Mates (our summer intern) found that the problem had nothing to do with Pointless and could be duplicated even without Pointless installed. The problem will crop up anytime you do a ChooseFont for a font that is not installed in the System.

For example, say you create a document in AWGS using a font called "DingDong". If you then open this document on a different system that doesn't have DingDong installed ChooseFont will crash.

Nathan has written a patch program that is very simple and very cautious. It will only work with Font Manager v3.4 (which is what ships on System 6.0.1).

I'll be uploading it to the A2 library in just a few minutes....

Bryan

(BRYAN.ZAK, CAT9, TOP10, MSG:1/M645;1)

>>>> (And we'll have another patch program available shortly once we get confirmation from Apple... ;-)

Bryan

(SOFTDISK.INC, CAT9, TOP10, MSG:3/M645;1)

>>>> No, this bug is only in Font Manager 3.4 -- which is part of System 6.0.1.

The patch program is VERY cautious. First it checks for Font Manager 3.4, and then it checks a series of bytes to make sure it hasn't already been patched. And, the patch is only in memory -- not on disk, so nothing is permanent.

Bryan

(SOFTDISK.INC, CAT37, TOP4, MSG:218/M645;1)

6.0.1: FINDER MAGIC ROUTING BUG Unfortunately, yes, this is a bug. It was discovered shortly after 6.0.1 went final and it was (as usual) non-trivial to fix. The simple solution is to not route files from the desktop. Urgh.

Jim "who was really annoyed when this one was found a few months ago" Murphy

(MURPH, CAT9, TOP3, MSG:209/M645;1)

6.0.1: COMMON INSTALLATION PROBLEM There is also a problem (not a bug) with the SCC.Manager. If you use "Easy Update" all the AppleTalk files are also copied to your system disk. When you boot, the SCC.Manager checks to see if AppleTalk is active and if slot 1 or slot 2 are set to "Your Card" and slot seven is set to "AppleTalk." If not you will get a message stating that AppleTalk is not active. If you are not

using AppleTalk all you do is hit return. The problem is that each time you boot you will get this message and you will have to hit return every time you boot.

Fix 1. If you do not use AppleTalk and do not anticipate using AppleTalk, remove SCC.Manager from your Driver folder and stick it in the trash.

Fix 2. If you are like me and use AppleTalk only during printing to my LaserWriter and Postscript, move SCC.Manager out of the Driver folder when you are not printing. Just remember to move SCC.Manager back into the Driver folder as part of your printer setup routine. It works for me.

-Mel (MelSoft) Fowler  
(MELSOFT, CAT9, TOP6, MSG:353/M645;1)

>>>> |his error message is usually caused because at some point in the  
"\*\*\*\*\*" past you installed the SCC.Manager file in your Drivers folder. This file now generates "The selected AppleTalk Connection could not be found" error message in System 6.0.1 if you don't have AppleTalk. Simply remove the SCC.Manager file from your Drivers folder and this error should go away. If you want to be more sure and do it the official way, or if removing the SCC.Manager file doesn't get rid of the error message, simply launch the Installer, hit the "Customize" button, select the "Network: AppleShare" script from the list, and then hit the "Remove" button.

-- Lunatic (:  
(A2.LUNATIC, CAT9, TOP14, MSG:1/M645;1)

6.0.1: THIRD-PARTY BUG You missed the bug in AppleWorks GS, where the  
"\*\*\*\*\*" Save As dialog does not remember which volume and directory the file was loaded from. It will result in files being stored on the wrong volume (and being "lost") unless one realizes the path is wrong and resets it.

My workaround is to use Kangaroo to get back to the original directory.

Glenn  
(G.W.HOFFMAN, CAT9, TOP6, MSG:356/M645;1)

>>>> |hanks, Glenn! I think that's another third party bug, though,  
"\*\*\*\*\*" especially since I haven't heard any reports of it showing up in other programs. The only reason I included the third party bug in CDev Alias is because that's more of a system-wide problem (happens in all desktop programs) and people may have thought that it was actually a system bug because of it.

-- Lunatic (:  
(A2.LUNATIC, CAT9, TOP6, MSG:357/M645;1)

6.0.1: 5.25" DRIVERS GLITCH ( )k, I understand your problem, now. What's  
"\*\*\*\*\*" happening is that whenever GS/OS detects the FIRMWARE for a 5.25" drive in a slot, it then assumes that there are two drives connected to it. It does this because there is no way for it to reliably be able to tell if you actually have one or more drives connected in that slot. So you don't actually have to have a drive connected. With your system, GS/OS \_always\_ see the firmware for a 5.25" drive in slot 6, whether the slot is set to "Disk Port" or "Your Card." The only way you can keep

those 5.25" drive icons from showing up in Finder on your system is to do as Udo suggests, and deactivate your 5.25" drive driver.

-= Lunatic (:  
(A2.LUNATIC, CAT9, TOP10, MSG:16/M645;1)

>>>> Note that this will ONLY affect GSOS. Your 5.25 will still be "\*\*\*\*\*" available to all P8 applications, so you can easily drop into something P8 to copy files from/to the 5.25.

(GARY.UTTER, CAT9, TOP10, MSG:17/M645;1)

>>>> >Do you have a better suggestion?  
\*\*\*\*\*

\_/-\actually, yes. Buy an adapter cable for your 5.25" drives so you can plug them into the SmartPort on the back of your GS (or into the back of the 3.5" drives you may already have plugged into the SmartPort). Remove the 5.25" drive controller card from slot 7 and move your RamFAST to that slot. Now, your GS will run cooler, you'll be able to disable your 5.25" drives from ALL programs by setting slot 6 to "Your Card," and you could even sell your 5.25" drive controller card and get back more money than the adapter cable cost you.

]--[mm. In your later messages I see that you're using AppleTalk. You can set your slot 7 to "AppleTalk" and slot 2 to "Your Card" and you should then be able to plug your RamFAST into slot 2. (I know this works with the Apple SCSI cards, I'm not so sure if the RamFAST supports slot 2 as well as 5, 6, and 7, though. I'm sure there are plenty of RamFAST owners here who can clarify this, though.) If you're using ProTERM 3.x, it will ignore the actual setting of slot 2 and continue to work fine with a modem plugged into the modem port, as long as you tell it that you're using that modem port (it talks directly to the port hardware). Most other telecommunications software (including the AOL software, I'm sure :) won't do this.

(A2.LUNATIC, CAT9, TOP10, MSG:31/M645;1)

>>>> Tim, why don't you try this instead:  
\*\*\*\*\*

Fm: Matt Deatherage 76703,3030  
To: Ray Merlin 71435,1071 (X)

> Maybe it was decided that it's better that two icons appear  
> instead of none at all.

That's exactly correct, Ray. There is no reliable way to detect 5.25" drive presence, so now 6.0.1 doesn't try at all. Every slot looks like it has two drives, so that's how many the driver reports.

If you only have one, changing the low nibble of the driver's auxtype to \$1 should prevent it from trying to find a second one.

Ken Lessing

(K.LESSING, CAT43, TOP8, MSG:193/M645;1)

6.0.1: MINOR BUG? I just found what looks like a minor bug in System \*\*\*\*\* 6.0.1. If you use the slots control panel and set slot 1 to be modem, and then go to the printer port control panel, the mode still says printer though it appears that the mode is in fact modem. Is this a bug or a change in the way the cdev is supposed to work? I thought, in prior versions, that the printer port cdev always referenced slot 1 and the modem

cdev always referenced slot 2 the way the CDA's do.

Don Elton (delton) or delton@pro-carolina.oau.org  
(DELTON, CAT5, TOP5, MSG:35/M645;1)

6.0.1: ALIASES I've also used the idea of putting a single Alias folder on  
"\*\*\*\*\*" the desktop so that I can open folders and launch apps  
easily. However, instead of having the Alias folder itself be located on a  
ProDOS partition, I have it located on my HFS partition. This allows me to  
name the aliases within the folder with more useful and descriptive names  
than ProDOS allows. It is very nice to have all of the items displayed in a  
nice list (like in name order), but to actually have them being displayed in  
small icon format. One trick to doing this is to open the folder, display in  
name order, select all items and drag them onto the desktop, then change the  
view to small icon, then select all of the desktop items and drag them back  
into the folder window. Now they will be displayed in small icon format, but  
lined up in one nice column, just like viewing by name, except that the whole  
name should be visible.

Also, I am noticing one perhaps minor bug in 6.0.1. I have two 3.5" disk  
drives. If I have a disk in each and select both disks and drag them  
into the trash, Finder SHOULD eject both disks. Under 6.0.1 (on my system  
anyway) if the disk in drive 1 has an open window, then the second disk will  
not be ejected. Also, any open windows that the second disk may have will not  
be closed. This is hardly earthshaking, but I'm curious if anyone  
else has seen this. Brendan Bellina  
(B.BELLINA, CAT9, TOP15, MSG:149/M645;1)

>>>> I have, I just went and tried it, and you're right, the second disk  
"\*\*\*\*\*" doesn't eject, or close windows. :)  
(GARY.UTTER, CAT9, TOP15, MSG:150/M645;1)

>>>> Brendan: Why are you dragging files in and out of windows to  
"\*\*\*\*\*" alphabetize them? Just use "Clean up by Name": leave the View set to  
Small Icon, and hold down the Option key while you select Clean Up from the  
Special menu.  
(QUALITY, CAT9, TOP15, MSG:151/M645;1)

MORE ABOUT EASYMOUNT AND ALIASES Easymount allows you to make Mac style  
"\*\*\*\*\*" "aliases" of applications, directories,  
and volumes (and if you have Appletalk, it will easily mount those Appletalk  
volumes). It is a Good Thing. Keep it, learn to use it.:)

Gary R. Utter

(GARY.UTTER, CAT2, TOP21, MSG:15/M645;1)

- >>>> 1. With EasyMount installed in the FinderExtras folder, you have  
"\*\*\*\*\*" access to its capabilities.
2. When you select the icon for an application, a folder or a volume,  
you can go to the Extras menus and select EasyMount, which will make an Alias  
of the item. You can also hit OpenApple M to make an alias. (And that is  
easier. :)
3. An Alias can be opened just like the original item, be it folder,  
file, or volume. (but again, only application files).

4. An Alias has the file type E2 FF. You can use an Icon Editor to set icons to match a particular Alias just as you can any other file (and you don't need to set an "application pathname").

5. You can put an Alias anywhere; when you click on it the file, folder or volume it represents will open, no matter where it may be (as long as it is online).

I don't know what else to tell you, but someone will probably have more.  
:)

Gary R. Utter

(GARY.UTTER, CAT2, TOP21, MSG:25/M645;1)

>>>> I was able to install SYSTEM 6.0.1 with no problems at all (so far).  
"""" I have a ProSel-16 screen item called FINDER, which takes me there. Once there, open the SYSTEM folder and highlight your ProSel.16 or START, depending on how you setup ProSel-16 (in other words, highlight the file name that is your ProSel-16 main program). Then go to EXTRAS and open EasyMount. This allows you to ALIAS your ProSel-16 module. Save it, find it, drag it to the desktop and you have your easy way back to ProSel-16 from FINDER.

Chuck

Charlie's AppleSeeds

Distributor, ProSel-16 v8.84

(A2.CHUCK, CAT30, TOP2, MSG:208/M645;1)

MORE ABOUT QUADRIGA'S FEATURES Hello people. I finally got around to  
"\*\*\*\*\*" joining this topic. As Quadriga project manager, I'm excited, stressed out, enthusiastic and bummed all at the same time. Excited to see my vision becoming reality, stressed due to all the time and effort involved, enthused to see the interest, and bummed that it's not ready to ship yet. Of course, it's not late yet, either, but it's been an obsession since early in 1993, and there's still a lot to do.

As for the name, it will always be "Quadriga" to me, just as AppleWorks 3.0 is still "Spike" in my mind, and resides in "/HD/SPIKE" on my hard drive.

A few tweaks to the feature list are in order. The alarm clock likely won't make it into this version. Some other features to add to the list include:

- three clipboards (separate one for each app- WP, DB, SS)
- full editing of all three clipboards
- mouse support included
- screen blanker included, with fancy screen saver disk to follow later
- file lists (Add/Delete...) support arrange by size, date, type, name
- file lists support OA-D to switch desktops, OA-Y to eject 3.5 disk
- WP special codes are unique to each printer instead of being global
- WP find and replace can be restricted to whole word matches
- DB records can be 2560 bytes instead of 1024
- DB sorts can be case sensitive
- DB can list matching categories in another DB file
- DB categories can all be formatted for decimal places, justification, etc.
- DB single record layout can have multiple pages per record, and can include background text along with category data
- SS adds exponential notation formatting
- SS now supports OA-R Replace text or numbers

There are many more little features, such as displaying category widths when editing DB multi-record layouts and showing coordinates when editing single record reports. We don't have the patience to enter every single little "tweak" here, but your AW will improve as a result.

(BRANDT, CAT42, TOP29, MSG:23/M645;1)

>>>> > I am wondering is if the "older" TimeOut modules will  
"\*\*\*\*\*" > continue to work?

The old TimeOut modules still work great under The Works.

Yes, we are already taking advance orders, and there is a perk for ordering early. Everyone who orders early will receive a video tape highlighting some of the excellent new things you can do with the Works.

Walker

(W.ARCHER2, CAT42, TOP29, MSG:33/M645;1)

>>>> How about importing TheWorks 4 files into programs like Publish.It! 4  
"\*\*\*\*\*" and GraphicWriter III. Will they work with the 'current' editions of those two programs? (I'm talking AWP files here)

Will Sneeze 2.2 and File-A-Trix be able to still display them?

Gary Hayman - Greenbelt, MD (w/GEM v 4.21)  
(G.E.HAYMAN, CAT42, TOP29, MSG:57/M645;1)

>>>> Hi kids! I'm back from KFest, and despite minutes of sleep since  
"\*\*\*\*\*" yesterday, I'm trying to get caught up. It was great to see old friends whose names I can't list for fear of forgetting someone due to sleep deprivation. Anyway, on to the issues at hand.

File Librarian is due to be included with Quadriga. Envelope Addresses likely will be automatically upgraded. Virtually all TimeOuts will have to be modified, although the installer will make it automatic and easy.

re: sorting in German

I'll probably provide some docs for someone to write appropriate sort routines for any languages. I believe a simple 2-string compare routine is all that will be needed. Thanks to Jerry for the idea.

re: numbered categories

The AppleWorks numbered menu bar routine is limited to 30 entries, hence DoubleData and Quadriga can't use it for accessing 60 categories. It shouldn't take long to get to a desired category considering you can use OA-9, or OA-Up or OA-Down to get near in a hurry before finishing with Up or Down arrows. Someone could write a menu macro that could accept a numbered input and then move down to the write position. As for your 15,000 record DB file, you'll be able to find a sorted record in less than a second now.

re: dates

If you read the feature list given in this topic you should have noticed that the SS supports new Date and Exponential format options. The Julian math you referred to is possible in both the SS and DB now.

The DB can display dates from 1000 to 9999 and sort them chronologically. Centuries are optional, so a date can be "Jul 24 93" or "Jul

24 1993". (Other dates are also possible...)

re: WP backwards compatibility

It's possible that some files will load, but that always makes it harder to add features. I'll try to allow bland files to be accessible by AW 3.0, but eventually those stuck in the past may have to settle for ASCII exchange.  
(BRANDT, CAT42, TOP29, MSG:50/M645;1)

>>>> > sorting  
\*\*\*\*\*

You don't have to think in reverse order if you're using AW 3.0, only if you're doing multiple single sorts.

As for expanding the SS edit area, it's a bit late for that now, but we'll put it on the "Possible 5.0 Features, If 4.0 Is Wildly Successful" list.

TotalControl has been improved and included, except for the pop-up calculator which isn't around any more. Everything else is better.

re: other programs importing

Obviously other software will have to be modified to load any "4.0-only" files and will work the same as ever on files retaining 3.0 compatibility.

re: DIF

Greg, I basically don't have a clue about DIF and don't know why anyone would use it anyway, so you'll need to enlighten me on that one.

re: Returns and Tabs in finds

Udo, I'm trying to enhance the find capabilities of AW. One problem with Returns is that they aren't stored in the file as characters, making it a bit trickier, but we'll see what can be done.  
(BRANDT, CAT42, TOP29, MSG:62/M645;1)

>>>> Quadriga allows you to insert or delete categories without destroying  
\*\*\*\*\* the layouts. It will also offer a "pages" option in SRL (single record layout) in which not all categories have to be displayed. Report label formats are expected to allow up to 60 lines so that a maximum record could be displayed with one category per line.  
(BRANDT, CAT17, TOP9, MSG:122/M645;1)

>>>> Most TimeOut modules will need to be upgraded, but the Quadriga  
\*\*\*\*\* installer will handle most of them, so you won't need to send away for a bunch of upgrade disks. Some are obsoleted, and some we just don't know about yet, but our goal is to make it a one-time installation.  
(BRANDT, CAT42, TOP29, MSG:80/M645;1)

>>>> OmniPrint and Outliner will need to be updated to work with Quadriga-  
\*\*\*\*\* modified AppleWorks.  
(BRANDT, CAT42, TOP29, MSG:97/M645;1)

>>>> Good news for SEG.AM (aux slot memory) users. I just crushed the bug  
\*\*\*\*\* which kept Delete and OA-Delete from properly killing carriage returns at the end of a line to pull up the following text line.

Bad news for everyone: due to time constraints, we've had to abandon a couple of DB features. Single record layout will not have a pages/background text in this version. There will be some speed/cosmetic improvements, but a

single scrolling page will have to do for now. If 4.0 is a rousing success, wild stallions couldn't keep us from implementing this in 5.0.

(BRANDT, CAT42, TOP29, MSG:78/M645;1)

>>>> >mouse support  
\*\*\*\*\*

The same as with Ultra. Scrolling and selecting menu items is supported, but no new pull-down menus at this time.

Windowing would be nice, but not in this version. No time.

DeskJet support is expected to be about the same as was available with SuperPatch, offering Landscape and Portrait printer definitions.

(BRANDT, CAT49, TOP22, MSG:112/M645;1)

>>>> About 4-5 years ago, I got a disk from Don Aquilino (sp??) that  
\*\*\*\*\* somehow added pull-down menus to AppleWorks Classic. I never quite got used to using it, but I know I still have it around here somewhere, and remember that Don was selling it at an AppleFest in San Francisco.

At that time, Don was involved with Dave Gair and the AW Programmer's Association. Unfortunately, I haven't kept up with them in years.

Is anyone else familiar with Don's AppleWorks add-on that added mouse driven pull-down menus?

Joe Kohn

(J.KOHN, CAT42, TOP29, MSG:117/M645;1)

>>>> > We're shooting for an October 1 release date for the Works. Ultra  
\*\*\*\*\* > 4.3 should ship soon after (compiler, debug, options, samples,  
> etc.)

If I were to buy The Works, would I still want to upgrade to Ultra 4.3? Ultra 4.3 is for AW 3.0, right? Wouldn't every feature Ultra 4.3 gives AW 3.0 already be in The Works 1.0.0.0?

<<<Lloyd>>>

(L.DEVRIES, CAT42, TOP29, MSG:122/M645;1)

>>>> Wrong. Ultra 4.2 is for AW 3.0 and ULtraMacros 4.3 is for The Works  
\*\*\*\*\* 1.0.0.0. All that the Works includes is a macro \_player\_. Ultra 4.3 adds a macro compiler, debugger, options and the ability to record macros.

(BRANDT, CAT42, TOP29, MSG:123/M645;1)

>>>> Can this Ultra 4.3 upgrade be ordered now? Where? I've already  
\*\*\*\*\* placed my order for Quadriga with Quality, and would prefer to do all the installing and learning at once rather in stages. I don't always get around to the next stage!

I purchased Ultra 4 from JEM, but haven't gotten around to really learning it since 3.1 works so well. I planned to make the move this summer when I have time to read manuals and the lessons in Timeout Central, but Quadriga was announced. It seemed "inefficient" to bother!! (Inefficient sounds better than lazy or dumb.) Or should I be studying like crazy now so that I'll be properly prepared for Quadriga??

\*\* Marie Barry \*\*

(M.BARRY2, CAT42, TOP29, MSG:124/M645;1)

>>>> Marie, there are several other things you can do besides the  
"""" Converter macro to prepare Ultra 3.1 macros for Q.

Required:

- Change Launch "Ultra.System" to Launch "um4.0.system" (required; but be prepared to change it again)
- Change \$0="Macro Compiler" to \$0="U4 Compiler"  
Change \$0="Macro Options" to \$0="U4 Options" (but be prepared....)
- Change & "Path" to .setdisk (required)
- Change Onerr Stop to Onerr Endmacro (required)

Optional (the old ways still work):

- Add Titles for a SA-ESC list and Labels to name your project (optional; SA-ESC does not work in default macro set in Ultra 4.2, but it does in Q)
- Change Down Down Down Down Down Down to (Down) 6 (optional)
- Change Msgxy to .writestr (optional, msgxy still works)
- Eliminate all msgxy 0,128's, if all msgxy's are converted to .ws's
- Change { comments } to // Comments (optional)

That should take care of it.

(B.CADIEUX, CAT42, TOP29, MSG:127/M645;1)

WHITHER GS/OS? Hmmm! It is illogical for Apple to continue to develop  
"""" GS/OS given that they no longer even officially SELL the machine that it runs on. Although development of GS/OS probably accounts for a very small portion of Apple's operating budget, none-the-less, it seems foolish to spend ANY money at all on it. Therefore, I've gotta ask the question, 'What does Apple get out of continued development of GS/OS?'

Is it goodwill? Very doubtful. Is it a belief that GS/OS will ultimately turn GS users into MAC users? Hardly worth the cost anymore. Those who would be converted HAVE BEEN converted. Is it R&D? Any research and development for the MAC can be done ON the MAC, not on the GS. Is it a way to keep some people at Apple employed? Nope. If Apple had wanted to cut positions during the recent layoff, a logical place would have been in the Apple IIgs development group. Is it a bureaucratic oversight? Perhaps, but unlikely.

Next question: Why bother to develop an Ethernet interface and MS-DOS compatibility for GS/OS? Is it because Apple, in their benevolence, wants to provide GS users with as much utility as possible before they abandon the platform altogether? Come on! Then why are these things being done?

The only conclusion I can come up with is that Apple plans to license GS/OS along with the MAC system software.

J-Bird <<MAYBE WE AIN'T SEEN THE LAST GS YET!>>

(J.CURTIS8, CAT5, TOP2, MSG:233/M645;1)

>>>> Jay, I agree that's an interesting, and logical, conjecture. If true, """" it would give a LOT of people in the A2 community a LOT of hope for the future.

But, I submit to you: True enuf, System 6.0.1 came out as promised, but do we have any CONFIRMATION on System 6.1? Re: the Apple II Ethernet Card, has ANYONE heard of the current status of this product?

Furthermore, has anyone heard of the current status of the Apple II group (whatever it's called this week?), esp. in light of the recent layoffs and the drop in Apple stock and the rumors that Apple's financial difficulties may force a cut in R & D?

Inquiring minds need to know.....

TTFN, Larry ;-))  
(L.FAUST2, CAT5, TOP2, MSG:235/M645;1)

>>>> Apple will not license the GS System Software. Period.  
""""""  
(SOFTDISK.INC, CAT5, TOP2, MSG:236/M645;1)

>>>> RE GS/OS: actually, I got to thinking a few nights ago that as a  
"""""" means of "porting" the Mac environment to other hardware, GS/OS is Apple's Great Experiment (a successful one, IMHO). The Mac was built to support the interface concurrently, whereas the IIgs brought with it some of the Apple II (pre-GUI) baggage.

What Apple will license, if anything, is the user interface as a portable environment. It won't be either the Mac or IIgs OS since both are somewhat synergistic with Apple-designed hardware.  
(WIZARDS.MUSE, CAT5, TOP2, MSG:243/M645;1)

>>>> Jay,  
""""""

Good questions. The only reason I think they keep upgrading GS/OS is to be nice to us. At the financial and save-face level, it's probably the least expensive way to make sure Apple can refute any claims that it has dropped support of the Apple II. But, I'll bet there are also a few softies in upper management who cut their teeth on either using or marketing the Apple II and can't stand there watching it get axed. There are many people I know who work for Apple who have a lot of respect for the entire Apple II series.  
(MORGAN-DAVIS, CAT5, TOP2, MSG:244/M645;1)

>>>> From the "News" section of Windows magazine, by Paul E. Schindler  
"""""" Jr.;

According to an Apple senior vice president, Dave Nagel, all of Apple Computer's proprietary software will be available under Windows as soon as possible...

Nagel, who heads the Software Architecture Division and Advanced Technology Group, said that in the future, "there will be no more single-platform services. We will strive to make our releases near simultaneous on all platforms."

...In 12 to 18 months, AppleScript and QuickDraw will be available for Windows, Nagel said. Eventually, all Apple systems software - scripting, networking, and multimedia - will be available on as many platforms as possible, he added.

Even Apple's crown jewel - the user interface it has so zealously

protected in the courts and elsewhere - will be available on UNIX systems by year's end.

(R.WINSLOW3, CAT5, TOP2, MSG:245/M645;1)

WHAT ABOUT SYSTEM 6.1? > I don't remember the degree of certainty he used,
> but Matt definitely mentioned online the
> possibility of 6.1.

Sorry, but I don't know how many times I've said this, but Matt does not, and has never worked in the Apple II engineering group. He doesn't make the decisions on what gets done (and neither do I, for that matter). The only person who can be expected to make statements regarding what we're doing is Tim Swihart, my manager at Apple. He, to the best of my knowledge, has never mentioned that we will be doing a 6.1.

Jim

(MURPH, CAT5, TOP5, MSG:15/M645;1)

>>>> |he only mention I recall from anyone at Apple about a "6.1" or
"something like it was along the lines of "we'd like to be able to do a full minor version change for the last version of the IIGS system software."

People then started assuming things, and we all know what that turns us into....

== Lunatic (:
(A2.LUNATIC, CAT5, TOP5, MSG:16/M645;1)

FLATBED SCANNER FOR IIGS? AppleScan.GS is a 320 mode GS/OS App. It has digitizing ratio from 75 dpi to 300 dpi in grey scale, half tone, and line art modes. The version number is 1.0d1. It was written by the Apple II System Software development team in 1990 or 1991, I think. The only place I have seen it is on the Apple Developer Group System 6 CD-ROM. It looks pretty good to me. :)

Our users group got the CD-ROM in the System 6.0 six-disk mailing. There are lots of other little goodies on the CD-ROM, but most are pre-release versions and betas. I'm sure that if you posted a message in the A2Pro area asking about the Developers CD-ROM, someone there could tell you where to get one for yourself. That is if there are any left.

/ \ GS.Ozoneman - IIGS Forever!
\ / 3 ----=> Delivered by GECopilot 2.1.1 & ProTERM 3.0

(GS.OZONEMAN, CAT6, TOP15, MSG:23/M645;1)

>>>> I too would be interested in buying a Flatbed Scanner if it had the software support (OCR). My question is this, how does one hook up a flatbed scanner? I thought it hooks to the SCSI port on Macs. I remember seeing something in the CVTech area that the RF will not (ever) support anything other than a storage device.

(B.HANDLER, CAT6, TOP15, MSG:27/M645;1)

>>>> There is a driver that comes with System 6.x that will allow you to run an Apple flatbed scanner on the IIGS. It just becomes another device in your SCSI chain. At this point there is no OCR program written for the IIGS and a flatbed, as far as I know. There is however a graphic screening program that appears to make SHR graphics of whatever you scan in.

I haven't seen this program work and have been told by a friend that the program has a saving problem, "it won't do it", or at least that's what he said.

(GS.OZONEMAN, CAT6, TOP15, MSG:28/M645;1)

WHEN THE MAC COMES IN THE DOOR, DOES THE GS GO OUT THE WINDOW? I'm on my  
"....." fourth Mac.  
I have tons of high dollar, high performance software, and every toy that I could want (except a good laser printer and maybe a tape backup), and I STILL do better than 90% of my work on the GS. I originally got the Mac because I needed a second terminal to do my automated online stuff while I did my REAL work on the GS. I didn't think that it made sense to buy another GS when I had an opportunity to expand my horizons, and I think that was an appropriate decision. Still it took me a year and a half, 4 Macs, and thousands of dollars to get a Mac system that can perform in the same ballpark with the GS, and the GS will STILL whip its butt when it comes to speed and ease of use.

All of this is WAAAYYYYYY off topic, of course. :)

Gary R. Utter

(GARY.UTTER, CAT4, TOP14, MSG:125/M645;1)

>>>> Right on!! :)  
"....."

I don't mean to bash MACs, or even PCs for that matter. In fact, I plan to add one of each to my GS collection. However, the GS is now, and always has been, a very misunderstood machine, especially by folks who didn't own them or didn't know how to expand them.

J-Bird <<WHO GOT THE LAST GS??>>

(J.CURTIS8, CAT4, TOP14, MSG:128/M645;1)

>>>> > You've mentioned before that you use your GS much more than the  
"....." > Macs for its speed and convenience. Would you go into specifics on  
> that, in an \_appropriate topic\_? I think a lot of folks here  
> (including yours truly) would be very interested.

> The Orchard Lounge is a good place: Cat 2 Topic 7.

I use the GS mostly for telecommunications and word processing. There are a number of no-nonsense applications available on the GS that (in my opinion) significantly outperform anything available on the Mac, at least in terms of speed and ease of use. Now, y'all are thinking that this means I am working with P8 applications, and comparing the speed of the GS text screen with the Mac GUI. That turns out not to be the case. I haven't used a P8 application in MONTHS, with the exception of Beta work with the next version of TIC.

I use WriteAway as my main word processor, and Spectrum as my main telecomm application.

When I need to do fancy fonts or complex layouts, I compose in WriteAway, then transfer the text file to the Mac and doctor it with WordPerfect, or perhaps Word 5, and then print it from the Mac. (While Pointless and Express make it as easy to print out high quality stuff from the GS as the Mac, the Mac is still faster, and less prone to glitches. PLUS, doing heavy print jobs on the Mac leaves the GS free for whatever I want. :)

Gary R. Utter

(GARY.UTTER, CAT2, TOP7, MSG:40/M645;1)

USING YOUR IIGS FOR GENIE IN THE UK Well about a year ago I asked
people on GENIE about their opinion
about moving to St. Louis. Everyone seemed to think that was a fine place
and I did it. Now, however, I'm moving my family to London, England for a
year or so. Does anyone have any advice on using a IIGS in England. Do I
need a converter? Will it work on 50 cycles. How 'bout a Magnavox CRT?
Modems, DeskJet, hard drives, etc. Any advice would be appreciated. Also
how does one get on GENIE from London.?

(B.MOSIER1, CAT2, TOP4, MSG:99/M645;1)

>>>> I think you'll need a voltage converter (240-120) but the GS will work
fine on 50 cycles...hold down Option-Control-Reset and choose "Set
system standards and 50 hertz" or something like that...

Getting GENIE from London is harder...type PHONE or something like that
to find out the phone #...it costs a lot more though.

(T.BUCHHEIM, CAT2, TOP4, MSG:100/M645;1)

>>>> 1. Check your email.
\*\*\*\*\*

2. A.LETCHFORD (who is here on GENIE), being a Brit, can answer
questions about GENIE access.

3. About power... Your equipment should run fine with a 240 -> 110
transformer. Add up the wattage of everything that will be hooked up and buy
the nearest size transformer available (i.e., if it adds up to 275, buy a 300
watt transformer). Don't buy a 50,000 watt transformer to run 500 watts
worth of appliances - you'll burn them up!

4. Where to get a transformer? US military installation thrift shops
are always good. There is a naval installation in London (HQ, US Navy Europe
- tough duty...), airbases at Mildenhall and Lincolnheath, and I'll bet the
embassy has a thrift shop too. Otherwise, you have to check with
an electrical supply house. Obviously, as most Brits buy Brit electric /
electronic kit, they don't need 'em. BTW, you haven't lived till you've seen
a British washer. They make British showers look good!

5. Always, always, always, check polarity at the 110 end of the
transformer with a 3 prong polarity tester. Always.

6. My GS ran fine set for 60 hertz on 50 hertz current. The screen
output went to ca-ca when the control panel was set to 50 hertz.

Mike ("Maj") Murley
<Delivered by Co-Pilot & Spectrum>-----\\_\_\_\_\_o\\_\_}I
(M.MURLEY3, CAT2, TOP4, MSG:111/M645;1)

>>>> I missed Zorch's original post on this but I will be happy to help if
I can. Without knowing the questions asked, my advice would be to
open a Mercury 5000 Dial account. Tel Customer services on (in UK) 081 914
2456.

Costs: Standard Registration #40 plus #40 per year rental. (this is

for one user name. Each additional user name is #10 registration plus #10 rental per annum - at the time of registration. Useful for groups to share the overall cost).

|                                                                                       |          |       |
|---------------------------------------------------------------------------------------|----------|-------|
| Asynchronous usage charges per hour:                                                  | 300-2400 | 9600  |
| Peak (8:00am - 8:00pm Mon - Fri)                                                      | -\$1.75  | #3:00 |
| Off-Peak (8:00pm - 12:00pm Mon - Fri and<br>8:00am - 12:00pm Sat, Sun, Bank Holidays) | -\$1.35  | #2.40 |
| Night (12:00am- 8:00am Mon - Sun)                                                     | -\$0.85  | #1.50 |

These charges are on top of GENIE charges but access is usually by a local call. Cust Service will give the nodes but not all have 9600 access. Once you have an account access to GENIE is as simple as dialing the node and logging on through PAD. I use a modified CoPilot script and I would be happy to share this info if Zorch want to go down this route.

>>Where to get a transformer?

I use a site transformer 1500 watt (more than I need but hasn't burned my kit yet). Make sure the transformer can accept through grounding. I have a contact for that but I expect US sources will be cheaper.

Hope this helps. Happy to talk voice: tel no by Email please.

Andrew C Letchford ----- < Delivered by Co-Pilot and TIC >  
(A.LETCHFORD, CAT2, TOP25, MSG:14/M645;1)

IIGS BUILT-IN DUMB TERMINAL Here is a copy of the original message I  
"\*\*\*\*\*" received. It was written by M.Aikens1 to  
A2.Help, where it was forwarded to me.

I was reading the July/August issue of II Alive and in the article "Modem Nation - Making your first call" it says there is a dumb terminal program built into the //GS's firmware. Could you tell me how to access it because I'm interested in that kind of stuff.  
E - Mail me at M.AIKENS1

...Sloanie - A2Pro.Help  
(A2PRO.HELP, CAT10, TOP6, MSG:1/M645;1)

>>>> This message was sent to me by Jerry Kindall of Quality Computers  
"\*\*\*\*\*" (QUALITY) after I asked him what II Alive Magazine had written on the subject (see last post for the II Alive reference)

It's accessed the same way as the built-in terminal program in the IIC and in the super serial card. First you do IN#2. Then you set up the baud rate, echo, linefeed handling, etc., using the usual Control-A commands (or just do nothing and the system will use the defaults in the control panel). Then do Control-A T (NOTE: Not Control-A Control-T, Control-A T) to enter the terminal mode. Enter Control-A Q to quit.

...Sloanie - A2Pro.Help  
(A2PRO.HELP, CAT10, TOP6, MSG:2/M645;1)

>>>> Regarding the IIGS terminal mode: On my ROM 03 IIGS I was able to get  
"\*\*\*\*\*" this to work, just as was mentioned in the previous message. Get

into Applesoft BASIC, type "IN#2", then Ctrl-A T (which changes the cursor from a flashing box to a flashing underline). Then I can type any command to the modem (such as ATDT 555-1212), and it will call that number and connect. Ctrl-A Q returns you to Applesoft.

Problems with this method: No buffer, so anything that scrolls by is gone forever.

The IIC worked this way also, except the first version of the Memory Expansion IIC, which had a bug in the built-in terminal program. The Revised Memory Expansion IIC fixed that bug.

I don't think using the computer as a dumb terminal is worth the hassle, considering the number of inexpensive term programs available. You can't do anything except type and read with this dumb terminal.

Steve Weyhrich <IX0YE>--<

(S.WEYHRICH, CAT10, TOP6, MSG:5/M645;1)

>>>> On my ROM 01 IIGS, I was not. Try as I might, all I could get was a  
 """""" printed "?", followed by "SYNTAX ERROR".

Jeff - Delivered by Co-Pilot v2.1.1 and TIC

(J.CARR20, CAT10, TOP6, MSG:7/M645;1)

>>>> RE "terminal in the modem": no, it's in the \_interface\_, and more  
 """""" specifically in the interface \_firmware\_. The modem is a box that  
 accepts "AT" commands, but it's the \_interface\_ that gets the commands to the  
 modem. And it's the \_firmware\_ that lets Applesoft send and receive the  
 commands.

I don't know if there's an easy way to explain the latter, but let's try  
 this: Applesoft uses the monitor programs (firmware) built into the Apple,  
 and the monitor programs really only know one place to send user output (the  
 display screen) and one place to read user input (the keyboard).

To allow for alternative input/output devices in the peripheral slots,  
 the monitor includes the ability (supported by Applesoft) to change the  
 location of the program(s) that output is sent or input is gathered from.  
 Notice that since the Apple runs these programs, they have to reside in the  
\_Apple\_'s memory. (That is, they can't reside in a self-contained box like a  
 modem.)

The way this is done is by allowing each peripheral card to have a tiny  
 slice of the Apple's memory for its specific program, which is normally  
 contained on a memory chip similar to the BASIC and monitor ROMs in your  
 Apple. The chip is on the card, and when you plug the card in the chip is  
 "mapped" into the Apple's memory and the programs on it become available. The  
 monitor (and Applesoft) can then be told to use the card's programs to send  
 and receive data (this, if you haven't figured it out by now, is what "PR#" and  
 "IN#" do).

In this particular case, when we say "dumb terminal" program we are  
 talking about the most \_basic\_ ability of the card's firmware to allow  
 diverting the input/output flow between Applesoft and the card to connect it  
 between the \_display screen\_ and the card. (That is, Applesoft no longer  
 receives the input so you don't see '?SYNTAX ERROR', and your keyboard input  
 is routed past Applesoft to the card so you just type 'Hello', not 'PRINT

"HELLO".)

Okay, are we straight on what the "dumb terminal" is? :) (For want of a better definition, it's the part that allows making the keyboard and screen appear to be connected directly to the communications port, bypassing Applesoft. You can have more features, but that basic input/output capability is the root.)

Many serial communications interfaces have some sort of "dumb terminal" built-in. The Apple Super Serial card does, and so do the IIgs and IIC serial ports. But rip the ROM chip off a Super Serial card and the terminal is "gone", yet the modem hardware is still intact (and can, in fact, still be used to communicate with an external device if a suitable program is available in the Apple II memory, probably loaded from disk). As an example, my Epic internal modem has no (Apple II "mapped") firmware and therefore no "dumb terminal" capability, but is still perfectly usable with many software programs, including all the "AT" functions (the software just loads its own program to talk to the modem hardware). "PR#2" gets you "NO DEVICE CONNECTED" (from ProDOS BASIC), though; it can't find the required "programs" to talk to, so it doesn't think there's a modem interface there.

The Hayes Micromodem, by the way, incorporates the modem and the serial interface (and firmware) on one card. That's why someone might think the "modem" has the terminal program in it, because the tendency is to refer to the integrated modem/serial card as only a "modem".

"Smart" modems accept commands from the dumb terminal and interpret them for their own use. In fact, they contain their own "terminal" function that allows them to work their own serial interface so they can send messages back like "CONNECT" as if they were a remote computer. And that's exactly how the computer sees them; it sends 'AT DT555-FAKE' to what it thinks is a "remote computer" and the "remote computer" dials up and connects to another remote computer, then more or less "hides" except for the modem function (translating between phone line data and computer data).

And, yes, you do run the modem using nothing but "AT" commands, plus the escape ("plus plus plus") sequence...except as far as the handshaking hardware goes (and even that is "AT" configurable).

However...if you rip the (external) "smart" modems off two computers and connect them with a null modem cable, the "dumb terminal" programs can still be invoked to let the systems "type" back and forth. Obviously, the program isn't in the cable. :)

RE things like downloading: that's actually a bit beyond what a "dumb terminal" is considered to do (that is, actually storing data, even in BASIC strings, is a step up). It's possible to do, but not very practical. For one thing, I don't think Applesoft can keep up with anything much past 300 baud, if that. For another, you'd need to "bootstrap" the process in 2-3 steps to get to even a minimally capable communications program; the time invested in learning (or explaining) how to do this and then implementing it is impractical versus buying an inexpensive but fully functional communications package (like Talk is Cheap, to pick one of the lowest-cost ones I know of).

(Someone else might rather spend 10+ hours futzing with this as opposed to spending \$40+ on a program. If your time is not more valuable than \$4/hour, I have to ask why you have/use a computer in the first place. :)

(WIZARDS.MUSE, CAT10, TOP6, MSG:17/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

NOW SHIPPING!! The Parson's Engineering Focus Hard Card for the Apple II  
"\*\*\*\*\*" series of Personal Computers. The Focus hard card is a  
self contained 2.5" IDE hard disk drive with controller card that plugs  
directly into either an Apple IIgs, IIe or Laser 128 system. It does not  
require any additional hardware or software to operate. All that is  
necessary to install and use the Focus hard card is to plug the card into  
the Apple II computer, replace the cover on top of the machine, and turn  
the power on.

The Focus card is the same length, height and thickness of a standard  
Apple II full size peripheral card. It can be used with other cards without  
mechanical interference. It operates very quietly and also has a power down  
mode for extended periods of inactivity. (Perfect for BBS's)

Hard Drive Specifications:

- \* Small Internal hard card for the Apple IIgs, IIe and Laser 128 systems
- \* Lower cost IDE 2.5" drive and controller
- \* 40, 80 and 120 Megs sizes available
- \* Price includes hard card and software, nothing else required
- \* Easy to install, just plug it in and power up the system
- \* Quiet Operation
- \* Zip and Transwarp compatible (Both IIe and IIgs)
- \* Uses standard Apple power supply, you do not replace you existing one.
- \* 6 month warranty

Technical specs:

- \* <18ms access time
- \* +5V @ 450ma power requirement at startup, 100ma for the rest of the time

Contact Parson's Engineering for future information...

Parson's Engineering  
5010 Rimhurst Ave.  
Covina, CA 91724  
Tel: (818)-966-5538 Fax: (818) 966-5701

Pricing:

Focus 40 : \$349 Focus 80 : \$449 Focus 120 : \$599  
Controller without a drive \$129

(BURGERBILL, CAT2, TOP27, MSG:17/M645;1)

!!! EXPRESS VERSION 2.1 IS NOW AVAILABLE !!!  
\*\*\*\*\*

Express v2.1:

- Fixes a bug where the spool file wasn't being written correctly in  
low memory situations (which caused printed output to go ugly).
- When printing, forces Twilight II to use background blanking so

Express can keep working.

- The "Printer57600" port driver is now automatically recognized as a serial connection, so data is blasted through Express' serial output routine like other serial connections.
- IPC inward-bound and outward-bound calls added so third-party applications can monitor Express' activity.

If you own Express v2.0 the update is just \$3.50 for s&h.

If you own Express v1.0 or v1.1, UPGRADE NOW for \$17.50+\$3.50 s&h (\$21.00 total). Express v2.1 is much faster than version 1, and has several new features (e.g. automatic multiple copies, user-selectable spool folder location, etc.).

SPECIAL OFFER for our online customers: If you own Express v2.0 we can email Express v2.1 to you for free (you'll have to pay to download it, but it's pretty small).

If you want us to email you a copy, send a private note to "SevenHills" stating "Please email Express v2.1 to me." We will verify that you are registered for Express v2.0, then upload Express v2.1 to you on August 9.

All online upgrade requests MUST be received before August 9, 1993.  
(SEVENHILLS, CAT43, TOP10, MSG:177/M645;1)

II.SYSTEM This year at KansasFest, Kitchen Sink Software took a little "\*\*\*\*\*" different approach to the sessions that we presented. In the past, we have held sessions for the 8-bit guys who used their IIgs's as fast IIe's and the others who don't have IIgs's but still enjoy hacking around on the Apple II. We have presented sessions on the programs we have written, and just some general programming sessions.

This year we announced a new development system for the Apple II. Imagine having access to Double Hi-Res graphics, graphical user interface, pull down menus, buttons, mouse support, and much more... Well, we demoed our beta version of System II - The Graphical User Interface for the Apple II. System II is an 8-bit development system which replaces BASIC.SYSTEM with a much smaller shell. System II gives you a more complete access of ProDOS from Applesoft. There are also quite a few entry points for machine language programmers. II.SYSTEM (That's the SYS file run by ProDOS or your favorite program launcher) handles the DOS stuff. A supplemental part of System II is the graphics packages. There are two packages, one for Single Hi-Res graphics, and one for Double Hi-Res graphics. These packages add on to the capabilities of II.SYSTEM giving you Applesoft commands to do things like play musical notes (not full MIDI, but one note melodies), add pull-down menus to your programs, do hi-res/double hi-res character generation, define buttons, do screen copying, inversing, combining, and much more.

As I mentioned earlier, a beta version was demonstrated at KansasFest. The bugs that we knew about during the demo have all been fixed (I can't believe how some simple things cause so many problems). We are looking to have the machine language portion of the programming completed by the second week of August (since I am on vacation in Canada until next Wednesday... that's why it will take that long). The runtime

version of the desktop environment for program launching is expected to be completed by the end of August. We are hoping to release the complete authoring system sometime in September or October (note: we do this just like Apple, we announce the month, but never the year :)

Once we complete the runtime version of the code, we will probably be uploading a demo here to GENie for your preview. There are several GENie subscribers who attended the sessions at the conference and are already registered developers with System II. Once we complete the rest of the development system, they will receive all of the documentation, sample code, and machine language information. However, if you were unable to attend the sessions at the conference (not for sleep reasons, but because you weren't there :) we will be offering the development system at a reasonable price in our fall catalog.

I will be on vacation until next Wednesday, but I will be happy to answer any questions once I return. I will also be adding a topic to the list of Kitchen Sink topics over in A2Pro for System II developers to have their questions answered. For now, hopefully, this post will bring people up to speed on the System II environment and we will certainly be bringing more information to the best on-line service in the business as it becomes available.

Eric Bush, Kitchen Sink Software, Inc.  
(KITCHEN.SINK, CAT44, TOP2, MSG:31/M645;1)

TALK IS CHEAP V4.00 After more than a year without an update, Talk is  
"\*\*\*\*\* Cheap, version 4.00 is ready for release. This is a  
major update and includes the first printed revision of the documentation  
since version 3.10. The major new features since version 3.31 that was  
released a year or two ago are:

A very complete (to the limits of the Apple text screen) VT-102  
emulator that includes both keyboard and screen emulation.

More great enhancements to the already most-powerful- on-the-market  
scripting language. For those of you that script, have fun; for those who  
don't, just wait until you see what creative minds can do with the new  
features.

Full hardware handshaking is now fully supported for the IIgs ports  
and the super serial card clones so you can run your computer at maximum  
baud rate with those new high speed modems and not lose ANY data, even with  
Appletalk active.

The IIgs modem buffer is now 64K to avoid overruns.

Scripts can now access any data that is stored in the TIC.CONFIG file  
so they can better control and/or take advantage of the environment in  
which you run TIC.

TIC now includes TIC scripts that guide the novice user through the  
software installation process and actually handle all the file copying and  
directory creation involved.

TIC will ship in both 5.25 inch (2 disks) or 3.5 inch (1 disk) formats  
as requested by the purchaser (be sure to specify).

Many, many bugs have been fixed (many of which I'm surprised no one else found before now).

One feature hasn't changed... The update price for old users (who can provide a copy of the front page of their manual or trade in the master disk of a competing product) is \$15 and new TIC users can still purchase the program for the inflation-busting \$40 price of old.

Orders will now be shipped within 7-10 days (as soon as the docs get back from the print shop) from my Orlando address. Dealers and schools etc. can still purchase quantities of 10 or more copies of TIC for a 50% discount (i.e. \$200 for every 10 copies purchased).

Checks or money orders should be made out to:

Don Elton  
14207 Glenhurst Way  
Orlando, FL 32837

Tech support BBS/Fax: 407-858-9937

Don Elton (delton) or delton@pro-carolina.oau.org  
(DELTON, CAT13, TOP3, MSG:130/M645;1)

>>>> Re: competitive upgrade... The only restriction is that the product  
"""""" you trade in (by sending in your original master disk) has to be a  
currently shipping commercial product.

Don Elton (delton) or delton@pro-carolina.oau.org  
(DELTON, CAT2, TOP6, MSG:108/M645;1)

GNO/ME UNIX 2.0 August 8, 1993 (Littleton, CO)  
"""""" Procyon Enterprises announced today that they are now  
accepting orders for the new version of their GNO/ME UNIX system for the  
Apple IIGS.

Jawaid Bazyar, Vice President of Procyon and head engineer of the GNO project, said "GNO/ME 2.0 represents a substantial improvement over the original, which was in its own right a ground-breaking work. In the past year since the original release, we've listened to customer's concerns and addressed most of them. We brought even more UNIX power to the IIGS by implementing the most powerful inter-process communication system available for the IIGS".

UNIX is quickly becoming the de-facto standard among operating systems. Even operating systems which never claimed to be UNIX compatible are rushing to provide POSIX compliance interfaces for their systems. (POSIX is the International Standards Organization's UNIX standard).

"This release reaffirms our commitment to the Apple IIGS, a very capable computer that many developers abandoned", said Matt Gudermuth, President of Procyon. "Some people ask if the IIGS is powerful enough to run UNIX, and many used to answer with a resounding NO!. We answer these people by pointing out that the first mainframe computers that ran UNIX were far less powerful than the Apple IIGS. The IIGS is here to stay, and we're going to keep supporting it with our powerful system software."

GNO provides UNIX features in an application environment that runs

"on top of" GS/OS, so that the IIGS software everyone enjoys is actually enhanced by using GNO. Included as standard with the GNO system are almost one hundred standard UNIX utilities and some IIGS-specific ones such as print spooling from text or desktop applications and a "shell-in-a-window" New Desk Accessory. Full support for remote access to a IIGS via a modem, and built-in ultra-high-speed serial communications means that GNO is the perfect system for writing communications programs.

"Communications is one of GNO's strong points," remarks Derek Taubert, the individual responsible for the upcoming Internet access software for GNO. "Because GNO does all the low-level work for me, and gives me a simple interface to access it, I can concentrate on the task at hand instead of worrying about writing things like interrupt handlers".

GNO comes with comprehensive documentation covering all aspects of the system, including programming the kernel, the shell, the C and assembly libraries, and utilities.

For more information, including information on upgrade pricing, contact Procyon at:

Procyon Enterprises Incorporated  
Apple IIGS Software Publishing and Development  
P.O. Box 620334  
Littleton, CO 80162-0334 USA  
(303) 781-3273

(PROCYON.INC, CAT2, TOP27, MSG:14/M645;1)

DRIVE-CHECK Summer Sizzlers from Vitesse, for Apple II Users!  
"-----" [this message heavily edited for inclusion in WHAT'S NEW  
-- Ed.] NEW!!! Just released!!! Drive-Check, our new floppy drive test software checks the condition of your 5-1/4" and 3-1/2" floppy disk drives for proper RPMs, proper head stepping through all tracks, heads and electronics for proper Write/Read of disks, and it verifies Header/Sector information written to floppy disks. Suggested Retail Price is \$15.95. Special introductory offer -- \$9.95 plus \$3 shipping and handling.

(Stock Number P022)

Vitesse, Inc.  
P.O. Box 929  
La Puente, CA 91747-0929  
(800) 777-7344  
FAX: 813-1273

(VITESSEINC., CAT40, TOP7, MSG:120/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
"-----"

KANSASFEST SCHEDULE A2-Central Summer Conference begins Thursday, July 22  
"-----" The following sessions are confirmed & complete, but changes may be necessary.

Programming in 3D. Mike Westerfield. The Byte Works, Inc.

Beginner's Guide to Object-Oriented programming. Mike Westerfield. The Byte Works, Inc.

The Apple II & Education - The HyperStudio Approach. Roger Wagner. RWP, Inc.

Making HyperStudio YOUR Platform: Writing NDAs & Transitions for Fun & Profit. Roger Wagner. RWP, Inc.

Adventure Game Design - The Internals. Jay Jennings. Softdisk, Inc.

Intermediate Desktop Programming for the Apple IIGS. Bryan Pietzak. Softdisk, Inc.

System II: The Complete Graphical Interface for the Apple II (8bit) & How to Program it from Applesoft & Assembler. Guy Forsythe & Eric Bush. Kitchen Sink Software, Inc.

Free National Marketing for Apple II Products in the Education Market. J. Eric Bush. Kitchen Sink Software, Inc.

A View of the II through the Eyes of a Scope. Larry Schneider.

Fun & Easy: Writing Twilight II Modules & Savvy Modules. Jim Marecondo. DigiSoft Innovations.

High Speed Data Compression - Andy McFadden.

Maximizing Shareware Profits. Joe Kohn. Shareware Solutions II: The Newsletter.

An Introduction to Digital Electronics. Chuck Kelly. ProDEV, Inc.

Computer Peripheral Design. Chuck Kelly. ProDEV, Inc.

Integrating Applesoft & Assembly. Jerry Kindall. Quality Computers, Inc.

The Latest & Greatest Advanced Sound Techniques with the Ensoniq 5503. Nate Trost & Steve Gunn.

An Avatar Update. Bill Heineman.

Switched-On HyperStudio: Designing & Creating Switch Accessible Software for the Apple IIGS. Bill Lynn. Simtech Productions.

The Hitchhiker Guide to Apple IIGS Telecommunication. Richard Bennett & Steve Gunn.

The Still.A.Secret: The Mother of All Patch Disks. Randy Brandt. JEM Software, Inc.

-----  
Days & Times for these sessions would be a helpful addition.  
(C.KERN1, CAT44, TOP2, MSG:18/M645;1)

THE FIRST OFFICIAL KANASFEST REPORT      The 5th annual A2-Central Summer  
"....."      Conference ("KansasFest") is off to  
quite a start! On Tuesday night all the GENie Apple II sysops arrived, plus  
Richard Bennet and Linda Harding. Along the way, A2Pro sysops Dave Miller  
(JUST.DAVE) and Nathaniel Sloan (C.SLOAN, aka "Sloanie") were in a traffic

accident, totaling Dave's car. Luckily they got away with only a few scrapes and bruises, and a few of the other sysops went off and picked them up.

On Wednesday during the day we had our GENie sysop meetings, working on ways to bring even more Apple II information to GENie and make the Apple II RoundTables an even better place for Apple II people to be. Over the next few months you'll be seeing some of the results of our efforts, in all areas of the A2 RTs, and I think all the Apple II users here are really going to like what we've got coming up. Further details will be made available as we finalize each plan. Later on Wednesday the rest of the conference attendees showed up, and we all spent a lot of time hanging out and chatting and hacking, etc. late into the night (I got about three hours sleep, last night! I'm not sure where I fit it in, but it was there somewhere. About an hour of it was me missing breakfast.). There are about 100 attendees here, this year. I'm not about to type in all their names, but rest assured that everyone who is anyone in the Apple II world is here! Some of the companies that have representatives present are: Alltech Electronics, Big Red Computer Club, Bright Software, Byte Works, Inc., DYA/DigiSoft Innovations, Econ, GENie Apple II RoundTables, GS+ Magazine, JEM Software, Kitchen Sink Software, Parsons Engineering, Procyon, Inc., Quality Computers, Resource Central, Roger Wagner Publishing, Sequential Systems, Shareware Solutions II, and Softdisk Publishing. There's also lots and lots of individual developers and users here.

Today, Thursday, was the start of KansasFest proper. In the morning there was an opening talk by Tom Weishaar, Uncle-DOS himself. After welcoming everyone to the conference and saying a few opening words, Tom presented a few "awards" to the people who have been able to come to every single KansasFest yet held. Ken Kashmarek got a special award of recognition for being the only person to have come to all KansasFests so far who actually paid full price for all of them! Next, Tom actually went out into the auditorium with the microphone and went to each audience member in turn, asking them to introduce themselves and say a few words about who they were and why they had come to KansasFest. This was the first time anything like this had ever been done, and it was quite fun. Next we had the keynote address by Mike Westerfield, talking about "Amateur Programming for Fun and Profit." It was very informative, giving advice and suggestions to all the programmers, developers, and would-be programmers and developers in the audience.

Following Mike Westerfield was Bill "Burger Bill" Heinemann, giving us all an update on the status of the Avatar project. Currently, the Avatar itself is stalled for lack of funding, since their major financial backer pulled out. Bill said that most of the design work has already been finished, especially on the hardware, and they're mainly waiting on some capital to get the whole thing rolling. In the meantime, they've been working on an Apple IIgs clone computer interface for Super Nintendo game systems! This would be a \$299 to \$399 plug-in device for the Super Nintendo that would turn it into an Apple IIgs clone computer. A beta or prototype is already working, according to Bill. It has not been named yet.

The device would come with 2 MB of RAM on board, an "IBM style" floppy disk drive (720K and 1.44 MB only, no 800K support due to cost considerations), and an external interface port (it would be either a regular Apple II slot, or a PCMCIA slot -- an optional card cage could be added to give more interfaces). The keyboard would be a standard "IBM style" keyboard with Super Nintendo connectors, plugged into the joypad/joystick port(s). To

use a mouse you would have to purchase Super Mario Paint and use the mouse included with that (Bill said there's no way he could include a mouse or sell his own and compete with the price). Alternately you could use the Super Nintendo's joystick, but he said that it was very awkward.

The beta/prototype of this device uses the ROM code for GS emulation that Bill is developing for the Avatar. He has gotten some assistance from Laser Computer (like a sheet of around 50 memory entry locations), so this device will be at least as compatible in 8-bit Apple II mode with a real Apple II as Laser computers are. Bill said that he has been able to get HyperStudio to run on the beta/prototype just fine, but ran into problems with Teach from System 6.0, and again even more problems with Teach from System 6.0.1. One problem with this device is that the Super Nintendo screen mode resolutions are different from those of the Apple IIgs. It has four screen modes: 256x224, 256x448, 512x224, and 512x448. Emulating a IIgs, you either lose some screen real estate, or you use a "squeezed" mode which looks "really ugly," according to Bill. The speed of the device was reported to be about twice the speed of a stock unaccelerated Apple IIgs. The only Super Nintendo hardware features Bill reported using for the IIgs emulation were some DMA memory-moving routines and sprite animation for the cursor.

In its original design, Bill reports the device would easily be able to copy Super Nintendo cartridges onto a floppy disk (in fact he said it already can). He is seeking approval from Nintendo for the device, though, which would necessitate disabling that feature in hardware, for copyright reasons. (Bill's written plenty of Super Nintendo games himself, so people could even be pirating his own works! :)

No beta/prototype hardware or photos of such were available to actually be shown.

There were no special activities at lunch on Thursday, but there is entertainment scheduled for lunch on Friday.

After lunch the normal sessions began. This year, there are only two tracks of sessions, instead of the three or four of the past few years. Sessions on Thursday were generally organized into an "8-bit" track and a "16-bit" track. The sessions in one were: "System II: The Complete Graphical Interface for the Apple II (8-bit)," "Programming with System II from Applesoft and Assembler," "Integrating Applesoft and Assembly," and "The Apple II & Education: The HyperStudio Approach." The other track's sessions were: "A Dieter's Guide to Hi-Speed Data Compression," "The Latest & Greatest Advanced Sound Techniques with the Ensoniq 5503," "Fun & Easy: Writing Twilight II Modules," and "Intermediate Desktop Programming." On Friday the sessions are much less easily divisible.

Thursday night in the cafeteria was the Creative Black Tie Celebration and Celebrity Roast. Part of the "celebration" was inspired by Roger Wagner's traditional unique ties -- a contest was held to see if anyone could match or beat Roger's taste in ties (I won the "Most Colorful" prize, for my black leather bow tie :). The "roastee" of honor after that was Tom Weishaar, head of Resource Central and all-around swell guy. The "roasters" were Dennis Doms, Dean Esmay, HangTime, Roger Wagner, and Matt Deatherage (with help from Tara Dillinger). Any description I could write here would simply not do the roast justice, so I'm not even going to try! I'm sure videotapes will be made available by the various groups taping the event, such as GS+ Magazine, Resource Central, and others, so you can just get the tape and see it all for yourself.

Late Thursday night there were some rather amusing antics being performed in one of the dorm lounges, as a group of Apple II developers, including Roger Wagner, played a game where each person in turn had to grab and pick up a paper grocery bag in their teeth, while only touching the ground in one place. After everyone had made an attempt, the bag was shortened a few inches and they went around again. At the end it got down to just a single flat piece of paper with a few frayed edges sticking up. It was quite a sight. Around the time that was ending up, a couple of people pulled out Aerobee(tm) flying rings and started sailing them back and forth to each other down the tictactoe board-like halls (the lounge is in the middle). One was making a clockwise circuit and the other was making a counter-clockwise circuit. Everyone not involved dodged and ducked their heads as they went from room to room. (:

-- Lunatic E'Sex (:  
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LUNATIC@GENIE.GEIS.Com

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(LUNATIC, CAT44, TOP2, MSG:22/M645;1)

UNOFFICAL KFEST REPORT #1 All of Kfest was more fun than is probably  
"\*\*\*\*\*" legal, but here are a few of my more memorable  
moments from KansasFest:

Dean Esmay and Jerry Kindall doing a very passable Beavis and Butthead imitation.

Watching Bryan Zak and Jay Jennings program in a new language that they hadn't used before. Jay was open to a seemingly random place in Volume One of the manual and Bryan to a similar place in Volume Two, and they were having at it, using the "cut and try" school of programming. (These guys are professionals; don't try this at home, boys and girls!) Roger Wagner was gleefully videotaping Bryan and Jay for posterity and possible blackmail, I think. I finally threw all three of them out of my room because it was 3AM and they weren't making a whole lot of progress. I've never seen more error messages than program lines before. \*8-)

Rooming with Hangtime. I don't recommend that anyone try this who has feeble health or a pacemaker (or common sense).

The roast of Uncle-DOS. Dean and Hangtime were FUNNY. We should all lean on them to upload their speeches.

Having a long talk with Joe Kohn (one way-cool guy).

The sight of the A2Pro gang, several of which shaved their heads at Kfest.

The seminars on the nifty stuff coming out RSN for the Apple II.

And lots more! TomZ

(T.ZUCHOWSKI, CAT44, TOP2, MSG:26/M645;1)



DO sleep at KFest. It's not impossible. All you have to do is shut and lock your door. :-)

This year there wasn't a whole lot of news. There was 3D Logo from Byteworks, and that looks mondo cool. Other than that, most of what went on was exploration of things we already knew about, as opposed to new announcements. Randy Brandt's presentation on the new Appleworks, for example, was awe-inspiring. Bill Lynn did a great presentation on using Hypermedia to make great software for the disabled.

One significant bit of news from Jawaid Bayzar was that Sequential is planning to take over manufacturing, sales, and support of the RamFast SCSI card in the near future. I suppose we'll be hearing more about that soon.

There was more but I missed a number of sessions - I hope others can fill us in on those that I missed! Especially on Thursday's sessions, where I was most busy of all and missed nearly everything.

As usual most of the fun at KFest was after hours, wandering around meeting fellow Apple II users, talking about computers and everything else under the sun, and so on.

KansasFest is THE social gathering of the Apple II universe. Those of you who keep skipping it simply DO NOT know what you are missing.

Dean "Five year veteran, gunning for six" Esmay

PS - And after his roasting, Tom Weishaar was heard to say that he sure would like to hold KFest again. Let's all pester him so we can nuke those rumors about this maybe being the last.

(A2.DEAN, CAT44, TOP2, MSG:28/M645;1)

FANTAVISION GS RESURRECTED      Several months back I purchased a IIgs "hard  
"drive installable" version of Fantavision GS  
(formerly published by Broderbund).

The company now publishing this program is: Wild Duck Software, 979 Golf Course Drive, Suite 256, Rohnert Park, California,(707)586-0728.

The price at the time I purchased it was \$59.00 + 3.50 shipping and handling (CA residents also pay State sales tax :-).

This version is System 6.0 compatible and includes a Hyperstudio XCMD that allows you to directly import Fantavision GS animations into Hyperstudio. The program itself works pretty much (from what I can tell) the same as that released by Broderbund but as mentioned, this version can be installed on any hard drive.

Hope that this post is of interest to fellow "animationists:-)...

Also, I have one quick question... whatever happened to the animation program called "Animasia" that was supposed to be published this year for the GS... I recall downloading some of the pre-release info on this program but haven't heard anything about it for a long time... anyone got a clue???

--Ron-- >>> via GEM v4.21 and ProTerm 3.1 <<<

(R.HOCHEVAR, CAT6, TOP5, MSG:106/M645;1)

PREVIEW WITH PAPERFREE... SOMEDAY >>Is there a desk accessory or program  
which allows one to see what something  
looks like on a page before printing in a P16 program?

Marie,

Not yet but forthcoming 'Hot Products' from ECON Technologies list something called 'PaperFree' which 'allows you to preview and manipulate documents on screen before printing them out'. I'm quoting from ECON News and it goes on to say that it will work with any GSOS application that uses the print manager. This should therefore work with GWIII. Due for release mid-summer at a retail of \$39.95. Don't know what the mail-order price will be.

Andrew C Letchford ----- < Delivered by Co-Pilot and TIC >  
(A.LETCHFORD, CAT12, TOP5, MSG:157/M645;1)

WHITHER C.V. TECH? I suspect that the RF will still be around in the apple  
2 market for another year or two.

Drew

(CV.TECH, CAT46, TOP6, MSG:82/M645;1)

>>>> One significant bit of news from Jawaaid Bayzar was that Sequential is  
planning to take over manufacturing, sales, and support of the  
RamFast SCSI card in the near future. I suppose we'll be hearing more about  
that soon.

(A2.DEAN, CAT44, TOP2, MSG:28/M645;1)

APPLENET 2.0 NEARS RELEASE Since I last posted that bit in topic 1 about  
AppleNET being "close enough for release", I've  
gotten a couple of requests for me to release what I have now -- a "crippled"  
version of AppleNET v2.0, if you please. I'm not sure if I'm comfortable with  
this idea, as two of the most important parts are still not implemented (i.e.:  
messages and files). But, if enough people would like to see AppleNET v2.0b1  
released to the public, I think I'd be willing to let it go into GENIE's  
libraries.

What do you think?

Derek Fong

~~~~~

Sysop of Eagle-Eyes' Emporium
The official AppleNET support BBS!
(514) 337-8844

(M.POTTER4, CAT41, TOP2, MSG:128/M645;1)

STAR TREK: FIRST CONTACT V2.0 Here's a bit of advertising for those
Apple II gamers of a science fiction bent...
Star Trek: First Contact v2.0 is almost through its beta test. The game has
been significantly improved. Some of the highlights:

- More complex and detailed. Multiple landing sites on each planet.
- Much smoother operation. All those repetitious command sequences have been improved.
- New missions for the alien Intruder.
- Fully Apple IIgs compatible (no crashes!)

Release time (if all goes well) -- two weeks.

-Jim.

(J.ROYAL1, CAT6, TOP2, MSG:124/M645;1)

QFAX GS As far as the modem goes....Check this out.

The Qmodem v32.bis 14.4 modem with send/receive fax. The modem also features:

Real baud rate of 14,400 bps.

With v32bis compression you can achieve connections up to 56,600 bps.

The modem has caller ID, send/receive fax, silent answer (automatically distinguishes between voice and fax or you can have it distinguish between fax and data).

Currently, the fax features only work on the Mac and IBM, but we're working on Qfax GS which will work with the modem. Initially it will be send only.

And for the price....hold on to your mouse:)

\$299.95.

Quality Computers --- Power for performance
(W.CARVER1, CAT24, TOP5, MSG:125/M645;1)

>>>> Bill,

Do you have any idea:

- 1) When Qfax GS may be available?
- 2) Whether it will be able to append scanned material, such as a signature?

(M.TOLCHIN, CAT24, TOP5, MSG:130/M645;1)

>>>> 1> We don't have a release date as of yet. 2> Yes. If you use
***** GraphicWriter or the AWGS page layout, you can include a scan of your signature

Quality Computers --- Power for performance
(W.CARVER1, CAT24, TOP5, MSG:133/M645;1)

>>>> Sounds great. I don't suppose you can send a whole scanned page?

(M.TOLCHIN, CAT24, TOP5, MSG:137/M645;1)

>>>> As long as it's a 640 graphic. Basically, if you can print it, you
***** can fax it.

Quality Computers --- Power for performance
(W.CARVER1, CAT24, TOP5, MSG:139/M645;1)

NEW COPILOT THIS FALL I have the new CoPilot scripts for TIC and Spectrum
***** about 99% completed.

After a lot of essentially wasted work, I have come to the conclusion that it is simply going to be impossible to continue to support Point to Point or versions of TIC older than v3.31 so far as the enhanced scripts are concerned.

To make this as clear as I can, CoPilot will continue to support PtP and older versions of TIC when it comes to uploading/downloading library files, RT messages and Email. However, the things we are doing with the enhanced scripts are as close to impossible as makes no difference with the older versions of TIC and with PtP.

As of the next release of CoPilot, FULL support will only be available to owners of TIC v3.31 or greater, ProTerm v3.0 or greater and Spectrum.

For those of you who have older versions of TIC your choice is to spend \$15 for the upgrade or to be unable to use the "enhanced" features of the new scripts.

NOTE TO PtP OWNERS: You might have missed it, but Don Elton is offering an upgrade path for YOU. Send him your original PtP disk and he will sell you the latest version of TIC (4.0 is now released), complete with new manual, for the same price as the upgrade to TIC owners. \$15 for one of the most powerful comm programs around is NOT a bad deal.

NOTE: Dons offer applies to ANY commercial comm program for the Apple II, so far as I know. So all you MouseTalk and Teleworks Plus owners (not to mention a lot of OTHER programs) should think about this real hard, it's a deal that can't be beat. :)

~~~~~  
Now, let me tell you a little about what the enhanced scripts will do....

1. Allow you to cancel categories and topics, ignore categories and topics, and mark topics. (And this happens BEFORE you read messages. :)
2. Allow you to draw an INDEX of a RoundTable and set you NAME in a RoundTable.
3. Allow you to set up a library search while offline and have it run automatically when you go online.
4. Allow you to set up a message search (by date and/or message # and/or author etc.) while offline and have it run automatically when you go online.
5. Allow you to prepare Xmodem Email while offline and have it sent automatically.
6. Allow you to retrieve Xmodem Email automatically (unattended).
7. Allow you to prepare files to upload to the library while offline and have them upload automatically when you go online.
8. Allow you to check libraries for new uploads once a day, automatically.
9. Allow you to do a RAM instead of a BRO NOR. (FINALLY :)
10. Allow you to break out of the script between RTs without messing

things up. (Useful when you change your mind about doing EVERYTHING right now. :)

Those are the high points. There are a few more minor things that I can't think of right now.

I am CONSIDERING a "personal menu" option that will allow you to call your own scripts from the "enhanced" CoPilot menus, but unless I can make it work smoothly and without much room for error, it won't happen.

Oh, yeah, you'll be able to download the GENieLamp automatically with the new version.

SOME of these things take a bit of configuration, but mostly it is a question of putting a specifically named text file in the GEFiles folder.

I think this update is going to be real popular.

Right now we are working on the translation of the TIC scripts to ProTerm. Once that is done, we'll be ready to go with this. Unfortunately, for all its power, PT3 is a bit more difficult to script for than TIC, so this will take a bit. We're shooting for Labor Day weekend, but DON'T count on it.:)

Gary R. Utter

(GARY.UTTER, CAT10, TOP11, MSG:160/M645;1)

>>>> From the "good news/bad news" department.....  
\*\*\*\*\*

The bad news is that it now looks EXTREMELY unlikely that we will be able to deliver the new scripts by Labor Day weekend.

The GOOD news is that the reason for the delay is that we are adding even MORE neat features.

1. Ability to set your choice of directory for downloaded files for EACH RoundTable. (finally, eh? :)
2. Ability to set up a list of RTs from which to get a "new files" list, which will be run automatically, once in any given 24 hour period.
3. Ability to do a delayed logon.
4. Ability to toggle the state of Xmodem Email downloading, either automatically, or manually.

There will probably be a couple of other things as well, keep your fingers crossed. :)

Gary R. Utter

(GARY.UTTER, CAT10, TOP11, MSG:202/M645;1)

APPLE EXPO BOSTON POSTPONED Word has it that Apple Expo Boston has been  
"\*\*\*\*\*" postponed from October to April. Anyone have any additional information about this?

Tyler

(A2.TYLER, CAT4, TOP12, MSG:22/M645;1)

>>>> That is correct and verified.  
\*\*\*\*\*

Joe Kohn

(J.KOHN, CAT4, TOP12, MSG:23/M645;1)

SIX PACK BUGS FIXED; NEW FEATURES The Six Pack bugs (with CdevAlias and the  
\*\*\*\*\* Alarm Clock NDA) have been fixed. Call  
1-800-777-3642 for an update.

(QUALITY, CAT9, TOP6, MSG:352/M645;1)

>>>> Tim - I don't think you missed anything. There are a couple of "bugs"  
\*\*\*\*\* regarding Six Pack and System 6.0.1, namely, CDev Alias no longer  
work and the Alarm Clock's window does not draw. Both of these bugs have been  
fixed and are now shipping (I think) with SixPack. QC may have an update  
path/program for you if you are interested in this, however...

The BIG update to Six Pack is not quite ready yet. Actually, the coding  
is all done. The only things left are to squeeze out any last minute bugs  
that appear (i.e., do some final testing) and to write up some documentation  
for the changes and NEW (hint hint) stuff. Of course, after that it has to  
get printed and the programs placed on disk, etc. Timetable? No release date  
available until the testing is complete, because this is a variable. If all  
goes well, a great new 6Pack will be available soon...

Can't talk about un-released material, BUT...

- + A number of user-suggestions have been implemented
- + Eight of the existing programs have been enhanced
- + Four new programs may be included in the new release

In general terms, the big changes are...

- + Six Pack modules will talk to and cooperate with each other  
as well as the Finder
- + The new programs are great!
- + A great happy surprise for SuperDataPath fans
- + Using the finder will be easier and more productive than  
ever, with lots of functions just a Click or a Keypress away...

Hope that whets some appetites!!

Bill {W.TUDOR}

(W.TUDOR, CAT42, TOP26, MSG:166/M645;1)

>>>> Here's another little peek at what's coming...

\*\*\*\*\* SuperDataPath in \_Save\_ dialogs!!

(W.TUDOR, CAT42, TOP26, MSG:172/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 4, Topic 14  
Message 119 Sat Jul 24, 1993  
J.CURTIS8 [Jay] at 12:24 EDT

>Gee...I'd like to get a new house with a pool for \$2000. And NO  
>SHACK! A complete system for \$400 and "NO JUNK!"?

\$400 DOES seem a bit low for a complete system. However, the way GS stuff is selling right now, as a starting offer it's about right. In my locale, complete systems (some fully decked out) are going for \$550 to \$600. This is hardly a GS system's functional value, however.

My advice to anyone thinking about selling their GS is: (A) Take your time, and part it out. You'll make more on it, but you'll have to wait for your money. Or, (B) KEEP YOUR GS! As a functional tool, it's worth much, much more than the \$500 to \$600 you'll get for it (if you get ANY offers at all).

>Mac people consider it junk

Grrrrr! Heck, the dern thing's got a 24-bit-wide data bus, DMA, fully addressable 8MB RAM capability, 4096 colors, FULL OS with the friendliest, object-oriented, graphic-based user interface you'll ever see on ANY machine, including a MAC. It's got TrueType, multitasking, aliasing and file compression extensions... With an RF card and Zip it'll literally run rings around any 386/16...or more than 90% of the DOS boxes in use today, to say nothing of MAC Classics, LCs and many IIs.

DOS still hasn't effectively broken the 640k RAM barrier, not even DOS 6.0, (btw)... and never will. While Windows may look pretty, it runs on DOS, and the majority of the <<real>> work gets done in DOS sessions, anyway. Windoze is a VERY POOR, unfriendly, system-jamming imitation of the Apple user interface, which does little more than steal your RAM and your \$\$\$\$. While MACs have a friendly, pleasing interface, most of them can't expand, are often subjectively slower than an unaccelerated GS, or any GS with RF card for that matter. None have a character-based user interface option except for the LC in 8-bit emulation (which, btw, is a joke standing next to a GS running the same software).

The GS is\_\_ still\_\_ a superior machine to most of the computers in use. Why sell it, when most people don't realize how good it is and aren't willing to pay what it is worth as a tool? Don't get caught up in glitter and hype, or be panicked by the fact that Apple has stopped selling the GS. Make hard, objective comparisons before you buy or sell. Consider your needs, and consider the fact that eventually the GS may be worth a lot more money, market-wise. Anything less than that may be a waste of your dollars and your sense. :)

J-Bird <<WHO GOT THE LAST GS??>>

[\*][\*][\*]

Category 2, Topic 5  
Message 73 Mon Aug 09, 1993  
A2.LUNATIC [Lunatic] at 05:24 EDT

The "visionary" aspect of Apple Computer has ALWAYS been taking an existing technology and implementing it in a consumer product, though. Just like Ford invented the Model-T, not the automobile, Apple didn't actually invent the personal computer, they invented the Apple II. They didn't invent disk I/O, they invented an AFFORDABLE disk I/O device (the Disk II).

They didn't invent the GUI, they invented the Lisa/Macintosh GUI (the first mass-market, popular GUI). Likewise, they didn't invent the mouse, laser printers, the SCSI interface, SIMM sockets, 3.5" floppy drives, or many other things that are now taken for granted with 90% of the new personal computers sold today. They did, however, use them first on widely available popular personal computers. So Apple didn't invent the PDA, so what? The Newton still looks to be the Model-T of the future PDA world. Apple got into the true laptop arena late, but boy those PowerBooks sure look nice compared to the MS-DOS/Windows laptops currently available, don't they? Nice enough that even a lot of DOS diehards bought them.

Apple's NEVER been an "inventing" company. They make a lot of great actual products out of the raw clay (ideas) from others, though. THAT'S how they are "visionary." It may just be that now with so many other potters at their own wheels, the products of any one potter are much less distinct and unique. Plus it's so much more cutthroat now that everyone's trying to find out what everyone else is doing, and beat them to market. Even without spying on each other, everyone is trying to find ways to come up with the same result, and naturally more than one company is likely to follow the same path, independently.

-- Lunatic (:

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "Status $2f indicates that the device did not respond to the /
/ selection process. In a nutshell we said 'Hey drive!' and it /
/ didn't say 'What?'" /
////////////////////////////////////// CV.TECH //////////////////////////////////

```

[EOA]

[HUM]//////////////////////////////////////

HUMOR ONLINE /

//////////////////////////////////////

Fun & Games On GENie

\*\*\*\*\*

[JOKEMASTER]

>>> JOKEMASTER'S COMPLETE LIST OF BOGUS VIRUSES-POLITICAL VIRUSES <<<  
\*\*\*\*\*

BILL CLINTON VIRUS This virus mutates from region to region. We're not  
"\*\*\*\*\*" exactly sure what it does, but may be taxing to your  
system.

BILL CLINTON VIRUS - Strain 2 It doubles the files on your hard drive

while it states it is decreasing the number of files, increases the cost of your computer, taxes its CPU to maximum capacity, and then uses Quicken to access your bank accounts and deplete your balances.

AL GORE VIRUS Not strong enough to act on it's own, but when combined with another virus it hops on a bus and travels around the system.

ROSS PEROT VIRUS Similar as the Jerry Brown Virus, only nicer fonts are used, and it appears to have a lot more money put into it's development. Unknown effects, but just when you think it's quit... IT'S BACK!

ROSS PEROT VIRUS - Strain 2 Activates every component in your system, just before the whole thing quits.

ROSS PEROT VIRUS - Strain 3 After several years, the damage caused by this little virus is still unclear. It often displays impressive graphics which have little relevance to the users interests or needs.

Source: JOKEMASTER (some from various sources) #3707C
Keywords: Virus,Original,Computer,Political

[\*][\*][\*]

HUMOR\_QWIKPICK true story: I was downloading a file the other day when my phone line was hit by lighting. Just before it died my modem said "&^%\$#@!" [G.MARON]

HUMOR\_QWIKPICK Ad in the classified section of a local computer rag. Honest! Coleman Grads! Are you or your computer "not working"? We can help! IBM, Apple, Amiga? We can tell you which one you have! We specialize in: power cable attachment and power switch toggling; Advanced DOS commands such as DIR, COPY, DEL, and "FORMAT C:" Making write-protected diskettes usable again; Programmer deprogramming. REMEDIAL CONSULTING GROUP. ###-#### [KD]

[EOA]
[REF]////////////////////
REFLECTIONS /
////////////////////
Thinking About Online Communications
By Phil Shapiro
[P.SHAPIRO1]

>>> THE SOCIAL RAMIFICATIONS OF LOW-COST HIGH-SPEED MODEMS <<<
\*\*\*\*\*

Every advance in communications technology brings with it a concomitant advance in human welfare. The easier and less expensive it becomes to communicate at long distance, the greater the benefit to society as a whole.

For instance, when long-distance modem communications is made less expensive, new opportunities open up for software developers around the country to collaborate on new software development projects. Naturally, society as a whole benefits from the fruits of software development projects.

Likewise, when long-distance modem communications is made less expensive, doctors in different parts of the country can more easily share the results of medical tests, medical records, and medical research. Society, as a whole, benefits substantially in this way.

In a similar way, engineers and scientists can benefit from the lower-cost interaction. Writers and artists can more easily communicate, resulting in a more productive cross-fertilization of ideas. Students can benefit from having access to more information resources at their fingertips.

So when U.S. Robotics introduced their popular "Sportster" high-speed modems a few months ago, the online world quickly became abuzz with excitement. With a street price of under \$200, these new modems bring high-speed communications within the reach of many individuals and small businesses.

Other modem manufacturers have made similar price cuts in their line of high-speed modems. What makes these high-speed 14,400 bits-per-second modems so useful is that they allow even large files to be transmitted in a matter of minutes.

But what are the social ramifications of individuals and businesses connecting at 14,400 bits-per-second? Many and varied.

In a manner of speaking, high-speed modems shrink distances across the country. With the advent of low-cost high-speed modems, California becomes closer to Washington DC. In the past, physical distances served as a barrier between people. Three hundred years ago, if someone lived more than a hundred miles away from you, you might never have a chance to meet them in your life. Today, the chances of your exchanging ideas with someone across town are almost the same as the chances of you exchanging ideas with someone across the country.

Those of us who have been involved with online communications are so accustomed to incremental improvements in telecommunications technology that it is difficult to appreciate when a truly breakthrough development occurs. The introduction of low-cost high-speed modems in the past few months is the type of advance that will bring a quantum increase in social benefits, both near and far.

In a sense, modem manufacturers are involved in producing a tool that brings benefits to people in all walks of life -- regardless of whether they themselves personally make use of the new communications technology. A reverberation of benefits will be accruing to society as a whole as high-speed modems penetrate our homes and businesses.

A round of applause, please, for U.S. Robotics, Hayes, Microcom, Practical Peripherals, Zoom, Supra and the many other modem manufacturers who have brought us forward to this point. Their work to bring cheaper, faster modems to market will produce social benefits whose importance we're only just beginning to fathom.

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at P.SHAPIRO1; on Internet: p.shapiro1.genie.geis.com; on America Online at: pshapiro

////////////////////////////////////// GENie\_QWIK\_QUOTE ////////////////////////////////////////  
/ "Any software that stays secret forever generates very little /  
/ revenue!" /  
////////////////////////////////////// BRANDT ////////////////////////////////////////

[EOA]

[BEG]//////////////////////////////////////  
BEGINNER'S CORNER /  
//////////////////////////////////////

Polishing Green Apples  
\*\*\*\*\*

By Steve Weyhrich  
[S.WEYHRICH]

>>> GS VOCABULARY 101 <<<  
\*\*\*\*\*

IN MY LAST ARTICLE I discussed putting together an Apple IIGS system, with the costs and possible sources of the equipment. This month, instead of the promised closer look at what you can do with a bare-bones IIGS system, I would like to define some terms that will be coming up as our discussion continues. The goal of presenting this word list is to make sure that the technical terms I will be using are clear ahead of time.

I am placing this list not in an alphabetic order, but rather in a topical order, so terms with similar or related meanings are defined in the same general area. If you want it alphabetized, I leave that as an exercise for the reader.

WARNING!! The National Weather Service has issued a Flash Word-Flood Warning, effective immediately for all computers downstream of this issue of the GENieLamp. Be prepared to sandbag your monitor, in case the flood of words gets too overwhelming. If you are unable to safely protect your desk, you are instructed to turn off your monitor or head for higher ground. Do not, repeat, DO NOT flush your buffer until that backlog has cleared, and boil all of your floppy disks before using them.

[\*][\*][\*]

RAM: Random-Access Memory Can refer to the memory chips in the computer  
\*\*\*\*\* ("I had to order eight of the RAM chips to increase the memory in my computer.") Also used in the context of how much memory is available ("This software package requires a minimum of 768K RAM.") What is important to remember about the RAM used in your computer is that it holds data only as long as power is supplied; if you lose power or shut the computer off before saving your work, it will be gone.

ROM: Read-Only Memory      Electronically the same thing as RAM, with one  
"exception: the programs or data in ROM do NOT  
disappear when power is shut off. Thus, ROM is used in to hold  
instructions for the computer that are expected to be available at all  
times, even when first turning on the computer. This makes the computer  
smart enough to get itself started with little intervention from the user.  
Although ROM may also be referred to in terms of how many "K" or "megs" it  
holds, you cannot store any new data on top of what is stored in ROM; it is  
not erasable.

HARDWARE      The physical components of a computer (i.e., the computer  
itself, the keyboard, disk drive, monitor, etc). Primarily  
refers to what can be physically picked up, touched, smelled, tasted, or  
can be modified with hand-held tools.

SOFTWARE      The programs you run on your computer. Software is definitely  
NOT something that you can handle physically, although the  
disks on which a program is stored CAN be. Because ROM is unchangeable,  
software is loaded into RAM and executed in RAM.

FIRMWARE      This is software that has been stored permanently in a ROM chip.  
It is called "firm" instead of "soft" because it cannot be  
modified or erased. The Applesoft BASIC interpreter that is part of every  
Apple II from the II Plus up through the IIGS is an example of firmware.  
The built-in software routines in the IIGS that manage memory, graphics,  
and many other functions are also firmware.

MICROPROCESSOR      The "brain" of a computer. This is an integrated circuit  
that is able to manipulate the data in RAM or ROM and  
come up with a result through a set of specific steps, or instructions.  
The microprocessor used in the original Apple II, II Plus, and unenhanced  
IIe is the 6502; in the Apple IIc and the enhanced IIe it is the 65c02; and  
in the Apple IIGS it is the 65816. (For those interested, the 6502 is also  
used as the brains of the Nintendo game system, and the 65816 is the brains  
of the Super Nintendo.)

The microprocessor used by the Macintosh, Amiga and Atari ST computer  
is the Motorola 68000 series (68020, 68030, and 68040 are progressively  
more powerful and sometimes faster versions of this processor). The IBM  
series has used microprocessors made by Intel, with names like 8088, 8086,  
80286, 80386 (or 386), 486, and now Pentium (previously known as 586 or P5).

8-BIT      The 6502 and 65c02, used in the Apple II, II Plus, IIe, and IIc, is  
an 8-bit microprocessor, since it handles 8 bits (one byte) of  
data at a time. It has an address width of 16 bits, which makes it  
possible to handle 64K of RAM (65,366 bytes) at any one time. In order for  
certain programs (such as AppleWorks or Publish It!) to use larger amounts  
of memory, those programs do what is known as bank-switching, where they  
jump among various 64K banks of memory. The 6502 is still working with  
only 64K at a time, but it is being fooled into handling larger amounts of  
memory. This is somewhat workable, but the memory management is still  
somewhat difficult, and not many programs have been able to do this.

16-BIT      The 65816, used in the Apple IIGS, is a 16-bit microprocessor,  
capable of handling 16-bits (two bytes) of data at a time. It  
has an address width of 24-bits, which makes it possible to handle 16 megs  
of RAM (16,777,216 bytes) at a time. This chip can treat all of this

memory as one large continuous space, and does not have to use any complicated bank-switching scheme as does the 6502/65c02 processors. Because of design limitations, however, the Apple IIGS can use only 8 megs of this address space for RAM; the other 8 megs is partly used by the system ROM, but is otherwise unavailable.

**DECIMAL** The base 10 system of counting, where ten digits (from 0 through "9") are used to represent numbers. The number "234" in the decimal system refers to:

$$\begin{aligned} 234 &= 2*10^2 + 3*10^1 + 4*10^0 \\ 234 &= 2*100 + 3*10 + 4*1 \\ 234 &= 200 + 30 + 4 \\ 234 &= 234 \end{aligned}$$

(Note that in algebraic notation, "10<sup>2</sup>" means "10 times 10", or "10 squared", or "10 raised to the second power". "3\*10" means "3 times 10").

**BINARY** The base 2 system of counting, where two digits (0 and 1) are used "01" to represent numbers. On computers, the percent symbol is sometimes used to depict a number as binary, particularly in a language known as assembly (which deals with the function of the computer on the level of the microprocessor). The decimal number "234" would be represented in binary as "%11101010", or:

$$\begin{aligned} \%11101010 &= 1*2^7 + 1*2^6 + 1*2^5 + 0*2^4 + 1*2^3 + 0*2^2 + 1*2^1 + 0*2^0 \\ \%11101010 &= 1*128 + 1*64 + 1*32 + 0*16 + 1*8 + 0*4 + 1*2 + 0*1 \\ \%11101010 &= 128 + 64 + 32 + 0 + 8 + 0 + 2 + 0 \\ \%11101010 &= 234 \end{aligned}$$

**HEXADECIMAL** The base 16 system of counting, where sixteen digits (0 "0-9A-F" through 9 and A through F) are used to represent numbers. This system was designed to make the expression of numbers on a computer easier, since it still shows something about what the number is in binary, but uses fewer digits and is easier to read (once you get used to it!). In this system, the digits 0 through 9 have the same meaning as in the decimal system, but the letters A through F are used to represent the decimal numbers 10 through 15.

On computers that use the 6502 or 65816 microprocessor, it has become customary to designate hexadecimal numbers with a preceding dollar sign. (Other computers may use the letter "H", as "HEA" instead of "\$EA"). The decimal number "234" would be represented in hexadecimal as "\$EA", or:

$$\begin{aligned} \$EA &= E*16^1 + A*16^0 \\ \$EA &= 14*16^1 + 10*16^0 \\ \$EA &= 14*16 + 10*1 \\ \$EA &= 224 + 10 \\ \$EA &= 234 \end{aligned}$$

It is easy to determine the binary equivalent of a hexadecimal number, simply by taking it a hex digit at a time (\$E = %1110, and \$A = %1010, so \$EA = %11101010).

**BIT** A single binary digit, which can be on or off, one or zero. It is "" the smallest piece of data that can be manipulated at a single time by a microprocessor.

**NIBBLE** One half of a byte, or four bits, this term is not used much by  
 "\*\*\*\*\*" non-programmers. The byte \$EA is composed of two nibbles, \$E and \$A.

**BYTE** For the sake of convenience, bits are usually clumped together into  
 "\*\*\*\*\*" groups of eight. A group of eight bits is called a "byte", and can be any number from 0 to 255 (decimal). Thus, the number "0" is "%00000000" in binary, and the number "255" is "%11111111" ("0" and "FF" in hexadecimal, respectively).

**KILOBYTE** Also known as "K", this is from the metric system method of  
 "\*\*\*\*\*" designating one thousand. However, since computers think in binary, 1 kilobyte is not exactly 1000 bytes, but rather 1024 bytes (2<sup>10</sup>, or 2 multiplied by itself 10 times). Computer memory and disk storage have usually been designated in "K", but with larger and larger sizes of memory and storage becoming available, this is becoming an outdated term. The Apple II Plus came standard with 64K memory (64\*1024 bytes = 65536 bytes of memory).

**MEGABYTE** Also known as "meg" or "MB", this is also from the metric system  
 "\*\*\*\*\*" for one million (or a thousand thousand). Again, this does not refer simply to 1,000,000 bytes, but to 1024 K, or 1024\*1024 = 1,048,576 bytes. The Apple IIGS is capable of handling up to 8 megs of memory, and a common size for a hard disk is 40 megs.

**MONITOR** This is used in two ways on the Apple II:  
 "\*\*\*\*\*"

- 1) "monitor" (not capitalized) refers to the screen or CRT (cathode ray tube) used as a primary display device. A monitor may be monochrome (usually a black background with characters in white, green, or amber), or RGB (Red-Green-Blue) color monitors. A standard television could be attached to a computer, but the resolution is usually not high enough to properly display 80-column text in a legible fashion. A IIGS is most useful (and fun!) with an RGB monitor, but will work acceptably with monochrome. Monitors with names like CGA, EGA, and VGA are primarily for the IBM series of computers, and refer to increasing graphics capabilities.
- 2) "Monitor" (capitalized) refers to a program in ROM that is used to examine the values of memory addresses, clear the screen, send a character to the printer port, read a keypress from the keyboard, and many other functions.

**MOTHERBOARD** Refers to the large circuit board inside the computer. The  
 "\*\*\*\*\*" motherboard holds the electronic circuitry that makes the computer work, as well as places where external devices (such as a keyboard, mouse, monitor, etc.) may be attached.

**SLOT** This is a long socket on the motherboard of a computer into which a  
 "\*\*\*\*\*" peripheral card may be plugged. The IIGS has seven slots along the back side of the motherboard, and another one on the right front that is reserved specifically for memory expansion cards.

**PORT** This is the designation given to a place where an external device  
 "\*\*\*\*\*" may be attached to the computer. The back panel of the IIGS has a printer port, modem port, disk port, RGB monitor port, monochrome monitor port, and keyboard port.

**INTERFACE** An interface is something which translates something into  
"\*\*\*\*\*" something else. For example, a keyboard is an interface that  
translates letters and numbers that humans understand into digital  
electronic signals that the computer can comprehend and act upon. A  
monitor is an interface that translates those digital electronic signals  
into a visual representation that humans can read.

Interfaces are also used between electronic devices. A disk drive  
uses digital information in a manner different from that used in RAM chips,  
so an interface card (also called a controller card) is needed to translate  
from the language understood by the disk drive to that understood by the  
computer.

**PARALLEL INTERFACE** An interface that transmits data to another device  
"\*\*\*\*\*" through eight or more parallel wires, where each line  
carries a single bit of information. This allows a full byte to be sent at  
once. Parallel cables look like flat ribbons.

**SERIAL INTERFACE** This type of interface sends data to another device as a  
"\*\*\*\*\*" continuous stream of single bits. The cable for a  
serial device is simpler (fewer wires) than the cable for a parallel  
device, and generates less radio frequency interference; however, it may  
not be as fast as a parallel device, since it takes longer to send a stream  
of eight bits than it takes to send eight bits simultaneously.

**MOUSETEXT** A set of pictograms that can be displayed on the standard text  
"\*\*\*\*\*" screen of a IIGS, IIC, or enhanced IIE. These lines, arrows,  
pointers, and other symbols can be used to highlight plain text. They  
cannot be directly generated by typing on the keyboard, but must be  
"printed" to the screen in a particular way.

**INTERRUPT** This is a special signal sent to the microprocessor that tells  
"\*\*\*\*\*" it to stop what it is doing, and start running a special  
program elsewhere in memory. Certain types of interrupts (such as pressing  
the Control and RESET at the same time) can never be avoided; the  
microprocessor MUST respond to that type of interrupt. Other types of  
interrupts can be temporarily disabled by programs that cannot allow  
themselves to be interrupted (such as the timing routines used by the  
software that controls disk drives).

**CLASSIC DESK ACCESSORIES (CDAs)** Add-on programs that are available at any  
"\*\*\*\*\*" time, while using any program on the  
IIGS, whether 8-bit or 16-bit, as long as that program does not disable  
interrupts. (A keyboard interrupt is responsible for getting the attention  
of the microprocessor and displaying the CDA screen.)

**NEW DESK ACCESSORIES (NDAs)** Add-on programs that are ONLY available when  
"\*\*\*\*\*" running 16-bit software that supports access  
to them (i.e., it must display a menu bar at the top of the screen, and  
have the solid apple symbol displayed on the left edge). These programs  
can be and usually are more complex than CDAs.

**NEXT TIME** Tune in again next time for a discussion that deals with the  
"\*\*\*\*\*" IIGS Classic Desk Accessories, focussing on the all-important  
Control Panel. We'll get to what can be done with a minimal GS system yet.  
I promise.

Really.

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "You should see what happens when you try to eject a ram disk. /
/ Chips flying everywhere. It's horrible." /
////////////////////////////////////// W.CARVER1 //////////////////////////////////

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[EOA]

[BYT]//////////////////////////////////////

NEWSBYTES /

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PC Prices: How Low Can They Go?

\*\*\*\*\*

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Editorial - PC Prices, How Low Can They Go? 08/13/93

\*\*\*\*\*

WASHINGTON, DC, U.S.A., 1993 AUG 13 (NB) -- By John McCormick.

Should you buy now or wait for lower prices?

That question, often ignored by computer publications, is really more important to most users than whether the latest microprocessor is 2.5-times faster than the last release or will really only run their software 2.25-times more quickly.

Because most users never push their hardware or software anywhere near the limits, few buyers really care about the fastest hardware and instead are far more interested in the cost of just enough power to meet their particular needs.

These days, that generally means a 386SX if you don't run Windows, and a 486 if you do, or whatever Macintosh you can afford if you are Apple-oriented.

With the steady deterioration in profit margins for manufacturers and a consequent Dutch-auction atmosphere among buyers, you really have to give some serious thought to non-essential new hardware purchases. (A Dutch-auction just means that, unlike normal auctions where people keep bidding prices up, prices are constantly marked down until products sell.)

Obviously, if you need new hardware then you buy it now, selecting among vendors based on price, quality, and options. This also holds true if you don't have a computer yet - they are such powerful tools that virtually every business and many individuals really need one and the price/pay-off ratio for a first computer has been right for almost a decade.

But what if you would like to upgrade although you don't really need to yet? In that case, your real problem is not selecting a vendor but deciding if prices will continue to drop.

Apple Computer, after suffering the worst fiscal quarter in its history, will obviously have to continue its recent price-cutting ways and work at reducing costs if it wants to improve or even maintain its market share.

Price cuts continue for two basic reasons. First, competition is really getting to cutthroat proportions as more and more buyers are

discovering that, to paraphrase Gertrude Stein, a PC is a PC is a PC. And, second, efficient PC makers can afford to cut prices because component prices are continuing to fall. Intel's 486 processor prices are falling and will probably plunge when AMD starts selling large numbers of its compatible chip.

Also, if you have delayed buying a large hard drive because of high costs, then you obviously haven't been paying attention because many drive prices have dropped by as much as 50 percent just since January.

Don't look for prices to ever go much below \$1,000 for a decent computer simply because it costs that much to package, market, warehouse, and support a hardware package at a reasonable profit, but if you are looking at desktop computers priced in the \$2,000 to \$3,000 range then you can expect to see more features along with larger memories and hard drives added to specific clone models and lowered prices on big-name computers in that price range.

If you are looking at workstations, and especially servers priced from \$5,000 to \$20,000 or more, then hold on to your hats because it looks as if hardware prices will really plunge.

Why wouldn't they, when you can assemble a 66-megahertz 80486- based server-type system with 16 megabytes of memory and a pair of gigabyte plus hard drives for less than \$5,000?

Notebooks are the one major area where prices may have bottomed out and could even increase. Recently Compaq's notebook manufacturer, Citizen, stopped shipping computers to the Texas- based company because the drop in value of the US dollar versus the Japanese yen has meant that Citizen had lost its entire profit margin on the deals.

This upward price pressure may well continue and spread since most notebook computers and all notebook display screens are made overseas and the dollar shows no real signs of strengthening.

(John McCormick/19930716/)

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[EOA]

[PDQ]////////////////////////////////////

PD\_QUICKVIEW /

////////////////////////////////////

GIF.3200 (v0.20)

\*\*\*\*\*

By Mel Fowler

[MELSOFT]

Program Name : GIF.3200 v 0.20  
Filename : GIF.3200.BXY V.0.2  
Library Area : 22  
Program Number : 13756  
File Size : 18900  
Program Type : Converts GIF files to IIGS format  
Author : Jonah Stich [J.STICH1]  
Version Reviewed: 0.20

File Type : SHAREWARE! \$5.00

ABOUT THE PROGRAM Here is a program that was designed to do only one thing, convert Graphic Interchange Format (GIF, pronounced "jif") graphics into Apple IIGS 320x200 16- or 3200-color graphics. The GIF graphics format was developed by CompuServe to provide a means for exchanging graphics among the different computer platforms. Until now, Apple IIGS users weren't too keen on GIF, mainly due to the poor results seen when GIF graphics were converted to IIGS format. This is no longer the case.

GIF.3200 v0.20, under development by Jonah Stich, has opened the world of GIF graphics to IIGS users. The results are the best graphics that I have ever seen on the Apple IIGS, especially those GIF graphics converted by GIF.3200 to the 3200 color format. Version 0.20 added two important features that no other IIGS GIF conversion program that I know of has: (1) the ability to handle more than 16 colors; and (2) the ability to convert graphics larger than 320x200 pixels.

GIF graphics may range in size from 300x100 to 640x480 and even larger. The 640x480 size is common and is roughly twice the size of a IIGS screen. There may be 16, 256, or 4092 colours per screen.

Converting a 320x200 GIF graphic is simple, just open the GIF file and the program will handle the conversion. When you open a file, the IIGS screen looks like this:

```

-----
Horiz size: 640+ |_____|
Vert size: 480+ |_____|

Color map size: 16777216

Pixel map size: 256

Quantize: | Pre-scale COLOR |
X Scale: 1: |____| Y Scale: 1: |____|

OKAY CANCEL
-----

```

This is what you would see if you opened a GIF file 640x480 with 16777216 possible colors with 256 colors available per screen. To convert this GIF file directly to a 320x200 IIGS screen, just choose an X Scale of 1:2 ratio and Y Scale also to a 1:2 ratio, which will reduce it to half size.

There is a second method of converting this GIF file and that is by using the Horizontal size and Vertical size boxes. Picture in your mind a graphic 640 pixels wide by 480 pixels high. We are trying to draw that on a IIGS screen that is 320x200. If the Horizontal size and Vertical size boxes both contained 0, your IIGS screen stops when it reaches the 319th pixel... that is, it draws only the upper left quarter of the GIF graphic. By entering 20, for example, in the Horizontal size box, you move the GIF

20 pixels to the right and now cover pixels 20 through 340. If you then enter 200 in the Vert Size box, the GIF is moved down 200 pixels and you are looking at the lower half of the GIF graphics. Therefore, by keeping the X and Y Scales at a 1:1 ratio, you select various portions of the original GIF graphic and view them at their original resolutions. To view the whole thing, you just convert several graphics to IIGS format. This is a powerful feature of the program.

Note that in the above example the GIF graphic is 480 pixels high. If you wanted to center the picture vertically for a full IIGS conversion you would set X and Y to 1:2 ratio and input 40 into the Vert Scale.

Quantizing determines which algorithm is used to convert the colors. There are seven quantizing options. There are four for 16 color format: Pre-scale Color, Post-scale Color, Grey scale and Median-Cut. The other three are for 3200 color format, 3200 Color (post), 3200 Color (pre), and Median-Cut 3200. The "pre" options are quick but crude conversions used for looking at the GIF file before converting it. Use these options to figure out how to set the scaling and sizing before making your conversion. The finest conversions are obtained by using the Median-Cut and Median-Cut 3200 options. However, these are also the slowest and may take as much as 20 minutes.

GIF.3200 v0.20 is shareware and has a modest \$5.00 fee. As you can tell by the version number, this program is still unfinished. The last rumor that reached our ears was that Mr. Stich was attending UC Berkeley and has not been an active Apple II programmer for some time. I am hoping that this review will rekindle the author's interest in finishing this program and in adding the features he mentioned in the documentation (written in 1990), such as converting to a larger format, 320x396 "page" format or even multiple screens, saving to other formats (such as APF, PWG, 3201), and speeding things up. The conversions do take a long time! If you download this program and would like to see it developed further, send in that all- important shareware fee! You should be able to contact Jonah on GENie at J.STICH1.

One last word about converting GIF files. Your conversion is only as good as the original graphics. GIF.3200 will not make a bad GIF file into a good IIGS graphics.

You can download GIF graphic files from most of the computer RTs on GENie, but the best place is from the Photobase RoundTable, keyword PHOTO.

-Mel (MelSoft) Fowler

[EOA]  
[MOO]////////////////////////////////////  
CowTOONS! /  
////////////////////////////////////

More Mootations  
\*\*\*\*\*  
By Mike White  
[MWHITE]





Finder is starting up. This program is \$3 shareware, Copyright 1992-1993 by Lunatic E'Sex. Send fees to the address enclosed, or send a \$3 GENie Gift of Time to LUNATIC. Includes a "Read Me" file. Packed with GSHK. Includes resources.

Keywords: Under the Rug,Rug,Finder extension,FExt,Trash Can,hide trash,kids,children

[\*][\*][\*]

Number: 21061 Name: FIXFONTMGR.BXY  
Address: BRYAN.ZAK Date: 930718  
Approximate # of bytes: 2688  
Number of Accesses: 301 Library: 6

Description: If you use System 6.0.1 this is a \*MUST\* download. Nathan Mates discovered a bug in the ChooseFont routine and has been nice enough to write this patch program. If you have Pointless, it will eliminate the need to be sure that there is at least one bitmap of each TrueType font in the system. Packed with ShrinkIt.

Keywords: Font Manager,Pointless,bug,patch,fix,bugfix,6.0.1,system 6.0.1, Westcode

[\*][\*][\*]

Number: 21071 Name: NTV16.BXY  
Address: G.MCHUGH1 Date: 930720  
Approximate # of bytes: 500096  
Number of Accesses: 30 Library: 25

Description: Another GREAT music & graphics disk from the One World Wizards. You can read about this disk before downloading it by listing the text file, "About NTV16" located nearby in the library. Enjoy! This is a packed disk. Use ShrinkIt to unpack to a blank 3.5" disk. [Note: There have been problem reports from ROM 03 owners concerning the NTV disks. If you have a ROM 03, this program might not work for you.]

Keywords: Sound,Music,One World,Dr. Tom,Vamps,NTV

[\*][\*][\*]

Number: 21108 Name: POWERPLAY.BXY V1.1  
Address: P.BRINKLEY Date: 930802  
Approximate # of bytes: 50176  
Number of Accesses: 119 Library: 21

Description: PowerPlay is a GS program containing 4 different games. An earlier version (1.0) is not System 6 compatible. The 4 games are: Tron -- A 2-player light-cycle race game. FourPlay -- A brain-twisting Tetris-like game. GridLock -- A puzzle with ever-increasing complexity. PIGNBULL -- A number matching game, similar to Mastermind. This program is FREEWARE. Have fun. The GASMAN

Keywords: Powerplay,tron,pignbull,gridlock,fourplay,gasman,mastermind

[\*][\*][\*]

Number: 21041 Name: VIRTUAL.BXY  
Address: B.DUNST Date: 930712  
Approximate # of bytes: 54272  
Number of Accesses: 156 Library: 22

Description: This is an awesome little program that will put your graphics on 'walls' and enable you to walk around this 'virtual art gallery.' It accepts \$C1 uncompressed graphics, \$C0 Paintworks 320 (top half only), PackBytes/Eagle format (all), and Apple Preferred Format. Requires System 5.0 or higher, 1 meg of ram. Written by the infamous Jason Harper! Compressed with GS ShrinkIt version 1.1. This little ditty is really something. I would recommend getting it. Ever play Wolfenstein on the IBM? This is just like walking through those hallways and seeing the pictures on the walls scale. Uploaded by the one, the only...B.DUNST!!!

Keywords: Virtual Reality,Art Gallery,Slide Show,Jason Harper, Pictures, Graphics

[\*][\*][\*]

Number: 21034 Name: SAP.V0.7.BXY  
Address: K.MOCK Date: 930710  
Approximate # of bytes: 212864  
Number of Accesses: 79 Library: 22

Description: Updated version of SAP, the Simple Animation Program. SAP is the only freeware animation system for the GS, and the only one which is still supported! This version adds additional power to version 0.5. It allows for user interaction and provides looping capabilities. See the accompanying SAPDEMOV0.7 for a demonstration of the new capabilities. This disk contains complete docs and a tutorial. A GS with a hard drive, accelerator, and 2 megs of RAM is recommended, but not required. Unpack with ShrinkIt GS and you're off...

Keywords: SAP,0.7,animation,multimedia,freeware,graphics,sound

[\*][\*][\*]

Number: 20996 Name: CAF.RESUR.BXY  
Address: H.PORTNOY Date: 930630  
Approximate # of bytes: 50816  
Number of Accesses: 97 Library: 40

Description: CHANGE-A-FILE V.4.17 and RESURRECTION V.2.9. CAF, a batch file utility: Read AWP and TXT files; convert AWP to TXT, TXT to AWP, and AWP 3.0 to 2.x; Repair ADB and AWP files; change file info, strip linefeeds and more. RESURRECTION restores files even when disk directories are damaged. Docs included. Partially free and partially shareware. \$10 for both.

Keywords: AppleWorks,CHGFIL,Resurrection,Repair,AWP,ADB,Strip, Linefeeds,Restore

[\*][\*][\*]

Number: 20975 Name: GS.ENTERTAN.BXY  
Address: C.KERN1 Date: 930623  
Approximate # of bytes: 38528

Number of Accesses: 68 Library: 25

Description: GS Entertainment is a program that can show various graphic formats and play sound or music. It can show PNT, PIC, ANI and 3200 graphic images in a series while playing music or sound. It can also play sound and music as a jukebox. The sounds and music it can play are: SoundSmith, SynthLAB, Music Studio, HyperStudio and rSounds. Written by Clayburn Juniel, AzApple User Group. Packed with GS ShrinkIt 1.1. [Note: This is a re-upload of file #20869, which has been deleted from the library. If you already have GS.Entertainment, you don't need this.]

Keywords: music,graphics,sound,jukebox,SoundSmith,SynthLAB,MusicStudio,rSounds,Hyper

[\*][\*][\*]

Number: 20935 Name: OFFLINE.MGR.BNY  
 Address: T.ZUCHOWSKI Date: 930620  
 Approximate # of bytes: 5504  
 Number of Accesses: 18 Library: 18

Description: With the abolishment of free areas on GENie, we're all looking for ways to minimize connect time. Offline processors like GEM, Copilot and others can work wonders, but they don't work with the Modem MGR telecom program. The tips in this "Offline Cookbook for Modem MGR" will show you how to get a lot of stuff done offline where the billing clock isn't running.

Keywords: Modem MGR,offline,off line,cookbook,telecom

[\*][\*][\*]

Number: 20934 Name: OFFLINE.TIC.BNY  
 Address: T.ZUCHOWSKI Date: 930620  
 Approximate # of bytes: 5888  
 Number of Accesses: 51 Library: 18

Description: With the abolishment of free areas on GENie, we're all looking for ways to minimize connect time. Offline processors like GEM, Copilot and others can work wonders, but some computers don't have the horsepower needed to run them, and sometimes you just want to get online "quick and dirty". The tips in this "Offline Cookbook for Talk Is Cheap" will show you how to get a lot of stuff done offline where the billing clock isn't running.

Keywords: Talk Is Cheap,TIC,offline,off line,cookbook,telecom

[\*][\*][\*]

Number: 20933 Name: OFFLINE.PT3.BNY  
 Address: T.ZUCHOWSKI Date: 930620  
 Approximate # of bytes: 4352  
 Number of Accesses: 145 Library: 18

Description: With the abolishment of free areas on GENie, we're all looking for ways to minimize connect time. Offline processors like GEM, Copilot and others can work wonders, but some computers don't have the horsepower needed to run them, and sometimes you just want to get online

"quick and dirty". The tips in this "Offline Cookbook for ProTERM 3" will show you how to get a lot of stuff done offline where the billing clock isn't running.

Keywords: Proterm,offline,off line,cookbook,telecom

[\*][\*][\*]

Number: 20912 Name: SSMITH.HELP.BXY  
Address: T.WARD5 Date: 930617  
Approximate # of bytes: 12544  
Number of Accesses: 80 Library: 25

Description: A simple guide on how to write SoundSmith songs. Its main focus is on transcribing sheet music into the SoundSmith spreadsheet-style format. But you should be able to start writing your own songs after reading this. This archive contains a standard text file, and an AppleWorks WP file. Packed with GSHK.

Keywords:SoundSmith,songwriting,transcribing,sheet music,scales, notes,help

[\*][\*][\*]

Number: 20907 Name: SUPER.TTT.BXY  
Address: C.HARTLEY3 Date: 930616  
Approximate # of bytes: 4480  
Number of Accesses: 72 Library: 33

Description: Play a friend or play the computer! Super Tic Tac Toe has sixteen squares instead of nine, and more ways to win. A game of strategy. FREEWARE. Enjoy.

Keywords: Hartley,Tic Tac Toe,TicTacToe,strategy

[\*][\*][\*]

Number: 20905 Name: THEATER.BXY  
Address: J.RASH4 Date: 930616  
Approximate # of bytes: 3456  
Number of Accesses: 31 Library: 23

Description: This is a desktop picture for Color CDev. It was inspired by Mystery Science Theater 3000. Apple II Forever!

Keywords: Mohawk,picture,CDev,Color CDev,MST3000,Ozoneman

[\*][\*][\*]

Sometimes files are removed from the library after we publish this magazine. In many cases, the removed file has been replaced with an updated version of that file. If you can't find one of the files listed here, there is a way to check for a newer version. Do a keyword search on the library using a word that describes the file you are looking for. Chances are, you will find a newer version of that file, or another file that meets your expectations.

//////////////////////////////////// GENIE\_QWIK\_QUOTE //////////////////////////////////

/ "Spooj is the scientific name for 'finger mung'" /  
//////////////////////////////////// BILL.LYNN ///

[EOA]

[WHO]////////////////////////////////////

PROFILES /

////////////////////////////////////

Who's Who In Apple II

\*\*\*\*\*

>>> WHO'S WHO <<<

\*\*\*\*\*

~ GENieLamp Profile: Joe Kohn, Publisher-Editor, Shareware Solutions II ~

GENieLamp> Would you tell us how you first became interested in the  
"\*\*\*\*\*" Apple II? Was it your first computer?

Kohn> I bought my first computer in about 1980. At that time, I narrowed  
"\*\*\*\*\*" my choices down to two competing systems: The Apple II and the  
Atari 400. I clearly remember reading that there would be a shake-out in  
the computer industry, and believed that I should purchase a computer from  
the company that I thought would be around for a few years. Based on that  
sound reasoning, I bought an Atari 400.

A year or so later, I went back to my computer dealer, and asked about  
a new peripheral that I'd heard about. He explained to me what a disk  
drive was, and after having used cassettes for storage, I wanted one.  
Unfortunately, the dealer explained, disk drives cost as much as my entire  
system had cost, and they couldn't be connected to the Atari 400.

I wanted a new computer. I wanted one with disk drives and with lots  
of power. I wanted a computer that came from a visionary company that  
would be in business for years and years. So, I got an Osborne I.

A year or so after that, I got an Osborne Executive. It was  
everything I could have wanted in a computer. It was portable, it had  
built-in parallel and serial ports, it had a large 8" screen, it ran CP/M,  
and best of all, it came bundled with word processing, spreadsheet and  
database software. The database software, quite literally, changed my  
life. I realized that computers could store any type of information, and I  
decided that I wanted to master dBase and offer my services setting up and  
maintaining databases.

Around that time, I was visiting a friend who'd just gotten an Apple  
II. We were arguing about the merits of our computer systems. I told my  
friend: "I can run WordStar on my system". He said: "So can I." I then  
told him: "I can keep financial records on my computer with a spreadsheet.  
He said: "So can I." Finally, I used my ace in the hole, and said: "I can  
keep any type of records using dBase." His response, of course, was "So  
can I."

He then used his ace in the hole. He sat me down in front of his  
computer, and started up a program named Lode Runner. He watched as my jaw  
fell, and smugly asked me if my computer could do that.

Two days later, I purchased an Apple II+.

GENieLamp> You used to be sysop of the Apple II forums on The Source, one

"" of the major commercial networks for individual users (now, alas, defunct). When and how did that happen?

Kohn> It was a case of coincidence and serendipity. In the mid-1980s, a "" good friend and I, George Goldsmit (the owner of The Apple Resource Center in Tracy, CA) put our heads together trying to figure out a way to support our Apple II habits. We set up and ran the Apple II Information Exchange (ATIE), which we envisioned as being a super User Group for User Groups. We were going to supply the Apple II user group community with technical information, articles for newsletters, and had plans to collect every single Apple II public domain program ever written.

George lived in San Jose at the time, not too far from Apple's headquarters. We registered ATIE with Apple's User Group Connection, and gave George's address.

In late 1986, the Source Information Network was looking for someone to take over and manage their Apple II forums. They contacted Apple to get a listing of Apple II User Groups based in Silicon Valley, and guess who appeared first in the alphabetical listing that they received?

Soon after we took over the Source's Applesig, George founded the ARC, and no longer had the time to devote to the Source, so Applesig became a "one-man band" for more than two years. During that time, I provided all the ongoing Apple II technical support and still had time to upload thousands of programs to the library.

I continued to run The Source's Applesig right up until its demise.

GEnieLamp> Big Red Computer Club is now known as the place that has "" resurrected classic Apple II software titles from publishers such as Activision. What was BRCC like when you became its freeware and shareware librarian?

Kohn> I went to work for Big Red Computer Club two days after the Source "" closed down. At that time, BRCC was an Apple II user group and was essentially a family operation. I worked from my house, nearly 2,000 miles from the BRCC office. It was a great match, and I think that John Wrenholt and I were a great team. I wrote approximately 50% of BRCC's monthly newsletter and supplied 90% of all the Apple II and IIGS freeware and shareware in BRCC's library. I submitted all my articles via modem, mailed in all the master disks, and never once visited the BRCC offices.

After working for BRCC for two years, the organization had somewhat of a change of focus. It was then that BRCC started licensing and purchasing Apple II commercial software, and started its meteoric climb to become the largest publisher of Apple II software.

GEnieLamp> When you announced Shareware Solutions II, you joked that "" organizations that hire you fold not long afterward... The Source, Apple IIGS Buyers' Guide, and now inCider/A+. The Big Red Computer Club has survived your involvement. When did you leave there, and why?

Kohn> It was a joke, but it has some validity. The Source sold their "" operation to their nearest competitor, who promptly put them out of business. Then, the Apple IIGS Buyers' Guide sold their operation to their nearest competitor, who promptly put them out of business. Then, inCider/A+ sold their operation to their nearest competitor, who promptly

put them out of business. I was starting to see a trend.

With Big Red Computer Club, we had an amicable parting of the ways about 1.5 years ago. And, despite my leaving, BRCC has flourished ever since.

GEnieLamp> You've been described as a "shareware champion" and "shareware  
"\*\*\*\*\*" evangelist". How did this start?

Kohn> The very day I purchased my Apple II+, I also bought 100 blank  
"\*\*\*\*" disks, and on my way home, I stopped by the offices of the San  
Francisco Apple Corps. Within a few hours, those 100 disks were filled.

That was long before the concept of shareware was developed, so all the thousands of programs on those 100 disks were all free. There was just something appealing to me about free software.

GEnieLamp> Do you yourself write programs?  
"\*\*\*\*\*"

Kohn> Not really.  
"\*\*\*\*"

GEnieLamp> Shareware users clearly have an obligation to pay for programs  
"\*\*\*\*\*" they keep. Do shareware authors have any responsibilities?

Kohn> At this year's KansasFest, I gave a talk on the very subject of  
"\*\*\*\*" shareware author's responsibilities. I expected my talk to be quite controversial, and was literally shocked when shareware programmers applauded me at the end. At some point, I hope to use those remarks to develop a "Shareware Code of Ethics" .

In short, I do feel that a shareware author has certain responsibilities to their customers. If nothing else, they owe people who remit payments a note of thanks. It amazes me how many irate letters I get from users of shareware who tell me how bad and mad they feel after sending in money, and never hear anything back from the programmer, not even a 19 cent post card that acknowledges receipt of the payment, or offers a kind word of thanks. Often, programmers forget the importance of courtesy, and I'd like to change that.

I do have many other ideas on how shareware authors can maximize their profits with a minimal amount of effort, but I'd like to save those for Shareware Solutions II. Once I have written up the "Shareware Code of Ethics", I will be happy to share "the secrets of the stars".

GEnieLamp> Shareware Solutions was the name of your column, which of  
"\*\*\*\*\*" course focused on shareware, freeware, and public domain software. Does the newsletter only cover shareware, freeware, and PD?

Kohn> The title "Shareware Solutions II" is a misnomer, as in many ways,  
"\*\*\*\*" it turned out to be more like inCider: The Next Generation. I chose the name for one reason and one reason only: name recognition. I figured that after having written a column with that title for 4-5 years, first in the Apple IIGS Buyer's Guide and then in inCider/A+, that it would be a recognizable name for a new publication.

Of course, Shareware Solutions II is about shareware, but it's also

about solutions. Above all, it's about the Apple II.

Obviously, I'm biased, so let me share with you a few letters I've received from subscribers. They can tell you all about Shareware Solutions II.

David Kerwood writes: "I just received my copy of Shareware Solutions II, and I can tell you that I was very impressed with what you have done here. I suppose I have gotten most of the A2 newsletter-format publications that have ever been published since 1986 (when I first discovered the world of Apple II computing), and this has been the best premier publication in this genre that I have ever received."

William Scott writes: "Congratulations on the first issue of Shareware Solutions II. It is more than I imagined. It is well written, informative, and contains information not found anywhere else. Thank you for taking the chance, and •supporting those who support the Apple II.ß"

Bill Ingraham writes: "Issue 1 of Shareware Solutions II is really great. I had envisioned it as being all about downloading, and maybe a little news. Instead, it is loaded with news of the II world."

And, if I remember correctly, the interviewer also had a few choice words to say about Shareware Solutions II. Your turn, Mr. Cuff.

GENieLamp> Thanks for ruining any chance I had at presenting a semblance  
"\*\*\*\*\*" of journalistic impartiality! <laughs> I believe I said that  
it was value for money, which in my personal opinion it certainly is.

Kohn> You wrote: "My rating of Shareware Solutions II, overall, is  
"\*\*\*\*\*" 'must-have'. The content makes you feel you're really getting your  
money's worth."

GENieLamp> You announced your decision to start Shareware Solutions II in  
"\*\*\*\*\*" what proved to be the final edition of inCider. Did you  
decide to start your own newsletter because you knew inCider's days were  
numbered?

Kohn> Yes. I knew of inCider's plans at least 6 months before readers  
"\*\*\*\*\*" did, yet I decided to stick it out to the very end. It was only  
after my final articles had been submitted to inCider/A+ that I went  
forward with my plans to self-publish my own Apple II-oriented newsletter.  
Shareware Solutions II was announced in the July 1993 issue of inCider/A+,  
as I knew that was to be the final issue.

As an aside, I'd like to point out that I got in the last word. The last words on the last page of the last issue of inCider were supplied by me. Those magical words, of course, were "Apple II Forever".

GENieLamp> This is your first venture as publisher and editor-in-chief.  
"\*\*\*\*\*" Do you find it a different experience from that of being a  
contributor to magazines such as inCider/A+ and The Apple IIGS Buyer's  
Guide?

Kohn> It's like night and day. As a Contributing Editor, I simply  
"\*\*\*\*\*" emailed my articles as ASCII text, and several months later, they  
appeared with art work and were polished products. Now, the text is just  
the first step of a long process. After writing each article, I have to

lay it out, test print it many times to make sure everything fits and looks good, bring the completed newsletter to the printers, type mailing labels, lick stamps, and bring them to the post office.

GENieLamp> What hardware and software are you using to produce the  
"\*\*\*\*\*" newsletter?

Kohn> I own an Apple IIGS, and I'm writing all the articles with  
"\*\*\*\*\*" AppleWorks v3.0, beefed up with TimeOut Thesaurus and UltraMacros.  
I try to do as much editing and revising as I can with AppleWorks Classic.  
Then, I load the articles into AppleWorks GS's word processing module,  
where I'll use the Find and Replace function to add "smart quotes", and  
then finally, copy each article into AppleWorks GS's Page Layout module,  
where all the layout and last-minute editing is done.

Then, it's a simple matter of printing it out on my Hewlett-Packard  
LaserJet IIP Plus and then bringing my final copy to the printer for mass  
duplication.

GENieLamp> The professional look of the first issue brings to mind the  
"\*\*\*\*\*" frequent cry "I didn't know you could do that on an Apple II!"  
Obviously it can be done... but is desktop publishing with a IIGS and a  
laser printer easy to set up and use? What has your experience been?

Kohn> Learning how to use a desktop publishing program is the easy part.  
"\*\*\*\*\*" Learning how to use that program to create a work of art is the  
difficult part.

GENieLamp> Is Shareware Solutions II essentially a one-man operation?  
"\*\*\*\*\*"

Kohn> Not essentially. It is a one-man operation. I do everything.  
"\*\*\*\*\*"

GENieLamp> Then you also track the subscriptions using your Apple II?  
"\*\*\*\*\*"

Kohn> The AppleWorks v3.0 database is just ideal for keeping track of  
"\*\*\*\*\*" subscribers.

GENieLamp> What do you enjoy doing other than writing? What do wish you  
"\*\*\*\*\*" had more time for?

Kohn> A couple of years ago, I looked down and saw what others refer to  
"\*\*\*\*\*" as "computer stomach", and I didn't like what I saw, so I joined a  
local gym and now work out twice a week. I used to ski a lot, but have  
only gotten in one day a year on the slopes ever since I started working  
full-time with my Apple II. I'd like to go skiing a little more. I also  
like to hike, and I love to go to the monthly star party held atop a local  
mountain. I like to go to the movies, and I like to go to my local  
library. I like to go see the Oakland A's play, but they've been breaking  
my heart recently. I also like to listen to music, but find it too  
distracting when working.

I like to share my computer expertise, as a volunteer, to non-profit  
organizations, and through CompuMentor (a San Francisco-based non-profit  
organization) have helped more than 30 social service organizations and  
schools to use their Apple II's more efficiently. I also like to share my

expertise with my neighbors, and am currently President of the GravenStein Apple IIGS User Group.

But, above all, I'm going into my second decade of a love affair. I love the Apple II.

GENieLamp> Shareware Solutions II is currently a bimonthly. Does this  
"\*\*\*\*\*" seem like a realistic schedule, or do you feel you'll be going  
monthly soon?

Kohn> As of today, I only have "one issue under my belt" so it's  
"\*\*\*\*\*" premature to say when Shareware Solutions II will become a monthly.

GENieLamp> You've recently acquired an Internet address. Internet mail  
"\*\*\*\*\*" and newsgroups seem to be very hot topics right now. Will you  
be addressing this in Shareware Solutions II?

Kohn> I've been active on the Internet and Usenet for nearly 2 years, but  
"\*\*\*\*\*" it has only been during the past 6 months that it dawned on me that  
the Internet contains the entire accumulated knowledge of all mankind, and  
it's all just a keystroke or two away. The much-hyped "super data highway"  
already exists, and in Issue #2 of Shareware Solutions II, I will have a  
long article all about the Internet. I'll be looking at "the net" from an  
Apple II user's perspective, and will be providing very specific  
instructions on how to access it and how to use it.

GENieLamp> What else can people look for in future issues of Shareware  
"\*\*\*\*\*" Solutions II?

Kohn> Shareware Solutions II will provide on-going coverage of the  
"\*\*\*\*\*" Apple II family of computers.

What I'm most excited about today is "Such a Deal", a new column that  
will appear starting in Issue #2. I have been making arrangements with  
Apple II software publishers and hardware manufacturers who agree to give  
subscribers of Shareware Solutions II special discounted pricing on their  
products. Just as in Issue #1, Seven Hills Software offered subscribers a  
50% discount on most of their software, Issue #2 will contain special  
offers from at least five well-known (or soon to be well-known) Apple II  
developers.

In addition, there will be general Apple II hints and tips, articles  
that should help modem owners to have more fun with their modems, and of  
course, write-ups of the latest and greatest Apple II freeware and  
shareware.

My overall goal is to make Shareware Solutions II an indispensable  
resource for the Apple II community, and to make it the best magazine  
available for the Apple II. Based on the feedback so far, it looks like I  
just might be succeeding on both counts.

[If you'd like to subscribe, you can contact Joe Kohn online at  
J.KOHN, or write to him at:

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USA

A 12-issue subscription costs \$25 within North America; \$40 for overseas mail delivery. Checks and money orders only, payable to Joe Kohn. For more information, send a self-addressed stamped envelope.]

[EOA]

[FUN]////////////////////////////////////  
SEARCH\_ME /  
////////////////////////////////////

Online Puzzle Fun  
\*\*\*\*\*

By Scott R. Garrigus  
[S.GARRIGUS]

>>> SEARCH\_ME! <<<  
\*\*\*\*\*

THIS HAS GOT TO BE A MISTAKE! A couple of months ago my brother went out shopping for a new computer. Now after all these years of having Atari around the house and me being an avid Atari user, you can imagine my surprise when he came home with a Tandy Sensation. "This has got to be a mistake!", I thought to myself. "This is nothing but an IBM PC clone!". Well, at least that's what I thought at the time; but not anymore. I've heard all the war stories about how IBM's have all these problems and how Windows can't do this and Windows can't do that. Well, let me tell you, after about a month of playing around with it, I have to admit, I really like it! I can't say I like it better than my Atari. No, Atari will always be my first love; but working with Windows on an IBM can be a lot of fun!

As you've probably guessed by now, this month I visited the Windows Roundtable. I must say that after being around for only about a year, they are really doing a great job over there. The BBS is already loaded with topics on all kinds of Windows subjects from General Windows Questions to Windows Development. There are also separate categories for Windows NT and for many Windows software vendors too. They have RTC's every day of the week except for Saturday and Sunday. Even Sysops need a little time off, you know. :) Of course, most of my time has been spent in the software library downloading files and having lots and lots of fun playing with some of the programs. You'll find games, pictures, .WAV files, and utilities galore here.

So if you've got an IBM with Windows, by all means visit the Windows RT! To get there type either M1335 or WINDOWS at any GENIE prompt. First, however, be sure and solve this month's puzzle, which is full of all those wonderful Windows buzzwords you ought to know! I don't do all this work for nothing! ;) Until next month!

>>> WINDOWS\_ROUNDTABLE <<<  
\*\*\*\*\*  
~ Keyword: WINDOWS, Page 1335 ~

W A G Y E S W W D C R M T C C H P A E Q F N  
O R F G N I K S A T I T L U M O Y L R R W J  
R C A N J V P Z B R E B S N W L M B Z O T T  
D E B L R V O J V K Q A O E O F M E T S Y S

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P T A R T F H D A Y A L R R W T E M T G S U
E D S D F N S I F T C P E E L A R Z S I F S
R B I B O G O O I H O E H M O A V O A D U T
F Z C V S M T V C I I R A S K J N F N P Q A
E N G F O U O R N I C W L O U E J D I P O R
C D G K R L H T E Z S L C T F R H F R L S T
T X Q K C T P F J D M A J Y N M B K Q S E U
T Q M E I I U R L T R S B H G S H T I O X P
G R J P M M C J X G B O W L Q X W C N B V E
X M P Y I E Q B B B R N C I A V J O Q I E Z
D L K T U D P W R A H N K E N U N V D G A D
T B S E B I V E N T U R A R R D S L K N V P
I P G U V A W I N C L O C K B Q O I V M I H
C R Q R G O O I Q F H V C Y A A U W V B A W
X Z T T P D L B R P A U E U T H Q Z S Z M A

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BORLAND          GFABASIC        MICROSOFT
MULTIMEDIA      MULTITASKING    NORTON
PAINTBRUSH      PHOTOSHOP       POWERBBS
POWERPOINT      RECORDER        STARTUP
SYSTEM          TRUETYPE        VENTURA
VISUALBASIC     WAVFILE         WINCLOCK
WINDOWS        WINDOWSNT       WORDPERFECT

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[\*][\*][\*]

GIVE UP? You will find the answers in the LOG OFF column at the end of  
\*\*\*\*\* the magazine.

This puzzle was created with a freeware program called  
SEARCH-ME, an Atari ST program by David Becker.

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[EOA]
[CON]////////////////////////////////////
                CONNECTIONS /
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Online Thoughts
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By Al Fasoldt
[A.FASOLDT]

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>>> ARE WE READY FOR MULTIMEDIA? <<<
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IS IT READY FOR US? When television was invented, the world was abuzz  
\*\*\*\*\* with talk about the wonders of the new technology.  
Most of them have been wasted, as we all know by now --or as we soon  
discover after an afternoon of sex-and-scandal shows from Oprah, Phil and  
Maury.

The same sort of dreck is about to come our way in the guise of  
multimedia. My advice is to pass it by until either multimedia or its

creators grow up.

Multimedia is a catchword for something that no one really knows how to define. It's like love or a bad smell --you can't really define it, but you know it when you find it.

Multimedia is supposed to be the marriage of sight, sound and text in a computer or a device that works like a computer. What makes multimedia different from plain old TV is that multimedia is controllable --you can zip around in a multimedia document, playing it (or viewing it, hearing it, or reading it) in any order, for example.

It's possible to have multimedia on a more-or-less regular personal computer such as an Apple Macintosh or a PC running Microsoft Windows, even if the computer doesn't have anything fancy added on. But to really get into multimedia, you need a computer with some sort of laser disc attached.

Usually, this is a CD-ROM drive. It's a compact disc player that can play (the computer term is "read") CDs that have computer data on them. Most CD-ROM drives can't deliver the data to the computer fast enough, so what you get if you buy a cheap CD-ROM drive is a bunch of jerky images and halting text displays.

In another year, the best of today's CD-ROM drives -- the ones that are fast enough for multimedia -- will be the cheapies, and the world will be ready for the new way of reading, viewing, watching and experiencing things.

But right now, multimedia is for the most part an exercise in silliness.

You can already buy multimedia encyclopedias that show you text and moving pictures. That's good, right?

Not when you see what those moving pictures look like. They're tiny and spasmodic. Uncle Harry did a lot better with his camcorder at the last family picnic.

They also have built-in hi-fi sound. As a devoted high-fidelity fan, I'm probably biased when it comes to judging sound that comes out of one or two tiny speakers attached to a PC, but I can tell you this: Beethoven would end up with the "1813" overture if he had to listen all year to a PC that thought it was a stereo set.

But encyclopedias don't make money for the multimedia mavens anyway. Games do. Computer games with do-it-yourself endings and fancy graphics do. That's what's coming your way.

Don't ask me whatever happened to stickball and hopscotch. They're old stuff. The new stuff keeps the kids in a darkened room, staring at a screen and listening to squeaky loudspeakers all day.

And for those older kids, there are, um, different kinds of games. Adult games, with, um, adult, um ... you know what I mean.

This is dismal, I agree. But there is hope. Companies here and in Japan and Europe are working on multimedia atlases that you can use in the car. They read your position from a satellite and tell you exactly where

you are and how to get anyplace else.

They're also working on multimedia tours of museums. And multimedia dramas and musicals.

That sounds like fun. And looks like fun -- someday.

In the meantime, I'll just wait and see. Watching a technology grow up can be a long process.

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////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "Under my preferences menu, the standard 'check 5.25 drives /
/ on startup' now says 'Make obnoxious grinding noises'." /
////////////////////////////////////// W.CARVER1 //////////////////////////////////

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[EOA]

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[COM]//////////////////////////////////////
COMMUNICATION /
//////////////////////////////////////

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Making Contact  
\*\*\*\*\*  
By Darrel Raines  
[D.RAINES]

Every one of us spends a good part of each day communicating with other people. It is a large part of most jobs. We must tell others what is needed from them and we must understand what is required of us. A failure to express ourselves clearly or a failure to comprehend another can lead to chaos, either eventual or immediate.

When my boss tells me what s/he wants me to do, it is my responsibility to make sure that I know what s/he is asking of me. There have been a number of times that I happily completed a task, expecting to be praised for my accomplishments, only to find out that my superior wanted something else altogether. Certainly neither of us was happy about the situation.

It is rather easy in the case described above to point a finger at the other person and say, "You told me you wanted the other thing". Only when we put ourselves in the other persons shoes do we see where they think the blame lies. When two people fail to communicate, then both are at fault and both suffer the consequences. The sharing out blame is rather pointless. This is the time that we should spend understanding why we failed to communicate and how the situation can be improved next time.

Either party in a communication may indicate that the information passed was not understood correctly. We should not wait for the other person to come to us and seek better information. Remember, no one wins when we do not understand each other. This humorous example will serve to illustrate:

An American furniture salesman met a very pretty French woman on one of his regular trips to Paris to buy goods for his stores in the States stores. They seemed to like each other immediately, but neither spoke the other's language. Then the salesman hit upon an idea. He grabbed a piece of paper and drew a picture of a plate and fork. The young

French woman nodded her head in vigorous agreement, so the American gentleman called a cab and took the lady to dinner at a local restaurant.

They were both enjoying each other's company over a fine meal when the American took a napkin and drew a picture of a glass with bubbles popping. The young French woman smiled her agreement. The salesman ordered a bottle of champagne and they enjoyed the bubbly refreshment with the rest of their meal. After dinner, the American man drew a picture of a pair of shoes and a trumpet blowing musical notes. The beautiful lady smiled and once again agreed to his suggestion. Soon the couple were dancing the night away in a nearby nightclub.

After a while, the young woman smiled demurely and motioned for the pencil and paper. She blushed slightly and drew a picture of a four-poster bed. The American was amazed. To this day he has not figured out how the young woman knew that he was a furniture salesman!

Now obviously the these two would-be lovebirds did not communicate at a critical point. The same thing can happen to us if we do not constantly work at making ourselves clear.

Most of us use electronic media as a method of communication on a regular basis. We may not stop and think about this phenomenon, but the fact is still there. If you work in a computerized office, then you probably have Electronic mail (E-mail) set up to make life easier. As a GENIE subscriber, you probably use the E-mail system here to pass information back and forth between friends and acquaintances. If you use visit any of GENIE's RoundTables or use a bulletin board system (BBS), then you know that you can "talk" with a large number of people by posting a single message.

All of this dissemination of information will probably give us the false impression that we are "communicating" with one another. Not necessarily. The quality of what goes into the message makes all the difference in the world. Two people could send 50 messages back and forth and never get their points across. Only if one chooses one's words with some care and precision is the desired meaning conveyed.

It is imperative that you spend some time thinking about the content of your messages before you send them. You are not present when a message is read, so you must anticipate the reader's state of mind and try to present your message in a way that they will be able to understand. This is not always easy. But it is important if we are to use electronic communication effectively.

We tend to think of E-mail as a time saver. We can send out the same message to a dozen people faster than we can tell one person, face-to-face, what we wanted to say. However, the danger here is that we will fail to convey our message in a way that can be understood by all twelve people, each with a different perspective on what you are trying to communicate. The results may be less effective than expected.

I can probably talk at least 20 times faster than I can type. This fact alone should indicate to us that electronic communication will never entirely replace speech. There will always be some types of conversations

that can be held more effectively with verbal communication. Therefore, you should always be on the alert for the types of messages that would be better communicated on a one-to-one basis.

To summarize: Proper communication is one of the most important tools for productive working arrangements. We must, individually, seek to improve our methods of communication. It does not do any good to try and assign blame when we misunderstand one another: all of us suffer the consequences of the problem. Electronic communication, just like its verbal counterpart, is subject to the problems if we do not use it effectively. In this electronic age, we should be on the lookout for situations where verbal communication would be a more productive alternative to the E-mail standard.

I hope that I have communicated my message clearly. If not, then send me a communication indicating the problem and I will re-communicate my communication concerning the topic of communication. If you did not understand the last sentence, then give me a call and we will work it out. :)

[\*][\*][\*]

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[EOA]  
[AII]////////////////////////////////////  
APPLE II /  
////////////////////////////////////  
Apple II History, Part 15  
\*\*\*\*\*  
By Steven Weyhrich  
[S.WEYHRICH]

>>> APPLE II HISTORY <<<  
\*\*\*\*\*  
Compiled and written by Steven Weyhrich  
(C) Copyright 1992, Zonker Software  
(PART 15 -- DOS 3.3, PRODOS & BEYOND)  
[v1.2 :: 30 Sep 92]

INTRODUCTION In the last section we saw the beginnings of the disk operating system used on the Apple II, up to the release of DOS 3.2.1. This segment of the History continues with DOS 3.3, the most widely used version of DOS on Apple II's, even to this day (in spite of the fact that ProDOS was released nearly ten years ago). The discussion continues with Pascal, CP/M, ProDOS, and GS/OS for the IIGS.

DOS 3.3 In August of 1980, Apple released an upgrade for DOS, to version 3.3. This upgrade was an important one. It consisted of not only a new System Master disk, but a hardware upgrade chip as well. The original disk drive had been designed with the ability to read and write 35 tracks of 13 sectors each on a 5.25 inch disk. At 256 bytes possible per sector, this made the disk capable of holding 113.75K of information. Since it was designed to have DOS present on each disk in the first three tracks, and the catalog took up another entire track, there was actually

only 100.75K available for data storage. Steve Wozniak, the author of the original DOS disk driver (RWTs), had found a way to increase the storage capacity of Apple floppy disks. Changing slightly the method used for encoding data on the disk made it possible to have 16 sectors per track, instead of the original 13 sectors per track in DOS 3.1 and 3.2. This resulted in a disk that could now hold a maximum of 140K of data (124K excluding DOS and the catalog track), a 23 percent increase over the 13 sector disks. The remarkable thing about this upgrade was that the disk drives themselves did not need to be changed to make this possible. Only the ROM program on the Disk II controller card needed to be changed to make the move to DOS 3.3. Those users who bought this upgrade to DOS 3.3 had to change the ROM chip on the disk controller (or have their dealer do it for them). An updated and greatly expanded version of the DOS manual was also included in the DOS 3.3 upgrade.<1>

DOS 3.3 - FEATURES     The DOS 3.3 System Master disk included many programs  
 "\*\*\*\*\*"             that had previously been present on the DOS 3.2  
 Master, plus a few others. The "COPY" program (used to copy entire disks)  
 was translated to Applesoft as "COPYA" for those II Plus users who didn't  
 have access to Integer BASIC. The newer COPY programs also worked properly  
 on single drive systems (previously, you had to have two disk drives in  
 order to use this program to copy a disk). To allow users to startup their  
 older 13-sector DOS 3.2 disks, a binary program called "BOOT13" was  
 included. (Also, a separate disk called "BASICS" was included that could  
 be used in the same way as a pre-boot for 13-sector disks).<1>

Because of the changes in the ROM controller, it was not easy to read  
 disks formatted under DOS 3.2 directly from DOS 3.3. It could have been  
 incorporated into DOS 3.3, but would have called for a major effort in  
 rewriting the track and sector access routines, as well as making DOS  
 larger than the earlier versions. Instead, Apple supplied on the System  
 Master disk a conversion program called "MUFFIN" to allow files to be moved  
 from 13 sector to 16 sector disks. Enterprising hackers in the Apple II  
 world made modifications to MUFFIN and created DE-MUFFIN, a DOS 3.2 utility  
 to convert the files back to the 13 sector format.<1> Rich Williams at  
 Apple wrote the MUFFIN program (which was supposed to stand for Move  
 Utility For Files In NewDOS).

The System Master disk also contained a new utility called "FID"  
 (which started at version "M"; just like DOS "3", nobody knows why the  
 first public release didn't start with "A"). FID, written entirely in  
 assembly language, allowed easier copying of files, particularly Text and  
 Binary files that couldn't simply be LOAded and SAVED from one disk to  
 another, as could Applesoft and Integer programs. The name "FID" was odd,  
 however. The Apple manuals said it stood for FILE Developer, but Rich  
 Williams (who also wrote this utility) said that the original name of the  
 program was FISHEAD (which had some sort of mnemonic meaning that he could  
 no longer recall). Apple Marketing said he couldn't name a program  
 FISHEAD, so he changed it to FID, which they said was okay. It really  
 stood for Fishead In Disguise (or Fishead In Drag by some within  
 Apple).<2>,<3>,<4>

Some Apple II users didn't like to have to use utility programs to  
 manage their collections of disks in both the 13 and 16 sector formats.  
 One method that was used to overcome this inconvenience was to piggyback  
 the old and the new disk controller ROMs and use a switch to toggle between  
 systems. The most elegant solution I've found was a ROM chip that plugged  
 into a special card (the ROMplus made by Mountain Hardware, or the ROMboard

made by Andromeda). A call to a memory location would switch between DOS 3.2 and 3.3, making file conversions quite easy. Soft Ctrl Systems, the company that sold this Dual DOS ROM also sold ROMs that gave instant access to an Applesoft renumber and merge program, an Applesoft editor, and a specialized disk command menu and disk map.<2>

Another change found on the DOS 3.3 System Master was in the method used to load the alternate BASIC. Since by this time the Language Card was available (which, as you should recall, was simply 16K more RAM to add in parallel to the Apple II ROM), there were two groups of users to service on bootup. For Apple II Plus owners, there was a file named "INTBASIC", which would load Integer BASIC onto the Language Card. For the older Apple II (non-Plus) users, the file "FPBASIC" would be loaded onto the Language Card when the DOS 3.3 disk was booted, making Applesoft available. The last version of the DOS 3.3 Master disk, released with the Apple IIe, used a new utility to load these files which was significantly faster than the standard DOS BLOAD command.

DOS 3.3 - MISCELLANEOUS     A rumor expressed in a letter to Call-A.P.P.L.E. magazine in January 1982 suggested that up until Christmas of 1980 there never had been an assembly language source listing of DOS. The writer of the letter stated that changes made to DOS up until that time were done by patching it with the mini-assembler in the Monitor. However, during a phone interview in September 1991 with John Arkley at Apple, he said there ALWAYS was a source code listing for DOS, as far back as DOS 3. He believes the writer of the letter may have been referring to the problem with the lost Autostart ROM source code (see Part 6 of this History). Arkley stated that the earliest versions of DOS were written using a cross-assembler on a Horizon microcomputer.<5>,<6> He also said that the only part of DOS 3.3 that was assembled from scratch was the new RWTS. The rest was merely attached to RWTS and "conditionally" assembled (a programmer's term; sorry). They made a few patches to fix bugs in the File Manager and Main DOS routines, but did so only in very specific places, to avoid moving undocumented entry points that programmers had been using up to that point.<3>,<4>,<7>,<8>

DOS 3.3 - LIMITATIONS     The major limit of DOS 3.3 was that it, like its predecessors, was designed specifically to support the Disk II drive. Hard disks, RAM disks, and 3.5 disks (like those used in the Macintosh when it was released in 1984) could not be directly used with DOS 3.3.<9>

PASCAL SYSTEM     The Pascal system was released in 1979, prior to the DOS 3.3 upgrade. It used the same hardware upgrade to the Disk II controller as was included with DOS 3.3. The method used by the Pascal disk system to store files was quite different from that used by DOS, however. Instead of the 256-byte "sectors" used with DOS 3.2 (and by 3.3), the Pascal system used 512-byte "blocks", using two sectors per block. Pascal used the larger 140K disks from the beginning, and its method of file naming was somewhat more limited. Instead of names that could be as long as 30 characters and could contain any ASCII character (as was the case with DOS 3.2 and 3.3), Pascal files could be only 15 characters long, and could contain only letters, numbers, or a period. It was designed with a little more flexibility in the types of files that could be created, however. Instead of DOS 3.2's limit of eight different file types ("A", "I", "B", "T", and the other four little-used ones), Pascal was designed to allow many more, and used a two-byte code to designate file types. A Pascal file entry also had space for a date when

the file was created or updated. DOS 3.2 or 3.3 could not easily do this, even if a clock card was installed.<7>,<10>

Pascal disks differed also in being able to have a unique name to designate each disk. DOS 3.2 and 3.3 could be formatted to use up to 254 different volume "numbers", but this feature was seldom used and did not allow disks to be very unique. The Pascal disk name could be up to 7 characters in length, and had the same limits of character choice as did file names. Another feature of the Pascal disks that differed from the older DOS disks was how space was allocated on a disk for a particular file. Under DOS 3.2 and 3.3, space was used on the disk to identify which sectors were used and which were free. When a new file was created or an existing file was enlarged, this track/sector list was consulted by DOS to find where free space could be found, and the list was updated when a new sector was used. The advantage was that all space on the disk could be used as it was needed, but the disadvantage was that a file could be "fragmented", with the sectors that made up that file scattered throughout the disk.

Pascal disks did not have any map of free blocks. Instead, a Pascal file used only consecutive blocks on a disk, and a new file would be started following the end of the last file on the disk. The advantage of this system was faster access to disk files, since they were all on one continuous piece of the disk. The disadvantage was that if a file was deleted, the newly freed space could not be used unless Pascal's "Krunch" utility was used to move all files forward over the unused space.

The Pascal system also included some other built-in disk utilities, an assembler, and a compiler. As part of this system one could also purchase from Apple a compiler for FORTRAN programs and a few other computer languages.<10>

CP/M With the release of the Microsoft CP/M Softcard, a disk system was """" needed to handle this foreign programming environment. (Recall from Part 12 of the History that the CP/M system gave Apple II users a Z-80-based computer inside their 6502 computer and, therefore, access to programs and utilities that were previously unavailable). CP/M disks were designed to use four 256-byte sectors as one "block" (twice as large as the Pascal "block"). Like DOS 3.2 and 3.3, the first three tracks on the disk were used for the CP/M operating system which was loaded into memory when booting the disk. Like Pascal, the CP/M directory was found at the start of the disk, instead of in the middle as DOS was designed.

Apple II CP/M disks followed the standard CP/M file naming system. A file name consisted of 8 characters, followed by a period, and then a three character "extension". One interesting feature of CP/M files was that if a file was longer than 16 CP/M blocks (64 DOS sectors), a new directory entry would be made with the same file name. This entry had an extra byte set to show that this was a continuation of a previous file, instead of a new, separate file.<10>

SOS/PRODOS The operating system designed for the Apple III computer was """""""" called "SOS". This title arose from the Apple III's code name, "Sara", which itself came from the name of engineer Disk Huston's daughter. Originally, then, SOS stood for "Sara's Operating System". The manuals released with the computer, however, used the more professional-sounding name "Sophisticated Operating System." SOS was the first operating system for a microcomputer to use the concept of "device

drivers", which were programs taken from the startup disk and made part of the operating system. These drivers told the computer how to communicate with the various devices that were attached to it, from a variety of disk drives to the keyboard and monitor. This gave flexibility to the Apple III to use new technology as it became available.<9>

When Apple designed the Apple III, they were under constraints of maintaining some compatibility with the Apple II disk format. They used the same disk controller and the same capacity disks as the Pascal/DOS 3.3 systems: 35 tracks, of 16 sectors each. However, the engineers were free to make any changes they wanted in the way in which files were stored on the disk. They came up with something that was a hybrid between the DOS 3.3 and Pascal methods of file storage. From Pascal they took the concept of using 512-byte blocks as the basic unit of storage, a two-block "system loader" program at the start of the disk (this loader would locate a larger system file elsewhere on the disk to actually start the operating system), and a four-block main catalog (which they called a "directory"). From DOS 3.3 they used the concept of disk maps and block lists for each file, allowing parts of files to be stored anywhere on the disk (and eliminating the need for the Pascal "Krunch" function). The SOS filing system also continued the use of a byte to identify different filetypes, space for a date (and time) of file storage, and the 15 character file names using only letters, numbers, and a period. Because the Apple III was intended to be a business machine and had to be able to access larger disk devices than were allowed for the Apple II, they also added the ability to create and use different levels of file directories. A single four-block directory had space only for 51 files; even if it was enlarged to allow more files, on a large disk it would soon be difficult to find a file in a list that got longer than a couple of hundred names.

The SOS disk file system also would allow files to be as large as 16 MB, and a single disk volume could be up to 32 MB in size. In 1981, when the 5 MB Profile hard disk was released by Apple for the III, this limit of 32 MB was considered to be more than adequate.

In 1984, when ProDOS was released for the Apple II as a "Professional Disk Operating System", the same file structure was used. In fact, the disks were so designed that a disk created by the Apple II ProDOS formatter installed an Apple III SOS loader segment in the second block on the disk. This made it possible to boot the same disk on either an Apple II or an Apple III, if the necessary system files unique to each computer were present on the disk. Also, files could be shared easily between the two computers. Even as late as 1992, when the Apple III has been out of production for eight years, disks formatted by Apple II System Utilities still have SOS boot information located on block 1. What may be even more amazing is that this disk system for the Apple III, released in 1980 (and probably designed in 1978 or 1979), is still flexible enough to be useful for Apple II's in 1992.<10>

PRODOS The original DOS for the Apple II was designed primarily to support BASIC. If a programmer wanted to make use of the disk system for an assembly language program, he had to make use of undocumented, low level calls to the DOS File Manager, or possibly to some of the Main DOS Routines. This method was clumsy, and often made inefficient use of memory, as DOS expected that any calls made to it were done on behalf of BASIC. Moreover, this tied the hands of programmers at Apple in their ability to enhance DOS, since any changes they might make would most likely change internal addresses, and cause older software to

malfunction if used with the revised DOS.

Another problem with DOS was speed. Since each byte read from the disk was copied between memory buffers THREE times, much of the disk access time was spent in moving things around in memory. Consequently, as hackers took DOS apart and found better ways to do things, several variations of DOS speed-up programs appeared by 1983, including Diversi-DOS, ProntoDOS, and David-DOS. Each of these programs were mutually incompatible in terms of the low-level calls they made, and had slightly different ways of speeding up DOS.

DOS was also limited since it was device dependent. It was designed to work quite well with the Disk II drive, but to make use of a hard disk or RAM disk (a pseudo-disk "drive" that was actually RAM memory, had no moving parts, and was therefore quite fast), DOS had to be patched. This usually made it impossible to use different brands of hard disks together, or to use a hard disk and a RAM disk simultaneously.

Other problems with DOS included poor support for interrupt signals generated by various hardware devices, obstacles in designating memory areas as protected from being overwritten by DOS, and the difficulty in customizing DOS for special functions.

With the introduction of ProDOS, all of these weaknesses were addressed. ProDOS would run up to eight times faster than DOS in accessing 5.25 disks. It supported a standardized protocol for hardware-based devices, allowing reads, writes, status calls, and formatting (erasing). This allowed a large variety of disk devices to be used on an Apple II. Support was also included for a hardware clock, allowing date- and time-stamping of files. Hardware interrupts were supported, necessary system calls were placed in a standard location in memory (called a "global page"), and memory could be protected from being overwritten by the actions of ProDOS.

Because the functionality of this disk operating system was enhanced so much, its size grew as well. To specifically support Applesoft BASIC, a separate "SYSTEM" program was included that worked nearly the same as the older DOS 3.3 did. In addition, it included some further enhancements that had been requested for years by Applesoft programmers. The only disadvantage of the new ProDOS was that it did NOT support Apple's original Integer BASIC, since the ProDOS program loaded itself into high memory where Integer BASIC was loaded in an Apple II Plus. Since very little development of software had been done in Integer BASIC since the introduction of Applesoft, this was felt to be a reasonable trade-off. And if Integer BASIC was needed, it could still be run under DOS 3.3. At the time of this writing, there has been no release of a ProDOS system program that would support Integer BASIC (with the exception of an Integer BASIC compiler distributed by ByteWorks in late 1991 for instructional purposes).<1>

PRODOS 16 When Apple released the IIGS, with its considerably greater  
 "\*\*\*\*\*" power compared to the older 8-bit Apple II's, changes were  
 needed in the operating system to better manage that power. This had to be  
 done with another goal, that of maintaining compatibility with older Apple  
 II software. The new operating system was called ProDOS 16, and the  
 operating system intended for use with 8-bit software (both on the IIGS and  
 on the older Apple II's) was renamed ProDOS 8. But ProDOS 16 version 1.0  
 was somewhat of a temporary fix to the problem of disk access for 16-bit

software. It was not written in 16-bit code, and it simply translated the new system calls defined for ProDOS 16 into ProDOS 8 calls to actually carry out disk activities. As such, it was slow and cumbersome.<9>

GS/OS With the experience of SOS, ProDOS, and the Macintosh Operating System to draw from, Apple engineers and programmers devised a yet more powerful and flexible disk operating system for the Apple IIGS. Written completely in 16-bit code, GS/OS was released in September 1988. It was more than a DISK operating system, but a truly comprehensive operating system that also handled keyboard input, monitor output (text and graphics), mouse input, printers, modems, and more. In these respects it was just as powerful as the older SOS written for the Apple III back in 1980. But they also added a new concept.

Although GS/OS would allow an Apple IIGS to communicate with disk devices that had not been used on an Apple II before, there would still be the limits of having to know exactly HOW files were stored on that disk. ProDOS could only handle files stored in the specifically defined ProDOS/SOS format; DOS 3.3 could only handle files stored in THAT format; and so on. To make this new system as broad-based as possible, Apple programmers built into it the concept of a File System Translator (FST). With the appropriate FST teamed up with a suitable disk driver, GS/OS could theoretically be able to read ANY disk created by ANY computer. The FST simply translated the requests made by GS/OS into the language "spoken" by the disk it was trying to read. This task had never before been attempted by a computer company in designing a disk operating system. Apple, recognizing that the computers used in the real world would never be 100 percent Apple, made it possible to simplify transfer of data between different computers. The concept was first implemented in a limited fashion on the Macintosh, when the Apple File Exchange program was modified to be able to use MS-DOS disks. The Mac system is now also able to add its equivalent of an FST for the ProDOS and MS-DOS disk systems, but not as easily as has been implemented in GS/OS.

GS/OS was also made more flexible by removing the older Apple II method of identifying a disk by the slot where its disk controller was attached, and removing the limitation of only two disk devices per slot. The limits of maximum file and disk size built into ProDOS 8 were expanded. A GS/OS file or disk volume can be as large as 4 GB (gigabytes), or 4096 MB to be more specific. However, when GS/OS is dealing with ProDOS disk volumes, it still has to stay within the limits of ProDOS (files no bigger than 16 MB, and disk volumes no bigger than 32 MB).<9>

System Software 5.0 for the IIGS was introduced in May 1989. It added speed, speed, and more speed to many features of the IIGS, accomplishing this through more efficient software coding. There were patches to the IIGS ROM Toolbox to improve throughput in many of the built-in capabilities of the machine. A new feature called "Expressload" was added, making it possible for certain program files to load from disk up to eight times faster. GS/OS was modified to be capable of staying in memory during a switch to ProDOS 8 applications, making the return to GS/OS significantly faster. The text-based control panel was supplemented by a new graphics-based one that was accessible in the same way as other 16-bit desk accessories. Access to 3.5 disks was accelerated by implementing a feature called "scatter read", which could take an entire track (rather than just a single block) of data from the disk at a time. An FST for AppleShare was added, allowing a IIGS attached to an AppleTalk network to access the file server as a disk. It also included an FST to allow access to CD-ROM

drives, new utilities for disk partitioning, and it had an intelligent "Installer" program to make it easier to install system or application files.<11>,<12>

Because of further improvements in features, System Software 5.0.2 (an upgrade to 5.0) required a minimum of 512K memory, and worked best with 768K or more. Versions 5.0.3 and 5.0.4 needed a full megabyte of memory.<9> An improved "standard file dialog" was included in the system tools for 5.0.3, (making it possible to choose files more easily for loading into an application), as were improved drivers for the ImageWriter II and ImageWriter IQ printers. System 5.0.4 was released six weeks after 5.0.3 to fix some remaining important bugs discovered too late.<12>

GS/OS SYSTEM 6 Before System 5.0 was released, plans were already in "\*\*\*\*\*" store for further improvements to the system software. Apple IIGS "power" users were calling for the ability to use Macintosh HFS (Hierarchical Filing System) disks, as well as the older Apple II DOS 3.3 and Pascal formats. Although there were some simple third-party translation programs available that allowed transfer of files from Mac disks to ProDOS disks, they did not provide the same ease of use as did the direct access possible with ProDOS and CD-ROM files. Although it sounded to these users like a relatively straightforward proposition, the increased complexity of the Mac HFS directory structure complicated things. Not only did the Mac disks contain more information about each file than did ProDOS disks, but the names of files on Mac disks (as on DOS 3.3 disks) could contain characters that were not "legal" for ProDOS file names. To help with this problem, the new FSTs were designed to watch for potentially illegal filenames, and to make suggestions for alternate names that WERE legal.

Apple software engineers had always made it clear to programmers clamoring for additional FSTs that such changes were more than just dropping the new FST into the System/FST folder on a boot disk. Modifications were necessary throughout GS/OS to accommodate these new features, and the time needed to make these changes was becoming longer than originally planned. To allow some improvements to be made available without waiting for them all, the system software engineers divided tasks during 1990, putting the features that could be programmed most quickly onto a fast track that would allow them to be released as Version 5.0.3 later that year.

The other half of the team worked on the rest of the planned enhancements for what would become System 6.0. When 5.0.4 was completed, the entire team again came together to continue work on this upgrade. After fourteen months of hard work, they were finally ready to release GS/OS System 6.0 in March 1992. In addition to FSTs for the Mac HFS disks, DOS 3.3, and Apple Pascal, device drivers were created to allow support of the Apple Scanner, the slot-based Apple II Memory Expansion card (which on the IIGS works primarily as a RAM disk), and the Apple Tape Drive. The SCSI drivers were enhanced, and the Apple 5.25 disk driver was made faster. A new printer driver was included, to support the Apple StyleWriter inkjet printer, and more large fonts were included to use with that and other printers. The Finder was re-designed almost from scratch by Andy Nicholas, the author of ShrinkIt and GS-ShrinkIt. Archiver (a disk backup utility) and Teach (a GS/OS-based text-editing program) were also included. Finally, ProDOS 8 v2.0.1 was released, allowing 8-bit programs access to as many as fourteen disk devices on a single slot. This made large, partitioned hard disks usable even to Apple IIc and enhanced IIe users

(this version of ProDOS 8 required the opcodes of the 65c02 chip, although ProDOS 8 v1.9 was still available to run on the Apple II Plus or unenhanced IIE).<12>

At the 1992 KansasFest, Apple engineers announced that v6.0.1 of GS/OS would be out later in 1992 or early in 1993. Because of delays in the completion of the Apple II Ethernet card (which this version of GS/OS will specifically support), the actual release will probably not be until the middle of 1993. Aside from being able to handle the Ethernet card, this revision is expected to include fixes for bugs found in 6.0, and an MS-DOS FST (at least read-only, with write capability to come later).

[\*][\*][\*]

NEXT INSTALLMENT: Languages  
\*\*\*\*\*

NOTES  
\*\*\*\*\*

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```

//////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "My [GENIE] bill went down roughly 30%... and I just got a raise, /
/ too. This should be enough to cover the new tax gouge..." /
//////////////////////////////////// C.OINES1 //////////////////////////////////

```

[EOA]
[LOG]////////////////////
LOG OFF /
////////////////////
GENieLamp Information
\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp
o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month
\*\*\*\*\* on GENie on page 515. You can also find GENieLamp
on the main menus in the DigiPub (1395), ST (475), Macintosh (605), IBM
(615), Apple II (645), A2Pro (530), Unix (160), MacPRO (480), Geoworks
(1050), BBS (610), CE Software (1005) and the Mini/Mainframe RoundTables.
GENieLamp is also distributed on CrossNet, Internet, America Online,
Delphi and many public and commercial BBS systems worldwide.

- o On Internet our address is: genielamp@genie.geis.com
o GENieLamp pays for articles submitted and published with online
GENie credit time. Upload submissions in ASCII format to library
#42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to
our Internet or GE Mail address listed below.
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suggestions or just to say hi, you can contact us in the DigiPub
RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on
page 200.
o Talk to us live 9:00 p.m. [EDT] every Wednesday night in the
Digi\*Pub Real-Time Conference.
o Back issues of GENieLamp are available in the DigiPub RoundTable
Library #2 on page 1395.

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Apple II Computer Info

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|                    | o Bret Fledderjohn | [FLEDDERJOHN]  | Mac Staff Writer     |
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|                    | o Mike White       | [MWHITE]       | (oo) / DigiPub SysOp |

>>> SEARCH ME! ANSWERS <<<  
\*\*\*\*\*

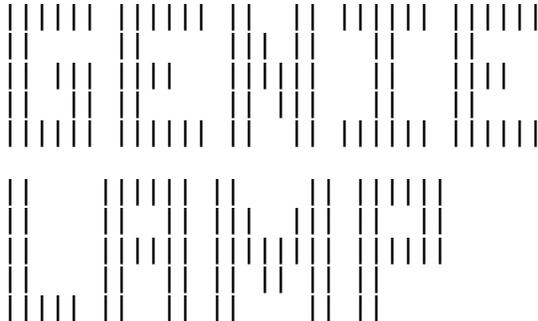
W + G + + + + + + + + + + + + P + + + + +  
O + F G N I K S A T I T L U M O + + + + +  
R + A + + + P + + + + B + N W + + + + + + +  
D + B + + + O + + + + + O E O + M E T S Y S  
P + A + T + H + + + + + R R W T + + + + + +  
E + S + F + S + + + + P + + L A R + + + + S  
R + I + O + O + + + + O + H + + A V O + + + T  
F + C + S M T + C I + + + S + + N F N + + A  
E + + + O U O R N I + + + + U + + D I + + R  
C + + + R L H T E + S + + T + R + + + L + T  
T + + + C T P + + D + A + + N + B + + + E U  
+ + + E I I + + + + R S B + + S + T + + + P  
+ + + P M M + + + + B O W L + + W + N + + +  
+ + + Y + E + + + B + + C I A + + O + I + +  
+ + + T + D + + R + + + + E N U + + D + A +  
+ + + E + I V E N T U R A + R D S + + N + P  
+ + + U + A W I N C L O C K + + O I + + I +  
+ + + R + O + + + + + + + + + + W V + + W  
+ + + T P + + + + + + + + + + + S + + +

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Your
GENieLamp Computing
RoundTable
RESOURCE!

~ WELCOME TO GENieLamp APPLE II! ~
~ BEGINNER'S CORNER: Polishing Green Apples ~
~ PD\_QUICKVIEW: Computer Keyboarding v5.0 ~
~ ACROSS THE WIRES: The Apple IIgs in Germany ~
~ APPLE II HISTORY: Languages ~
~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ October 1, 1993 ~

FROM MY DESKTOP ..... [FRM] HEY MISTER POSTMAN ..... [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE ..... [HUM] REFLECTIONS ..... [REF]
Fun & Games On GENie. Online Communications.
BEGINNER'S CORNER ..... [BEG] PD\_QUICKVIEW ..... [PDQ]
Polishing Green Apples. Computer Keyboarding (v5.0).
CowTOONS! ..... [MOO] ACROSS THE WIRES ..... [ATW]
More Mootations. GENie Worldwide!
COMMUNICATION ..... [COM] APPLE II ..... [AII]
Making Contact. Apple II History, Part 16.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|  
|Name of sender | CATEGORY | TOPic | Msg.# | Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95 for which gives you up to four  
"....." hours of non-prime time access to most GENie services, such  
as software downloads, bulletin boards, GE Mail, an Internet gateway,  
multi-player games and chat lines, are allowed without charge. GENie's  
non-prime time connect rate is \$3.00. To sign up for GENie service, call  
(with modem) 1-800-638-8369. Upon connection type HHH. Wait for the U#=  
prompt. Type: XTX99014,DIGIPUB and hit RETURN. The system will then  
prompt you for your information. Need more information? Call GENie's  
customer service line (voice) at 1-800-638-9636.

.....

```
////////////////////////////////////// GENie_QWIK_QUOTE ////////////////////////////////////////
/ "This is what is so great about Apple II people on GENie! /
/ I asked a question one night, and the very next night I /
/ get what I need!" /
////////////////////////////////////// K.LESSING ////////////////////////////////////////
```

[EOA]  
[FRM].....  
FROM MY DESKTOP /  
.....  
Notes From The Editor  
.....

By Douglas Cuff  
[EDITOR.A2]

THERE'LL BE SOME CHANGES MADE Up until now, one man has assembled all the  
\*\*\*\*\* issues of GENieLamp (A2, A2Pro, IBM,  
Macintosh, [PR], ST, and TX2)... our senior editor and publisher, John  
Peters. This month, each editor is assembling his own issue.

All of a sudden, I find myself with more to say about what appears in  
the magazine. Will GENieLamp A2 have CowToons? Will it have Search\_ME?  
Will it have more articles? More commentaries? More reviews?

Well, I'd like you to tell me. Last month, I pleaded for feedback. I  
got two replies -- thank you both! -- which is certainly better than no  
replies, but doesn't exactly put me in the position of needing a telecom  
agent. (What's a telecom agent? See Phil Shapiro's "Reflections" column.)  
One of my correspondents suggested that silence indicated assent, possibly  
even wholesale approval. If so, it's a great relief, but it doesn't help  
me learn what the readers want me to keep now that I have more say over  
what goes into an issue.

Unfortunately, this changeover, like the last one, means that a few  
features -- the Who's Who in Apple II profile [WHO], and Online Library  
[LIB] -- had to be dropped due to lack of time. They'll be back, never  
fear. In the meantime, this month you'll find a sort of mini-profile of  
shareware author Charles Hartley in Mel Fowler's PD\_Quickview [PDQ].

NEW COLUMN New this issue is a brand-new column for GENie users  
\*\*\*\*\* outside the U.S. First up, Udo Huth from Germany shares his  
experiences of computing and telecommunicating. The line forms directly  
behind him.

Of course, if you have an idea for an article on another subject, I'd  
love to hear from you. You don't have to be a polished writer, just have  
something to say! It doesn't have to be long and it doesn't have to be  
earth-shattering.

ASSOCIATE EDITOR WANTED We need help! There aren't enough hands to do  
\*\*\*\*\* all the work. For that reason, there is no Who's  
Who profile this month. Phil Shapiro, who used to handle the interviews  
and much else besides, in his capacity as co-editor, is busy running his  
own newsletter. GENieLamp A2 needs a new associate editor. Here's your  
chance to hob-nob with famous Apple II personalities.

THE SECOND CHANCE I once worked on a specialized quarterly magazine with  
\*\*\*\*\* a small but constant subscriber base. The problem was,  
the readers were either mired in apathy or lethargy... I never figured out  
which. Virtually everyone renewed their subscriptions, but not until the  
day issues stopped arriving and they realized they had been cut off.

One day, the printing firm that owned the magazine was sold, and the  
buyers didn't care tuppence about the magazine. The letters poured in.  
The magazine had to be saved. There was not another one like it... no  
close competitor to absorb the subscriber base. (Just think about THAT for  
a minute, former \_inCider/A+\_ and \_Nibble\_ subscribers.)

Fortunately, the staff of the magazine persuaded the local university  
to become the publisher, and the magazine was given a second chance. Over

ten years later, it's still going strong. The last I heard, the readers aren't quite so apathetic. They knew it had been a near thing.

The Apple II is a long way from being finished yet. I sure hope you'll help me keep it alive as long as possible by becoming involved in GENieLamp A2.

KEEPING HOPE ALIVE Two months ago, in my first editorial, I spoke about " corporate births, deaths, and marriages in the Apple II world. This month, we had a genuine death. On September 7, Kathryn Beth Willig passed away. She had cancer of the colon.

I'm not about to deliver a eulogy. I didn't really know her well enough to do that. I knew her in her role as a Seven Hills Software partner, and came to recognize her messages quickly, look forward to them, and looked for excuses to chat with her. In the end, she dispensed her knowledge while logging on to CompuServe from her hospital bed, via her Mac Powerbook.

She probably wouldn't have been best pleased at my mentioning her in a GENieLamp editorial like this. She didn't like it when people -- particularly people she didn't know -- tried to style her a hero because she had cancer. She certainly wouldn't have cared for becoming well-known because she had died.

It's not her death I want to talk about. What she did when she was alive is far more important.

Kathryn Willig had the capacity to answer the same question fifty times, and be as cheerful and helpful to the fiftieth person as with the first. The knowledge she had was usually helpful, but her attitude was always so. She cared... and she hoped. She actually dared to hope. Every one of many times when it seemed as though Apple were abandoning us, that all was lost, and that we had devoted years of our lives to computers that were obsolete, she dared to hope. She dared to be cheerful, and managed to do it without being insensitive to others' fears and dreads.

Let's see if we can't do the same. Personally, I think we can.

-- Doug Cuff

GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

>>> NOTES FROM THE PUBLISHER <<<

~ By John Peters [GENIELAMP] ~

FINALLY, FULL INTERNET ACCESS My latest online adventure started when I spotted an ad in a local computer zine for low cost access to Internet via an online system called Spectrum. Hmmm... Full access to Internet for only \$12.95 a month? That's certainly worth a phone call. So I logged on, had a look around, liked what I saw and signed up. Since Internet access was the reason I signed on in the first place, I immediately went to the Internet area. FTP? Telnet? UUCP? It quickly became obvious that for this online adventure I was first going to have to do some serious homework.

So, my first step was to add the Internet RoundTable to my Aladdin

auto-pass. Second, I raided their file areas looking for anything and everything I could find on Internet. (For an excellent primer on Internet, download Zen and the Art of the Internet, file #40. To get there type: M1045;3).

Armed with this newly learned knowledge, I once again logged into the Internet system. My first destination was the Cleveland FreeNet, a popular system that I used to log onto in my old PC Pursuit days. Within seconds I had logged on and was searching their file bases for interesting tidbits. It felt like old times again...

So, what does all of this have to do with GENieLamp?

I am happy to announce that the nice folks at Spectrum have decided to offer GENieLamp to their subscribers and will now also offer GENieLamp to Internet members via FTP anonymous access. The address is: sosi.com and the Lamps are available in the ~/pub/GENieLamp directory. My personal address on Spectrum Online Systems is: jpeters.sosi.com

If you do get GENieLamp via Internet, take a moment to go to our local conference area, local.genielamp and tell me about you and your Internet adventure. Who knows? Working together maybe we'll both be able to figure out this wonderful thing called Internet!

Until next month...

John Peters  
GENieLamp/DigiPub RoundTable

[EOA]  
[HEY]////////////////////////////////////  
                  HEY MISTER POSTMAN /  
////////////////////////////////////  
Is That A Letter For Me?  
\*\*\*\*\*  
By Douglas Cuff  
[EDITOR.A2]

- o BULLETIN BOARD HOT SPOTS
  - o A2 POT-POURRI
    - o HOT TOPICS
      - o WHAT'S NEW
        - o THROUGH THE GRAPEVINE
          - o MESSAGE SPOTLIGHT
            - >>> BULLETIN BOARD HOT SPOTS <<<  
\*\*\*\*\*

- [\*] CAT5, TOP3 ..... Apple Computer and Power PC
- [\*] CAT9, TOP6 & TOP17 ..... Liberty card for MS-DOS drives
- [\*] CAT9, TOP15 ..... Altering 5.25 inch driver
- [\*] CAT15, TOP14 ..... Barcode scanner for IIgs
- [\*] CAT42, TOP29 ..... Quality buys AppleWorks from Claris

[\*] CAT42, TOP32 ..... Suggestions for new AppleWorks GS

>>> A2 POT-POURRI <<<  
\*\*\*\*\*

...BUT TRENDY! > Actually, a green and purple plaid screen I think often  
\*\*\*\*\* > indicates a weak CPU chip.

Green and Purple PLaid? Your GS has gone Grunge. Watch out that it  
doesn't move to Seattle.

(D.JOHNSON106, CAT9, TOP6, MSG:233/M645;1)

MAINTENANCE TIPS I am starting a project on a book and disk designed to  
\*\*\*\*\* keep those Apples running and welcome your suggestions,  
questions and recommendations. Perhaps the most important, easy to do and  
quick, suggestion I can make to keep your Apple II running is to unplug it,  
remove each card and run over the slots with a pencil eraser. This removes  
the airborne grease that seems to find its way onto the gold-plated tabs  
and will eventually disconnect the card.

I have also taken a cranky mother board, and again, after unplugging  
the power supply, lifted each chip with a small screw driver, once on each  
end, then pushed them back in place and the wierd symptoms disappeared!  
Apparently the little bug feet get greasy too, or perhaps corroded and this  
small amount of motion is enough to clean them. (note: The chips need not  
be fully removed, just lifted a couple of millimeters and then pushed back  
in place.) This trick has worked well many times and we have literally  
"saved" a couple of mother boards with it.

Adrian (A.VANCE, CAT15, TOP15, MSG:1/M645;1)

INTERNET MAIL WITH CO-PILOT A better way to address Internet mail with  
\*\*\*\*\* Co-Pilot: Address the letter to yourself,  
then include the line \*to,user@sitename@inet# as the first line of the  
letter. This will override the address you entered. (If it doesn't work,  
YOU will get a copy of the letter, which will let you know it failed.)

(QUALITY, CAT10, TOP11, MSG:284/M645;1)

APPLEWORKS GS INSTALLER FOR SYSTEM 6.0 > Since you have the new AWGS  
\*\*\*\*\* > Installer disk, do me a favor  
> and compare the application on that disk with the shipping version of  
> Installer and see if it is actually the same file.

All of this has gotten me curious, too. Here's the story...

I used to frequent the 'Claris' area on AOL (I don't know if they  
still maintain that area...haven't looked in quite awhile, but if you have  
access to AOL, try keyword 'Claris'), and after System 6 was released, it  
was discovered by many the something was wrong with the way AWGS  
Utilities disk, which is where the Installer and its Scripts are located,  
was working with System 6. As most of us know, from time to time AWGS has  
to be reinstalled (I say most, for I actually know someone who has used  
AWGS for years, and has never once crashed or had to reinstall---must be  
a faulty disk! :-) ).

Well, someone from Claris (sorry, don't remember his name) responded  
to us via AOL stating that if we were registered, request via E-mail, and  
he would send us an updated 'Utilities' disk that would deal with System 6  
properly. I did just that, and was sent, free of charge, an Official disk

with a Claris label that reads "AppleWorks GS, Utilities, "REVISED" ".

I will do as you ask, and visually compare to see what the differences are and post back here.

<<<<< Here is what I found regarding the "Revised" edition of the AWGS  
"\*\*\*\*\*" Installer. This is somewhat misleading because I didn't mean to  
imply that the 'Installer' itself, as in Application, was changed, but that  
an updated \_script\_ was written by Claris and put onto a disk. The files  
on the 'Revised' disk compared to the files on the original AWGS v1.1  
Utilities disk are as follows...

On the 'old' Utilities disk, there are 32 different 'Text' files in  
the 'Scripts' folder.

On the 'Revised' Utilities disk, there are only 5 'Text' files as  
follows...

1. ATIW.CL created 6/3/92
2. AWGS.EASY created 4/13/92
3. DCIM.CL created 5/16/88 and modified 6/3/92
4. DICTIONARIES created 7/6/89 and modified 4/13/92
5. AWGS created 7/6/89 and modified 6/4/92

These five scripts are the only scripts in the 'Scripts' folder,  
but they seem to do the same job as the 32 in the 'old' 'Scripts' folder,  
only in a more compatible way with System 6.

Two other differences...

There is an 'Icon' folder with "AW.Icons" and "AWGS.Icons" files.  
There is a 'System' folder with 'Fonts', 'CDevs' and 'Drivers' folders.  
The 'System' folder seems to be there to replace the need for the  
'AWGS.System.Disk', as the files within are the same as on the 'old' system  
disk.

From my understanding, this 'Revised' disk solved several problems  
that some were having after installing System 6. I certainly could be  
confused, though. :-)

Jeff - Delivered by Co-Pilot v2.1.1 and TIC  
(J.CARR20, CAT17, TOP17, MSG:192&198/M645;1)

WHAT DOES FASTFONT DO? System 6 puts a file named "FastFont" in the  
"\*\*\*\*\*" \_/Fonts\_folder. What is the purpose of this file?  
Can it be eliminated (to save space)?

Thank U. David (D.THOMAS29, CAT9, TOP6, MSG:188/M645;1)

>>>>> FastFont is a special version of Shaston 8 plain. It's designed so  
"\*\*\*\*\*" that the Font Manager can use it quicker for things like drawing  
"System text" (text that makes up menus, radio buttons, simple buttons,  
pop-up menus, check boxes, etc).

You CAN delete it if you really need the space, the Font Manager will  
then use the "normal" Shaston 8 plain that exists in the ROM of the GS.

Bryan (SOFTDISK.INC, CAT9, TOP6, MSG:190/M645;1)

>>>> ...with the appropriate performance "hit".  
"\*\*\*\*\*" (WIZARDS.MUSE, CAT9, TOP6, MSG:192/M645;1)

ALTERNATE APPLEWORKS DICTIONARY? now that you've got the rights to AWKS  
"\*\*\*\*\*" and AWGS, might it be possible for you  
to part with the information, how the main dictionary format of AWKS and  
AWGS is? I'd like to do German main dictionaries for both programs. I'd  
consider also to pay a certain license fee to you, for every copy of the  
German dictionaries sold. OTOH, if you don't wanna part with this kinda  
information, would it be possible to compile a main dictionary from a word  
list I'd send to you? Again, I'd pay for that.

Udo - Still GS'ing along happily -  
(U.HUTH, CAT42, TOP2, MSG:287/M645;1)

>>>> Good questions. I'm not sure if the dictionary format is  
"\*\*\*\*\*" proprietary or not. (Proprietary to someone besides us, I mean.)  
I do recall someone telling me that it took an accelerated machine a couple  
of DAYS to compress the dictionaries used in QuickSpell/AW3.  
(QUALITY, CAT42, TOP2, MSG:288/M645;1)

>>>> (Yeah, good dictionary compilers can take quite a while to run --  
"\*\*\*\*\*" to compress our in-house test dictionary from 2.4MB to 750K takes  
around 9 hours on a 9/64 GS!!!)  
(SOFTDISK.INC, CAT42, TOP2, MSG:289/M645;1)

UNIDISK INTERLEAVE Rod - if you use disks formatted at the 2:1 interleave  
"\*\*\*\*\*" on a UniDisk, they'll be incredibly slow. If there's  
any chance the disk will be used on a UniDisk, format it 4:1 (I used to  
keep a few "essential" disks set up this way).

The UniDisk is markedly slower anyway, but the 2:1 interleave will  
send you screaming. (4:1 on the Apple 3.5 on the IIgs is slower than 2:1,  
but not as severe as 2:1 versus 4:1 on the UniDisk 3.5 or Apple IIc Plus  
3.5 interface with either drive type.)  
(WIZARDS.MUSE, CAT2, TOP29, MSG:54/M645;1)

KNOWN PROBLEMS WITH HARDPRESSED Known problems with HardPressed are (as  
"\*\*\*\*\*" mentioned in the GS+ review): compressing  
HCGS stacks, accessing compressed GraphicWriter III files and working with  
files over AppleShare.

The GW-III problem was fixed with the small patch I uploaded a few  
weeks ago. The problems with HCGS and AppleShare have been fixed and are  
part of the soon-to-be-released v1.0.1 (it's in final testing right now).

If all goes as planned, the update to v1.0.1 will be available  
online, so anyone with v1.0 will be able to update to v1.0.1 by just  
downloading a file from GENIE. So there's no reason to wait unless you  
need really need a v1.0.1 feature (e.g. you do all your work over  
AppleShare).

Works pretty well with everything else.

<<<<< The problem with GW-III was fixed with the really small patch.  
"\*\*\*\*\*" Basically, GW-III was checking for errors by examining the 65816  
'Z' flag. This is acceptable but slightly unusual behavior.

It had problems because instead of setting the 'Z' flag I was setting the 'N' flag, so GW-III was seeing errors when there really weren't any. It would say to itself, "ah, there's an error there, I wonder what it was. Well, hmm, there wasn't REALLY an error there, so let's go into an infinite loop and hang the system."

It works just fine now, though. I think some other minor problems with some desk accessories cleared up after the patch.

- Andy (FADDEN, CAT37, TOP3, MSG:234&236/M645;1)

THE BUG THAT WASN'T A few months ago we got a report that this Yahtzee  
"\*\*\*\*\*" game wasn't working when both HardPressed and  
Pointless were installed. I tried it and sure enough, it died.

Well, with a little (well, a \*LOT\*) of help from Dave Lyons, I tracked it down to a really weird value for the direct page space for the line edit tool box. It seems that some old TML Pascal source code did the LEstartUp() call incorrectly, passing the arguments in the wrong order.

What this means is, the line edit direct page space gets the value that was supposed to be the userID, and the userID becomes the DP value. Usually you end up with a DP of \$1002, which looks funny because the toolbox DP is always page-aligned.

Dave did a patch for this that patches the tool call, checks the order, and swaps them if they look funny. He's sending me the source code for it; I'll upload it after I have a chance to check it out.

The reason I find this interesting is that GS-Tape was exhibiting similar problems with both HP and Pointless installed. I'm hoping that this patch will clear up the problems with GS-Tape as well.

The easy way to tell if this is a problem with your application is to start it up, go into Nifty List, and hit 'v <return>'. This gives you a list of loaded tools with versions. If the line edit toolset has something like "WAP=\$1002", then you're having this problem.

- Andy (FADDEN, CAT37, TOP3, MSG:251/M645;1)

SHAREWARE SOLUTIONS II CELEBRITY TESTIMONIAL I'd just like to say that  
"\*\*\*\*\*" Joe's magazine is what  
InCider could have been if they truly cared about the Apple II. I only regret that the magazine didn't have any more pages since I read it non-stop after I got mine in the mail.

Burger (BURGERBILL, CAT28, TOP4, MSG:47/M645;1)

APPLE CREDIT CARD NO LONGER VALID It gives me the same feeling I got when  
"\*\*\*\*\*" I tried to order some materials from  
APDA with my Apple Credit Card, and then to hear them tell me that Apple Credit is no longer valid and that I was supposed to get a notice of such back in June. Yeah right, I know the mail is slow, but my bill seems to get here every month on time. Sure would be nice if they would invalidate my debt in the process (fat chance)! :-)

Tyler (A2.TYLER, CAT5, TOP4, MSG:43/M645;1)

FROM MAC TO IIGS     Setting up a AppleTalk connection between my IIGS and  
"\*\*\*\*\*"            PowerBook was very easy. I just disconnected my  
ImageWriter II and attached that same cable end to the port on the  
PowerBook. After installing the necessary system files with the respective  
Installer programs on each machine (very straight forward), changing a few  
Control Panel settings, and rebooting, all I had to do was activate  
AppleTalk on both sides. Great work by the Apple System Software creators.

BTW, I did this to move a large MAC TrueType font collection from the  
MAC to the GS. The collection fonts were on HFS disks with each font in  
separate "suitcases." I "unsuitcased" the fonts onto the MAC RamDisk,  
accessed the RamDisk from the GS thru AppleTalk, and copied the fonts onto  
the IIGS hard drive. The setup was very stable throughout the whole  
operation and acceptably fast.

All GS owners who have access to a MAC should try this. It's very  
impressive the way it works. You don't need to buy any special connectors  
if all you're doing is connecting a one GS to one MAC.

-- Ken Watanabe --  
(K.WATANABE5, CAT12, TOP4, MSG:22/M645;1)

SPLIT ERGONOMIC KEYBOARD   Apple's new keyboard will work fine with the GS,  
"\*\*\*\*\*"            but the sound keys don't do anything. An Init or  
Control Panel could be written to fix this...<hint, hint!>  
(T.BUCHHEIM, CAT2, TOP4, MSG:226/M645;1)

POPULAR HEWLETT-PACKARD PRINTERS   The 550 series (I'm not actually aware  
"\*\*\*\*\*"            of a 550, per se, only the 550C) is an  
upgraded 500. The paper handling and a lot of other stuff that is not  
visible have been improved. Especially with regard to the color model.

With the 500C, you could have a 3 color cartridge, with no black ink,  
or a black cartridge. If you printed in color, the printer imitated black  
by blending a real dark brown. The color and mono cartridges didn't line up  
the same, so it was not possible to print a graphic WITHOUT black and then  
go back and reprint just the black.

With the 550C, both black and color cartridges can be in place and  
working at the same time, it prints colors AND black, at the same time, and  
generally gives a much better color output as a consequence.

For black and white (or more precisely, monochrome) printing, there  
is no significant difference between a 500, 500C and 550C. If you don't  
anticipate a need for high quality COLOR printing, then the 500 is your  
best bet.

Gary R. Utter        (GARY.UTTER, CAT12, TOP8, MSG:212/M645;1)

APPLEWORKS GS MEMORY TESTER   Does the memory tester that comes with AWGS  
"\*\*\*\*\*"            work properly with the CV Tech piggy back  
card?  
(J.NICOLETTE1, CAT46, TOP6, MSG:101/M645;1)

>>>>>    Yes, quite well, including any memory that might exist in the piggy  
"\*\*\*\*\*"    back slot.  
(J.CARR20, CAT46, TOP6, MSG:102/M645;1)

ERROR CODES    You may want to download a copy of the NDA, Super Info III.  
"\*\*\*\*\*"    It contains a comprehensive list of error codes, probably the  
most comprehensive that I have seen. I think this is a start, anyway.

Tyler            (A2.TYLER, CAT9, TOP11, MSG:12/M645;1)

FONT CLEARINGHOUSE REMINDER    Well, it has been a few weeks now since my  
"\*\*\*\*\*"    last post, and we are days away from a  
massively updated database being released in A2. The database has increased  
in size by about 60%. There is a very good likelihood that we may soon be  
getting a larger assortment of fonts into A2 as well.

So stay tuned!

In case you are developing a font for the Apple IIgs, be sure to  
request a Font ID assignment from the Clearinghouse. I know there has been  
some problem in the past with responsiveness, but I would like to assure  
you that it will not be a problem in the future.

To get a Font ID is rather simple. Just e-mail me a copy of the font  
under consideration, or snail-mail it to the address in the previous  
message, or the address soon to be in the topic header. :) You will get an  
assignment post-haste. If you are working on a font but it is not yet  
completed, you can be assigned a temporary ID for purposes of  
identification, with a permanent assignment after completion. (The  
temporary IDs expire after a specified time and are re-used, so don't plan  
to keep the number. :)

Timothy Tobin  
Font Clearinghouse

(A2.TIM, CAT23, TOP11, MSG:16/M645;1)

<<<<<    If you are into fonts, I recommend that you look into a new A2  
"\*\*\*\*\*"    file. File #21372 is an AppleWorks database of the latest known \$C8  
fonts in the Apple IIgs world. The file contains about 1700 listings now,  
and requires AppleWorks 3.0 with at least 230K of desktop space. It has  
preliminary data on several fonts in terms of how many characters are  
defined in the font strike, as well as an attempt to define the alphabet  
used (Roman, Cyrillic, etc.).

I am interested in the public's comments on the new structure, as  
well as help in filling it out with the latest data. If you have been  
having Font ID conflicts, this database is a must-have item. It tells you  
what the font IDs =should= be, so you can safely change your offending  
fonts to the appropriate IDs.

I am also looking for input in case errors crept into the listings,  
so as to make it as accurate as possible.

Tim Tobin  
Resource Central Font Clearinghouse

(A2.TIM, CAT8, TOP17, MSG:136/M645;1)

HIERARCHIC INIT POSITION COUNTS    ][t's a good idea to make sure that  
"\*\*\*\*\*"    Tool.Setup, TS2, TS3, and Resource.MGR  
are always the first files in your System.Setup folder. If you're going to  
be moving Hierarchic around at all in the directory order, make sure it

comes after those files.

(A2.LUNATIC, CAT9, TOP6, MSG:315/M645;1) == Lunatic (:

QUICKIE 3.1 DIFFERENCES Differences between Quickie 3.1 and Older  
"\*\*\*\*\*" Versions: Definitive Answer From the Programmer -

The palette used by all versions of Quickie covers the full range of 16 shades of gray, which is all that the Apple IIgs is capable of. BUT, upon close examination of any scanned image, most people will discover that only 12-13 of these shades are actually used by the time the final image is generated. There are a number of technical reasons for this, but it boils down to the fact that the generic smoothing technique used in Quickie 3.0 and before was not a perfect solution.

The Contrast and Brightness controls added in Quickie 3.1 (both to the application and the NDA) have the effect of allowing the user to customize the grey-scale smoothing process to his/her own needs. By adjusting the Contrast, you can fully utilize ALL 16 shades of gray in ANY picture, resulting in smoother graduations between shades. This is most useful when scanning a portrait, where the "shading lines" which older versions of the software created on faces can be greatly reduced or eliminated.

Adjusting the Brightness can lighten or darken a picture so you don't have to keep adjusting your scanner head's light/dark dial just because you changed original images. Adjusting both controls together can give you some really interesting posterization effects while maintaining (or reducing) fine detail.

A relatively minor enhancement to the Quickie 3.1 application also lets you create text labels for your pictures, using any font on your system.

The bottom line is that Quickie 3.1 allows you far more control over the quality of the images that you scan than ANY previous version, with the only limitation being that you are still stuck with monochrome images. The upgrade is well worth its price because you can get MUCH better monochrome pictures with a LOT less scanning and re-scanning, than ever before.

Re: Quickie Color - (name not finalized) - It's well under way, and as soon as I work out a couple of bugs in the color rendition scheme, you will start seeing some samples. Don't wait for it to upgrade to Quickie 3.1, though, because there is no reason to wait for color before getting the best possible monochrome results from your scanner!

Steve

P.S. - Has anyone found the Easter Egg in the System 6.0.1 version of Quickie 3.1?

(S.MCQUEEN1, CAT40, TOP8, MSG:116/M645;1)

MOUSETEXT IN APPLE M FONT |o access the Mousetext characters in the  
"\*\*\*\*\*" Apple M font you simply hold down the Option  
key while pressing the appropriate letter. You can even get the "running  
man" by holding down Shift while you hit "F" and "G." This all \_IS\_

documented in my original upload of the font here on GENie, along with the original mention of why I chose "Apple M," as HangTime has described.

(A2.LUNATIC, CAT2, TOP22, MSG:48/M645;1) -= Lunatic (:

USER FINDS THUNDERSCAN Thanks \_VERY\_ much for the information. With your information, and a couple of directory calls, I tracked down what I needed. Thunderware's new phone number is 510-254-6581. Software version 1.2 is the latest for the IIC/IIe. Version 1.0 is the latest for the IIgs. For the MAC, it is version 1.3.2. A software update costs \$29.00 + shipping.

From the old version of software (for MAC system 5!) that my friend in Bolivia has, the person at Thunderware thought that it had originally been sold for a 512K mac. The newer macs do not have the necessary power at the serial port, so now it comes with a power plug that plugs into the disk drive port, to provide power to the ThunderScan. That cord costs \$25.00. I am not sure that this is what Allen needs, but since it is cheaper than a phone call to Bolivia, I ordered it.

Thank you Mr. Kern for your help. Without it, I would not have been able to find the company. Since the question was about a MAC, I should have gone over to the MAC board, but I would not have gotten an answer there.

This is what is so great about Apple II people on GENie! I asked a question one night, and the very next night I get what I need!

I have been on this board for six years, and although the people have changed, the helpful attitudes do not change.

Apple II people are special. And GENie is a great place to meet!

Thank you one and all!!!

Ken Lessing (K.LESSING, CAT2, TOP21, MSG: 1/M645;1)

APPLE /// SUPPORT Gary - Thanks for the initial push to Bob Consorti. He and Joe are \_still\_ supporting Apple ///'s. They sold me some basic utilities that are indispensable for my ///plus.

Joe Consorti handles most sales at:  
Apple /// Products  
1174 Hickory Ave  
Tehacapi CA 93561

Bob Consorti handles the Tech questions now at (617) 731-0662 weekday evenings or weekends.

Dave Huggins (D.HUGGINS1, CAT12, TOP10, MSG:48/M645;1)

HARD DRIVE BARGAIN I recently purchased a Quantum 170 meg ZPG from La Cie. This the unit advertised in MacWeek, etc. for \$249.00 It ships with a 25 pin cable, power cable, Mac software and manuals, The hard drive is loaded with about 40 meg of software. The sales rep did not indicate any problems with using it on a GS. After testing it

on my Mac and copying the software onto disk, I connected the HD to my GS using a Apple HS SCSI card, connecting it to my Chinook 40 Meg HD. I partitioned the ZPG into 2 ProDos partitions and 1 HFS partition. The HD works great with no problems. This drive is a bargain.

Les K. (L.KAPLER1, CAT11, TOP10, MSG:151/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

NOW DO YOU SEE WHY YOU SHOULD PAY YOUR SHAREWARE FEES? Over the next few days, I'm going to be uploading freeware updates to my major shareware programs. This includes Quit-To, File-A-Trix, FloorTiles, Ant Wars and ShutDown Reminder. This means that these programs will henceforth be available for free, with no obligation or request to pay me anything.

The reason I'm doing this is that I'm winding up my involvement with the Apple II as I move on to Mac programming. Releasing these programs as freeware is both a parting gesture of generosity, and a way for me to weasel out of any obligation to continue to provide Apple II user support. I will continue to check into this Topic for a short while, and will do my best to answer any mail/e-mail questions regarding my A2 programs. I just won't be maintaining my database of registered users, won't send my disk of goodies to paying customers, and won't be producing any more updates.

I don't suppose I have to explain the basics of why I'm leaving Apple II programming. It would be nice if I could continue to produce for BOTH the Mac and the Apple II, but I don't have enough time or brains to spare for that. It's going to take all my resources of both just to catch up and keep up with developments in the Mac world.

It's been fun, it's been rewarding (mostly emotionally), and it's been -- well -- lots of things. I wish I could shake hands with all my paying customers, and thank each one in person. In lieu of that, I'll say it here:

Thanks a zillion, and good bye.

Karl Bunker (K.BUNKER, CAT13, TOP10, MSG:91/M645;1)

UNEXPECTED BONUS WITH 6.0.1 The greatest advantage of Sys 6.01 I only discovered this morning :

The Applied Engineering fax software is working properly again !!! So not only Tetris is running like it should but also AE fax. I tried everything but did not succeed to hang the system.

Apple : THANKS !!!!

Peter van Dongen, Netherlands, Europe (P.DONGEN1, CAT9, TOP6, MSG:453/M645;1)

APPLEWORKS UPGRADE PRICE Q&A Whether you should upgrade to AW 3.0, here are the facts:

- AppleWorks 2.x to 3.0: \$79
- AppleWorks 3.0 to 4.0: \$79
- AppleWorks 2.x to 4.0: \$99

If your eventual goal is to get 4.0, buying the AW 3.0 upgrade and following it up with the AW 4.0 upgrade is, er, dumb. B) Better to go for AW 4.0 right away and save \$60.

(QUALITY, CAT42, TOP29, MSG:155/M645;1)

>>>> > Will there be any way for a non-owner to get AW 4.0?  
\*\*\*\*\*

Certainly. You just have to pay full price for it. (\$169.95, same as AW 3.0.) That version will be shipping by November 1. (The reason: there are more manuals included with that version.)

(QUALITY, CAT42, TOP29, MSG:164/M645;1)

>>>> AW 4.0 is a complete new package. It does not require AW 3.0  
\*\*\*\*\* to modify it.

(QUALITY, CAT42, TOP29, MSG:181/M645;1)

APPLEWORKS 4.0 MACROS Ultra 4.3 is the only macro program that works with  
\*\*\*\*\* AppleWorks 4. The AW4 disk includes a TimeOut updater program that will make many TimeOut packages work with AW4, including Ultra 4.2. Ultra 4.3 is basically a "tweaked" version of Ultra 4.2, but does have a few new features. For example, the .online command now accepts a volume name as well as a file name. If you specify a volume it returns the number of blocks free instead of the size.

If you have Ultra 3.x, 4.0 or 4.1, you'll need to upgrade to Ultra 4.2 before you get AW4. Because Ultra 4.2 is a combination of an updated Ultra 4.1 and the originally planned Ultra Extras disk, there is no online or free upgrade available- you must get Ultra 4.2 directly from Quality.

(BRANDT, CAT42, TOP29, MSG:231/M645;1)

>>>> What if you don't have any of the UltraMacros packages? Do you  
\*\*\*\*\* need Timeout UltraMacros 3.x first as well as Ultra 4.3, or is Ultra 4.3 usable on its own on Appleworks 4.0? (I remember reading somewhere, the Resource Central catalog I think, that to use Ultra 4.x you needed to have Timeout Ultramacros already installed.)

David [Bird.Watcher]

(D.WALLIS2, CAT42, TOP29, MSG:247/M645;1)

<<<< TimeOut UltraMacros 3 was a prerequisite for Ultra 4 when it was a  
\*\*\*\*\* JEM product. When I sold Ultra 4 to Quality, they made it TimeOut UltraMacros 4, since they own TimeOut. Therefore you'll be able to purchase UltraMacros 4.3 directly from them.

However, since the full UM 4.3 won't come out until sometime in October, you're better off ordering UM 4.2 now, and then letting the AppleWorks 4 installer update you to UM 4.3 and you'll be ready to work as soon as AW 4 ships. The full package will take longer because I'll have to double-check all of the sample files and notes, but the program files will be the same.

(BRANDT, CAT42, TOP29, MSG:249/M645;1)

MACRO CONVERSION SERVICE We now have a service where we will update your  
\*\*\*\*\* macros from UltraMacros 3.1 to UltraMacros 4 for a very small charge per macro Word Processor file (up to 4,009 bytes). We'll do the entire update, using all possible new dot comands, even finding AppleWorks 4.0 PEEKS. Your macros will be updated by professional

programmers with complete and understandable update notes, and a player version if you don't plan to update to Ultra 4.3 itself. E-Mail for information, or wait for your next newsletter (scheduled for Oct 1), TEXAS II v3.8.

(B.CADIEUX, CAT42, TOP29, MSG:269/M645;1)

RTFM = REAL TIME FLEA MARKET I was sitting in an Real Time Conference room the other night and I was remembering all the fun I had at the last Trenton Computer Festival. That was in April. I really enjoyed walking around the flea market talking to the vendors, (I had a parking spot myself so I was a vendor also). Trying to haggle the price down a few more dollars for the lastest and greatest must have is fun once a year. But I missed that event! I wished it was going to take place next weekend! I wanted to spend money and make some of my junk somebody elses junk!

Then it hit me! Why not have a Real Time Flea Market! Everybody get all their junk together and make a list of their offerings. Then at a special RTC/RTFM we all could exchange all those dust collectors we have been saving!

So what do you think? Is this something you would attend? Should this be a yearly event? I don't think that is often enough, how about once every 3 months? What day of the week? Saturday, Sunday, a weekday? If we hurry we can do this on the Labor Day weekend!

The Bear (A2.BEAR, CAT4, TOP2, MSG:130/M645;1)

>>>> Great idea, Bear! I vote for sometime on Saturdays. The rates are """""" the cheapest for long-distance folks at that time. Once a month might be best, if you miss one you can always make the next one.

Charlie (C.HARTLEY3, CAT4, TOP2, MSG:134/M645;1)

<<<<< The Real Time Flea Market would conflict with Category 4 here but """""" how many people never list their wares here and would attend a RTFM to try to sell something. I think both could peacefully coexist.

The status right now is that these will start in the next month or so. We missed the Labor Day weekend because I had accidentally ignored this Topic and I thought there was no interest in a RTFM. We have a few surprises up our sleeves, and I will upload an edited transcript to the Library. That way if you can't make the RTFM you can download the file and look at what was offered and not bought.

The Bear (A2.BEAR, CAT4, TOP2, MSG:139/M645;1)

TOO MANY (OR TOO FEW) 5.25 DRIVES IN FINDER? \\_/ |es, the number in the low nibble of the 5.25 driver (the last digit of the number in hex) is supposed to be the maximum number of devices REGARDLESS of what slot they are in.

]I would guess that there are simply certain combinations of hardware and software that cause the system to think that there is firmware for 5.25" drives in some slots where it doesn't really exist.

-

(  
\_)o, here's an addendum: If setting the aux type of your 5.25 driver to \$0101 causes you to lose ALL of your drives, try incrementing the last digit to the next higher odd number (i.e. to \$0103, then \$0105, then \$0107, etc.). If you're using 6.0.1 and you only have one 5.25" drive and only one shows up in Finder, from the outset, simply consider yourself lucky. (: Also, remember where to come to look for help (right here) if a second phantom drive suddenly starts showing up.

-- Lunatic (:  
(A2.LUNATIC, CAT9, TOP15, MSG:19/M645;1)

PROLINE BBS FOR MAC OR PC? Since it's been nice and quiet here for a  
" while, I thought it might be interesting to artificially generate some discussion. Over on AOL, a couple people started asking if MDG would consider creating a version of ProLine for the PC or Mac.

We got into a very long and deep debate about all sorts of things relating to this single premise: development time, funding, merits of cross-platform versions, special interfaces, the affect on the existing ProLine installed base (pro and con), and so on. In the period of just a week or two, there were about 100 messages posted (which is amazing for AOL, so don't snicker).

About half the people encouraged and supported the idea of cross-platform products. But others were staunch in their desire to keep ProLine an Apple II-only phenomenon. I had my own opinions as to why it would work or why it wouldn't (and I was about to expound on this, but I think it would be fun for you to find this out on your own here).

Before I begin, let me state for the record that MDG is not planning to ditch the Apple II market so we can pursue ProLine elsewhere, though I have a feeling this is how some of you may incorrectly perceive this exercise to drum up discussion. The topic was proposed by some PC or Mac person on AOL and, well, things took off rapidly (and heatedly) from there. So, with that clearly emblazened into your graymatter . . .

- What do you think about the idea of ProLine for the Mac or the PC?
- Why or why shouldn't MDG pursue such a prospect?
- What are the pros and cons?
- What do you think the affect would be on the Apple II market?
- How would Apple II users feel about MDG if it happened?

Explain your answers and feelings. You don't have to respond to all these -- pick the ones you find most interesting to comment on.  
(MORGAN-DAVIS, CAT27, TOP3, MSG:19/M645;1)

NO BEHIND THE SCENES DRAMA WITH APPLEWORKS? Steve, there's not much to  
" the Claris story. Joe just spent a lot of time convincing them it was in their best interest, PR-wise and financially, to get out of the A2 and hand it over to us. They finally agreed.

(BRANDT, CAT42, TOP29, MSG:199/M645;1)

SHAREWARE SOLUTIONS II PRODUCED ON AN APPLE II Jerry - You convinced me  
" at KansasFest, and after seeing a SSII make-over done with Quark XPress, I thoroughly believe that

it would make my life easier and that I'd be able to create a much more polished and professional looking newsletter.

Call me stubborn or call me naive, but in my mind, I'd be defeating the purpose if I used a Mac to create SSII. After all, within the pages of SSII, I'm singing praises to the Apple II. It just wouldn't seem right to me to use anything but an Apple II. A subtle and between the line message that I am trying to put forth in SSII is that the Apple II can be used for any purposes. So, I will continue to lay out and print SSII on my IIGS.

We're talking about me and SSII, and I think it would be a nightmare if you tried using AWGS to layout and publish II Alive. Then again, II Alive is a slick glossy magazine, and SSII is a home brew newsletter.

I haven't said anything yet about what I'd like to see in the AWGS PL update, as all I'd have to say is "ask Jerry". And, I do hope that in a year, or however long it takes, that AWGS will have those features that can be found in Mac DTP and high end word processors.

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:62/M645;1)

>>>> RE the philosophy of layout "nationality": I think the question is "\*\*\*\*\*" whether you use the Apple II enough to be familiar with the average user's situation. When writing A2-Central, we wrote all the text for the issues in AppleWorks, but then we poured it into QuarkXPress to typeset. The main reason was that this allowed us to take the issue to a service bureau for phototypesetting into camera-ready copy, taking several stages of "translation" out of the process (what we saw was usually what we got on the printed copies). Of course, this was before AppleWorks GS or GraphicWriter III. (When Tom started the publication, I think AppleWorks had yet to be generally accepted!)

I looked at AppleWorks GS's page layout module and found it too awkward, a throwback to PageMaker 1.2 days. I had used PageMaker by then and decided the cut-and-paste method of columnated AppleWorks printouts I was using for an SF newsletter at the time wasn't so bad...this was before I typeset Open- Apple/A2-Central, but I think Tom was using AppleWriter or AppleWorks with embedded typesetting codes at the time, then doing manual pasteup from the typesetter output.

I've since looked at GraphicWriter III and I might have been inclined to try using it for an "Apple II pure" environment. The main reason I personally wouldn't have switched (unless Tom told me to :) is that I was already familiar with QuarkXpress and the mechanisms were in place to have the service bureau handle its files. Getting them to adopt another "standard" (especially one on a computer that wasn't getting much penetration in the "serious" market, for whatever reason) was not an option (even if they would be willing to look into it, there was no "Linotype" driver available for the IIGs).

As a practical matter, somewhere on the line you do go to non-Apple II production. That is, unless you're printing every copy yourself straight from the layout program. And you use non-Apple computers for other parts of the production chain. (Like exchanges using GENIE's computers. :)

A lot of the reason is the economy of scale. Smaller publications can more easily remain "pure" because they don't have to deal with the industry chain (and industry computer standards) required to get large

quantities of material into print quickly. It's ironic that the (slow, but seemingly steady) decline of the Apple II market has allowed us to be more "pure" in approach, in that the "purity" can only (seemingly) be maintained in that restricted environment. I don't know that, in those circumstances, the ability to remain "pure" can be celebrated unreservedly.

Then again, we'll see what happens when Joe hits a few thousand subscribers. Maybe he can pull it off. :)

(And before anyone runs out to get a Mac for DTP work, an aside to consider: QuarkXPress is basically an institutional-type software package; the current mail-order price is about \$550! Plus unless you like to measure production time in fortnights you'd better get at least a IIsi-speed Mac to run it, with lots of memory and hard disk space. What programs like GraphicWriter III do is give you all the practical features someone needs to do page layout at a price that won't put you in servitude to a repayment schedule for months or years to come. What a full-time business uses is often not the best thing for an individual or even a home business to use.)

(WIZARDS.MUSE, CAT28, TOP4, MSG:66/M645;1)

GRAPHICWRITER III AND TWILIGHT II TIP     James Smith (part of the  
\*\*\*\*\*     Twilight II team) called me a  
couple weeks ago to report that there is apparently a problem in Twilight  
II and printing...if you have the "Menu bar box" option checked, printing  
from some apps (notably GWIII) ends up getting random lines on the page.  
Open T2's Setup dialog and UNCHECK that option (if it's on) and those odd  
hyphens just might go away!

Thanks, --Dave     (SEVENHILLS, CAT43, TOP10, MSG:203/M645;1)

SCHOOLS REPLACE APPLE II     Can anyone give me ideas, rebuttals or  
\*\*\*\*\*     counterarguments in this situation?

I have volunteered to be an aid in one of our grade schools' Apple  
labs. I have talked with the person the school district has hired  
part-time to keep the machines running, and he states that "within a given  
period of years" (there is no set time frame yet) that ALL apples in our  
school district will be replaced with IBM's or compatibles.

I feel this is a waste of resources, and always-scarce money.  
Apparently, the plan is to phase the Apples out as they go bad, until  
there are no more left, then replace with all MS-DOS machines. I have put  
in a word for the new PowerPC, but there was little enthusiasm from this  
individual when I mentioned it.

Is this a "wave of the future" to replace school Apples with ms-dos  
platforms? How can a district be persuaded that it will be unviable to do  
so? Apparently, rumors that I had heard several months back regarding  
this switch-over are more true than I thought...it saddens me to see this  
happening, as, in my opinion, Apples are alive and well in education.

It also seems like a very serious waste of resources, and precious  
monies that many districts (ours included) do not have available. I have  
mentioned that upgrading and continuing to keep the Apples running would  
be the most economical way to go, but this individual is a die-hard MS-DOS  
person to the core....

Anyone have any ideas, suggestions, rebuttals, arguments that I can use?

GENa (G.SAIKIN, CAT15, TOP11, MSG:122/M645;1)

NEW TIC TIP #1 TIC sets the port to whatever you select in TIC. The control panel is ignored. This is the way basically all the packages (other than possibly the AOL software) work. You can set the port rate in TIC to 19200 if you have a modem that does buffering (all high speed modems do this) and then basically forget about baud rate.

Don Elton (delton) or delton@pro-carolina.oau.org  
(DELTON, CAT10, TOP11, MSG:256/M645;1)

NEW TIC TIP #2: COPILOT TIC 4.00 uses x-on/x-off flow control as well as hardware handshaking so you can no longer use ^Q or ^S as something to waitfor in a script since they're filtered out and acted on at the driver level. You made the correct change to work with the GENie mailer without my help (The copilot scripts have to have that same mod to work with TIC 4.0).

I suspect that your ^C is being sent but perhaps the timing is too close after the file upload or something. You might try running the script in DEBUG mode or perhaps trying to send the ^C manually (after interrupting the script) to see how that works just to help debug the problem. Another idea would be to add a pause between the file upload and the xmit ^C statement. I'm not so sure that ^M as a prompt is a great idea either depending on whether you're using full or half duplex. Other possibilities would be ^J or perhaps just an unprompted upload? You'd have to experiment with that to see what works best.

Don Elton (delton) or delton@pro-carolina.oau.org  
(DELTON, CAT13, TOP3, MSG:154/M645;1)

```
>>>>> > "I _am_ able to find $version checks for v3.3 and v3.2, but can't  
"""""" > find any others, including v3.31."
```

That's because there aren't any others. It is time for a confession. I'm on drugs. I've got a nasty infection, and I'm taking painkillers and antibiotics and not sleeping very well. It makes me pretty fuzzy. This has been going on for about a month. I'm having (very minor, outpatient) surgery this Friday, and I should be back to what I refer to as "normal" by the middle of next week.

Anyway, earlier versions of the CoP scripts tested for version 3.2, 3.3, and 3.31. The current scripts (Kens last version), handle things a little more smoothly and ONLY test for the older versions that don't work properly with the new "On \$matched" command. If you are not using v3.3 or v3.2, then the scripts don't take that little jog into an older version of the routines.

In short, I goofed (twice) on this issue. The ONLY change you need to make to run CoPilot scripts with TIC v4.0 is to replace that "^Q" with "Ready for Input" followed by a 1 second pause. Sorry I put you to all the work. If I had gotten it right the first time it would have been a 2 minute job.(Sigh)

Gary R. Utter (GARY.UTTER, CAT10, TOP11, MSG:338/M645;1)

NEW TIC TIP #3: CONFIG Any time a version number changes, TIC will remove  
"\*\*\*\*\*" your old tic.config file and write out a new one.  
This is done because I sometimes have to make changes to the internal  
format of the config file and crashes might occur otherwise. I also don't  
know which of the 40 or so previous versions of TIC you might be updating  
from so I can't easily transfer over the settings from a previous file. I  
can't remember if this is mentioned in the docs or not but I guess it  
probably should be, perhaps a section on updating from a previous version.  
I also probably should have mentioned somewhere about having to install to  
a fresh directory. I couldn't add it to the script itself as you may have  
noted that there wasn't but maybe one block (if that) to spare on the 5.25  
version of the disk but I'll see what I can do.

Don Elton (delton) or delton@pro-carolina.oau.org  
(DELTON, CAT13, TOP3, MSG:180/M645;1)

LATEST ON CV TECH SUPPORT I have no clue. We've shipped all or existing  
"\*\*\*\*\*" stock to SS and have stopped taking orders from  
the mail order guys. I've got some equipment to liquidate (all apple  
stuff) and that should be that. I'm kind of hanging on to make sure that  
there are no last minute problems with the rom I sent to Jim "whiner"  
Maricondo (grin) and a couple others. Unless someone whines bloody murder  
shortly I'm going to put a lid on the RF board software and ship the update  
to SS and then it's their baby.

Drew (CV.TECH, CAT46, TOP2, MSG:235/M645;1)

(CV.TECH, CAT46, TOP2, MSG:244/M645;1)

<<<<< The jury is still out (grin). I know that SS will be doing all the  
"\*\*\*\*\*" "real" work (selling, RMAs phone tech support). We have an  
aggreement whereby I answer questions for them for the next few months  
until they get settled into the RF board. I've already shipped them all  
the physical stuff (stock, PCBs, parts, artwork, assembly drawings,  
schematics, etc). We also shipped them the source code to 3.01c when we  
thought that would be the last rom for the RF board (ya, right). Then we  
had to fix the Jim Maricondo "port it from the Mac" problem and now we may  
or may not have to do something with the MS-DOS FST support. I'd like to  
dump it all in a box and ship it to SS today but I'd rather wait until I'm  
certain that all the reasonable changes have been made for Gs/OS 6.01. I'm  
still waiting for RALPH KITTS to send me system 6.01 on a floppy so I can  
take a look at it (or anyone else that would like the MS-DOS stuff to  
work). I'd download it but I have no way of moving it from my MS-DOS  
machine over to my GS (ugg).

Drew (CV.TECH, CAT46, TOP2, MSG:244/M645;1)

>>>>> In that case, allow me to introduce myself. My name is Jawaid  
"\*\*\*\*\*" Bazyar, I'm Sequential's online tech support dude, and I'm nuts.  
Most folks here can vouch for that.

I intend to give Drew a run for his money (especially with all the  
money of mine he's already run off with! :-)

Jawaid @ Sequential  
(PROCYON.INC, CAT46, TOP2, MSG:249/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

QUALITY COMPUTERS TO PUBLISH APPLEWORKS, APPLEWORKS GS  
\*\*\*\*\*  
August 30, 1993 -- St. Clair Shores, MI

Quality Computers, the world's largest Apple II mail-order retailer and publisher, announced today the signing of an agreement with Claris Corp. (Mountain View, CA) which will make Quality the publisher of AppleWorks and AppleWorks GS, the popular integrated packages for the Apple II and IIGS.

"Claris will continue to focus their development and marketing efforts on their Macintosh and Windows products," says Joseph Gleason, president of Quality Computers. "We will provide Apple II users with the integrated software solutions they want and need."

Quality's "Quadriga" project, also known as TheWorks 4.0, was originally envisioned as an independent upgrade to AppleWorks 3.0. Now, however, Quadriga will be released as version 4.0 of AppleWorks. "The fact that we were already working on the upgrade went a long way toward convincing Claris that we were the right company to take on the product," comments Gleason.

The new version of AppleWorks, developed by veteran AppleWorks programmers Randy Brandt and Dan Verkade and featuring dozens of improvements to every area of the program, is scheduled to begin shipping on October 1. Users who upgrade will receive new program disks and a new reference manual (including a "What's New" summary), and, if the order is placed before October 1, a free "Enhancing AppleWorks" video.

Quality also plans a new version of AppleWorks GS within the next year, and is now soliciting user suggestions for that upgrade. Gleason indicates that further upgrades, such as an AppleWorks 5.0, may also be in the cards.

The AppleWorks 4.0 upgrade is \$79.95 from version 3.0 (\$99.95 from older versions). For further information, contact Quality Computers, 20200 Nine Mile Rd., St. Clair Shores, MI 48080, or call 800/777-3642 or 313/774-7200.

(QUALITY, CAT42, TOP29, MSG:135/M645;1)

STAR TREK: FIRST CONTACT 2.0    Some general info for all those interested  
\*\*\*\*\*                                    and some shameless self-promotion for  
myself...

Star Trek: First Contact v2.0 is now available in the GENIE files section. The game will run on all 128K Apple II's (enhanced IIe) and the IIGs.

I'm especially interested in hearing your reactions, comments, and (knock on wood) bug reports, if any.

Enjoy!

Jim Royal                    (J.ROYAL1, CAT6, TOP2, MSG:127/M645;1)

LATEST POINTLESS HANDLES BUG    Pointless 2.0.2 available soon!  
\*\*\*\*\*

The new version of PointLess should be ready in a week or so. There are few fixes and improvements:

1. Corrects the System 6.0.1 Font Manager bug in Choose Font option
2. Improved memory management
3. Improved font rendering routines including accented characters
4. Added a dialog box when attempting to save abitmap font with incorrect paramaters such as point size set to zero.

There are number of other fixes mostly internal that a user would not normally see.

NOTE! - We will be sending out flyers to registered users to announce ththe new version and an offer to buy the update. However, we will also be uploading a "patcher" program here that you can download to update the program. Feel free to distribute the "Patcher" to other PointLess users and to include it on user group DOM's.

Please don't hound me about exactly when the update and patcher will be reaready, I have enough to do with slurping soft drinks and such without responding to inquiries :)

>>>> Updates to PointLess v2.0.2 from version 2.x is only \$5.00.  
 """""" "Upgrades" from pre-version 2.x is \$19.95.  
 (WESTCODE, CAT37, TOP5, MSG:113&119/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
 \*\*\*\*\*

AVATAR PROJECT UPDATE Status: Some tools have been seeded to beta-sites  
 \*\*\*\*\* for testing with IIgs applications. A Super  
 Nintendo device has been built to allow IIgs desktop software to run on it,  
 it is in pre-beta (Late Alpha) stage and will be seeded in about 1-2  
 months. More tools are being finaied at 6.0.1 level and will be seeded as  
 well.

The main desktop model is designed (second prototype) but no money to build it is available AT THIS TIME. The Super NES device is the one that will grill the toolbox we wrote for us.

If Adrian or anyone can license the offical Apple II design from Apple then please contact us immediately at BURGERBILL on GENie or AOL but currently our design is so differant that we don't see a need to go thought the cost and time for us approach Apple about anything.

We are still working on it. Would you rather have us do it right the first time or do it over after it ships?

Burger Bill Heineman  
 (BURGERBILL, CAT15, TOP11, MSG:119/M645;1)

NEW ADDRESS FOR PROSEL AUTHOR All: Sometime in November I will be moving.  
 \*\*\*\*\* My new, and permanent, address will be:  
 58188 Trails End Rd., North Fork, CA 93643. The phone number will be (209)

877-2993.

(BREDON, CAT30, TOP2, MSG:266/M645;1)

SCARLETT REPORTS "NO SYSTEM 6.1" It was reported in the latest edition of  
"\*\*\*\*\*" Scarlett that there would be no more  
major System updates for GS/OS: "We know that System 6.0.1 is the last  
major update that Apple will ever release for the IIGS." (pg. 5, v12, n3)  
So much for the promised System 6.1.

Since we haven't heard anything more about the Ethernet card, I  
suspect that the card is history too. There's been no news here for some  
time. I wonder what the Apple II group is working on, or whether it is even  
in existence anymore.

J-Bird <<WHO GOT THE LAST GS??>>  
(J.CURTIS8, CAT5, TOP2, MSG:254/M645;1)

>>>> I didn't realize that Scarlett became the official magazine for  
"\*\*\*\*\*" Apple Computer. :)

Tim 'JoaT' Tobin  
Lost Classics Coordinator  
(A2.TIM, CAT5, TOP2, MSG:58/M645;1)

>>>> Scarlett was also the magazine that insisted that the Apple IIGS  
"\*\*\*\*\*" would be discontinued on April 1st or 1991 or 1992. Yes, it did  
eventually get pulled from production (in December 1992), but they made it  
sound like they had some inside information that was giving them a scoop.

However, unless some of the Apple guys that get on here ever want to  
tell us otherwise, Jim Murphy has pretty well said that no 6.1 was ever  
promised (although he has not gone so far as to say that there will  
DEFINITELY be no further updates).

If I'm wrong about this, please throw floppy disks at me... :-)

Steve Weyhrich <IX0YE>--<  
(S.WEYHRICH, CAT5, TOP2, MSG:60/M645;1)

REPORTS OF GS+ DEMISE GREATLY EXAGGERATED I was happily reading V4.N6  
"\*\*\*\*\*" when I read the words "...the  
eventual end of GS+ Magazine..."! I know that "all good things must come  
to an end" but those were not nice words to read given the state of affairs  
in the II world. Are things getting so bad that even a fine magazine like  
GS+ is thinking about its eventual demise?

Ron (RON.ROYER, CAT33, TOP2, MSG:58/M645;1)

>>>> Hmmm, I knew people would take that "...end of GS+ Magazine" thing  
"\*\*\*\*\*" the wrong way. :-) No, we're still here. Have been for 4 years.  
Every month someone calls us and asks us if we're still in business.  
Hopefully we'll be here for a long time to come. But things will end - we  
just can't forecast when.

(JWANKERL, CAT33, TOP2, MSG:60/M645;1)

>>>> The End of GS+ is always on Steve's mind, just like the end of the  
"\*\*\*\*\*" world, his latest tax bill, his last day on earth...

Burger... (BURGERBILL, CAT33, TOP2, MSG:62/M645;1)

TIMEOUT CENTRAL You macro-types may be interested to know that I've been appointed the associate editor of TimeOut Central. While macros are not all we are interested in publishing (templates, tips, and techniques are also welcome), if you have some you'd like to share with others, and get your name in "lights" at the same time, send them to me:

Will Nelken
1675 Grand Avenue
San Rafael, CA
94901-2211

They do need sufficient accompanying documentation and/or annotation to guide someone else in their effective use. :-)

I hope some of you take this opportunity to spread the delight of AppleWorks computing!

|
-(+)-
|

...Will (W.NELKEN1, CAT17, TOP6, MSG:61/M645;1)

SOUNDMEISTER PRO TO SHIP Will the SoundMeister Pro come out? Absolutely :) The Pro has become one of our most requested pre-products and will make it to your hands at the end of September.

To recap: The first version of the Pro cost too much to produce. We then had to go back to the drawing boards and redesign it from scratch. And thus the delay.

As a sideline, someone had told me that Quality said that the Pro was cancelled. That is entirely untrue and I don't know why they would say it. I'm looking into the matter right now.

Michael (ECON, CAT35, TOP5, MSG:28/M645;1)

<<<< Let me clarify my poor clarification on the release of the SoundMeister Pro. The Pro will begin production at the end of September and the first production run will take about two weeks. If you have ordered a Pro from Resource Central, or from us, you will receive your Pro by the second week of October. In other words, all of the preliminary orders will be filled first. However, if you're waiting for the Pro to be generally available before ordering, you'll have to wait until the end of October, at the earliest, to receive one. So if you're anxious to receive a Pro, I'd suggest you get in your order soon.

Michael (Hey... it's Friday :) (ECON, CAT35, TOP5, MSG:35/M645;1)

SHAREWARE INFO CLEARING HOUSE I just looked at IconEd, and sure enough, Mr Elseth lists 2 different addresses in version 2.0. I also ran an older version, and in v1.3, he listed his Rochester, MN address, so my guess would be that he moved recently to Duvall, WA and forgot to change the address in the 'About" box.

Rather than make assumptions, though, I'll contact him and find out for sure.

At KansasFest, I gave a panel on maximizing shareware profits, and brought up the very subject of shareware authors moving, and not telling anyone where they moved. In the past few weeks, I have gotten letters from people trying to track down both Joe Jaworski and Bill Basham, as they had tried to send them money and it was returned by the post office.

So, I just want to let the rest of the Apple II world know that I have volunteered to be a clearing house of sorts. If you are a shareware or freeware author, and you have moved, please let me know where shareware fees can be directed.

You can send change of address info to me at:

GENie = J.KOHN  
AOL = joko  
CIS = 76702,565  
Internet = joko@well.sf.ca.us

or the old fashioned way...

Joe Kohn  
166 Alpine St  
San Rafael, CA 94901  
(J.KOHN, CAT28, TOP4, MSG:41/M645;1)

WORDPERFECT LOSES INTEREST I thought some of you might find amusing this  
"\*\*\*\*\*" excerpt, quoted in entirety, from the latest  
WordPerfect newsletter (Fall 1993):

Apple Support Clarification  
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In our previous issue of WPReport, we inadvertently misled you on our decision to discontinue support for Apple computers (Apple IIe, IIc, IIGS, and their compatibles). We mean the obsolete Apple computers, not Macintosh! We are heavily engaged in developing software for the Mac. Please feel free to call us toll-free at (800) 336-3614 with any problems running our products on your Mac.

Oh, the obsolete ones. Whew!

:: Dan :: (D.CRUTCHER, CAT5, TOP4, MSG:41/M645;1)

NEW MODEMWORKS UNDERWAY We're working on the next version of ModemWorks,  
"\*\*\*\*\*" so we're interested in your suggestions  
(especially bug reports, if you have any, on 3.0).  
(MORGAN-DAVIS, CAT32, TOP4, MSG:19/M645;1)

MOST RECENT PLATINUM PAINT A new rev. of Platinum Paint will be available  
"\*\*\*\*\*" soon. Just a few more wrinkles to iron out.

> Do you know what was changed between 2.0 and 2.01?

Sure, really the only fix that is in 2.01 is the ability to print any size document. 2.0 allowed you to create a picture larger than one 8.5x11 sheet of paper, but wouldn't let you print anything but the first 8.5x11

area.

Unfortunately, we've found a few other bugs, like crashing when specifying a degree of rotation, resizing, and a few other problems. These will be fixed in the forthcoming revision.

Walker (W.ARCHER2, CAT42, TOP23, MSG:98&100/M645;1)

GRAPHICWRITER III PROMISED Someone is actively working on GWIII. It will require System 6. The interface is being brought up to date (hotkeys in dialogs, arrow keys that work in line edit boxes, etc.). As for new features, the only "guaranteed" feature at this point is a "real" font menu. The big feature we're trying to add is support for the system clipboard, and a new "picture" object that will maintain its original bitmap quality even when scaled (as opposed to creating a new bitmap at screen quality whenever a bitmap is scaled).

We have no time estimate (every month we tell people "several months"). Basically, it'll be done when it's done, but it is being worked on. I'll have a better guess when we actually start beta testing (no clue when that will be).

Thanks, --Dave (SEVENHILLS, CAT43, TOP6, MSG:111/M645;1)

COPILOT SCRIPTS TO BE UPDATED Here is a list of features that the new scripts add, in no particular order.....

- ```

~~~~~
Get A2 and/or A2Pro GENie Lamp
Get A2 Disk of the Month
Get Livewire magazine
Get billing summary
get INdEx for any RT
set delayed logon
choose default (always/never) for automatic Xmail download
choose default prefix for downloaded files by RT (including mail)
choose RAM or BRO by RT or globally
ignore/cancel cats and tops (before reading messages)
mark topics
search for messages (by all the usual criteria)
search for library files
get "new files list", (allows you to set WHICH RTs to do this in)
automate Xmail uploads (offline processing)
automate Xmail downloads (and toggle always/never)
automate library uploads (offline processing)
set "actions to perform" on GENie
restart CoPilot action script
enter Terminal mode
go to RTC
MANUALLY retrieve Email, with the operations scripted, i.e. the user
 can call this script and it will take them to Email, list the queue,
 and ask them to input a number. ALL they have to do is input
 the number, the script does the rest.
~~~~~

```

As you can see, we have added a LOT of stuff beyond what I listed last time (for those who were watching). I had initially hoped to have this stuff done and posted by Labor Day, but I said weeks ago that that was not going to happen. I had high hopes of getting them done by mid to late

September, but I kept finding new things to add.

Right now it looks like 2-4 weeks. We have to finish the PT3 translations, and get a bit of Beta testing done.

Gary R. Utter (GARY.UTTER, CAT10, TOP11, MSG:100/M645;1)

THE LATE GREAT RESOURCE CENTRAL OFFICE MOVE Carl, I believe it will be smaller. It's actually in the same complex, just shifting things around (and even that's enough to screw things up pretty darn good <sigh>)

Moving into a smaller place is not a bad thing. In fact a big part of the reason for not needing the larger space was because they sold ALL kinds of old stuph during Kfest (Things that were taking up valuable space). Have no fear, Resource Central is still very much alive and well B->

-- HangTime [Script-Central] B->> (A2.HANGTIME, CAT23, TOP8, MSG:20/M645;1)

HOWARDSOFT TO RAISE APPLE PRICE For thase who may have missed it, the following excerpt is from HowardSoft's upgrde letter for 1994 Edition of Tax Preparer:

"In order to continue to develop an Apple version, we'll soon need to raise Apple prices to IBM levels. Avenues for advertising to a large number of Apple II owners have virtually disappeared, and many former owners have chosen to switch to IBM-compatibles or Apple Macintoshes rather than upgrading their Apple II workhorses. (Remember, we allow you to switch to the IBM version at update prices! And your Apple Macintosh can use the Apple II version if you use Apple's IIE emulation card, or the IBM version if you use Soft PC.) But there's an out ...

"Order by September 25th and you'll lock in the old \$79 price for your Apple update. That's a \$20 savings just for ordering early! (And tell your Apple II friends about us. One happy customer telling a friend is the best way we've found of then having two happy customers, and the only way we can fight the natural attrition of Apple customers.)"

Robin (R.WINLOW3, CAT8, TOP5, MSG:172/M645;1)

BEAGLE BUDDIES ON GENIE? We're considering moving the Beagle Buddy stuff over here from AOL, actually, and providing support exclusively online. This is still in the planning stages, but it should work for getting more up-to-date stuff out to Buddies on a more regular basis.

(QUALITY, CAT42, TOP2, MSG:308/M645;1)

MS-DOS READ AND WRITE? I'm not sure which topic I should be in - but here goes. Yesterday I installed Peter Watson's MSDOS utility program, including the utilities to WRITE and read msdos disks. It seemed to work just fine - reading and writing to the msdos partition on my hard drive and the msdos formatted disks in my pctransporter. I transfered text files back and forth from the prodos disks to the msdos disks just like using the transfer program in the transporter. So far so good. So my question is - has any one else tried this program ? - has anyone encountered any problems ? I think I want to send my shareware fee.

(J.BAUER4, CAT2, TOP4, MSG:139/M645;1)

NEW SIX PACK FEATURES REVEALED > I've been thinking of buying Six Pack.  
> Should I buy now or wait a few weeks  
> and get the new release?? I am on 6.0.1 if that makes a difference.  
> Thanks.

Actually, you can order the new release now. When it ships, it will be among the first to go out.

Quality Computers --- Power for performance  
(W.CARVER1, CAT42, TOP26, MSG:235/M645;1)

>>>> Cool, guess that means its about ready to go!!! Stay tuned for more  
"\*\*\*\*\*" information on...

ButtonBar v1.0  
XtraSounds v1.0  
SizeUp v1.0  
LaunchList v1.0 ...and lots of updated modules..  
(W.TUDOR, CAT42, TOP26, MSG:236/M645;1)

>>>> ButtonBar? XtraSounds? SizeUp? LaunchList?  
"\*\*\*\*\*"

I'm going to guess XtraSounds is a replacement for (or works with) Apple's Sound CP, and LaunchList sounds like RunQ or QuickLaunch...but I don't have a clue as to what ButtonBar or SizeUp are...(could ButtonBar be like a toolbar on Windows/Mac programs?) These sound interesting...  
(T.BUCHHEIM, CAT42, TOP26, MSG:239/M645;1)

>>>> Yep, ButtonBar is a toolbar for the Finder. SizeUp adds up the  
"\*\*\*\*\*" entire selection and tells you how big it is in K. (It can also, I believe, intervene in a copy operation if you don't have enough room on the target disk, before the copy operation begins. Just like the Mac.)

The rest of 'em are just like you guessed. B)  
(QUALITY, CAT42, TOP26, MSG:240/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 2, Topic 5  
Message 75 Sun Sep 19, 1993  
T.SMITH59 [Terrell] at 01:51 EDT

There are several reasons I've been tempted to look at other computer systems. One is that the //e I use is old (not good enough), another is the desire to have a laptop (why doesn't someone take the Mac LC card and put a screen on it etc. etc. and make a laptop?).

So why have I decided to stay with the Apple //e? Several reasons:

1) I borrowed a friends laptop for a week. It was great to have the portability. But the programs were dogs compaired with AppleWorks (with TimeOut and UM, of course). There were several things I just couldn't do, or that I could do, but were akward.

2) Money. Although the graphics and sound of the newer computers are awesome, do I really need to have those things? My wife helps me here - she asks, "Do you need that to get the job done?" To which I have to say

no. And if I changed to another platform, even though the prices have come down (way down), I'd still have to spend a small fortune on software. And what to do with all the stuff I already have for the //e? Very little would transfer over.

3) Does it do the job? Actually, the //e does such a good job that people here at the office ask me how I printed such-and-such, or was able to do such a nice data base, or how I scanned that graphic, etc. They all use IBM PC's. While windows has improved the IBM world greatly, I see every day their frustration with not being able to do what they want to do. I'm able to do top-quality work with AppleWorks, several TO.Applications, Macros, PublishIt 4.0, a scanner, and ProTerm 3.1. It does help to have a HP 4 Laser printer which does PostScript. I'm able to use all the high speed Laser printers here at the office (20 pages/min!), and convert files from MS-DOS (using Cross-Works), read files from MAC (using HFSLink), and print PostScript (using PubIt).

Of course, there are limitations to what the //e can do. I can't scale my fonts on the printer as easily (I can do it, but it's somewhat of a hassle). I don't have WYSIWYG in AW, it's very close though in PubIt.

And there's terrific support for the //e through A2, A2pro, QC, and many others. Where would I find that support in the MS-DOS world?

So friends, I for one have decided to just sit where I am and continue to use this ancient machine until it dies, which will not be for a long long time. I've had it for 12 years now, and nothing in the hardware has gone bad. (One chip went bad on the 16K language card on my II+).

I was amused when GENie sent me a card about "Service Warranty Offer" for "all" computers: just pay \$ each year and they'll come to your house to fix it for you.... One catch, the computer to be covered cannot be older than 5 years (or was it 7?). My II+ and both my //e's have got that beat by a mile. I sent the card back, thanking them for reminding me what a great machine I have. "They don't make them like they used to." Those "cheap" MS-DOS machines are. They don't last long before burning up, crashing, or being out of date.

How long does an average disk drive last on one of those things? Five years? My Disk II is at least 15 years old. I bought it used. How soon do HD's crash? The one our office bought lasted several months. The monitor blew up (I was using it and smoke began to pour out the back. It probably knew I'm an Apple user :)

Well, the new machines look great. They have great graphics. Low prices (all is relative). I have a machine which is already paid for, and does what I want it to do (well, almost. But it's close enough.)

\_\_!\_\_ Terrell Smith  
| tsmith@ivcfnsc.fullfeed.com  
|

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////

HUMOR ONLINE /

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Fun & Games On GENie

\*\*\*\*\*

>>> FROM A LOCAL HOSPITAL <<<

\*\*\*\*\*

~ Hillary Clinton's Definition of Health Terms ~

|               |                                        |
|---------------|----------------------------------------|
| Vein          | Conceited                              |
| artery        | The study of painting                  |
| Bacteria      | The back door of the Cafeteria.        |
| Barium        | What doctors do when the patient dies. |
| bowel         | A letter like a,e,i,o or u.            |
| Caesarean     |                                        |
| section       | a neighborhood in Rome                 |
| Cat Scan      | searching for Kitty                    |
| Cauterize     | Making eye contact with her.           |
| Colic         | A sheep dog.                           |
| D & C         | Where Washington is.                   |
| Dilate        | To live long.                          |
| Enema         | Not a friend.                          |
| Fester        | Quicker.                               |
| Genital       | Not a Jew.                             |
| G.I. Series   | Soldiers ball game.                    |
| Hangnail      | coat hook                              |
| Impotent      | Distinguished, well known.             |
| Labor Pain    | Getting hurt at work                   |
| Medical staff | a Doctors cane.                        |
| Morbid        | A higher offer.                        |
| Nitrates      | Cheaper than day rates.                |
| Node          | Was aware of.                          |
| Outpatient    | A person who fainted.                  |
| Pap Smear     | a Fatherhood test.                     |
| Pelvis        | A cousin to Elvis                      |
| Postoperative | A letter carrier                       |
| Recovery      |                                        |
| Room          | A place to do Upholstery               |
| Rectum        | Dang near killed 'em.                  |
| Seizure       | Roman Emperor                          |
| Tablet        | A small table                          |
| Terminal      |                                        |
| Illness       | Getting sick at the airport.           |
| Tumor         | More than one.                         |
| Urine         | Opposite of you're out.                |
| Varicose      | Nearby.                                |

-mobius

(D.JONES117/CAT8, TOP50, MSG:534/M245)

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "Yeah, solder wick is cool stuph. --HangTime" /
/ "HT likes it because it's high-fiber. :)" /
////////////////////////////////////// A2.HANGTIME / WIZARDS.MUSE //////////////////////////////////

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[EOA]

[REF]//////////////////////////////////////

REFLECTIONS /

//////////////////////////////////////

Thinking About Online Communications

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO1]

>>> MAKING USE OF "TELECOM AGENTS" <<<

\*\*\*\*\*

Online communication brings with it all sorts of benefits... but as the old saying goes, "Too much of a good thing can be a bad thing." When people start getting inundated with electronic mail they need to find ways to streamline their online time.

Just last month I observed an amusing, creative solution to e-mail overload. A friend of mine has a son in the fifth grade who takes a strong interest in computers and telecommunications. For two or three years this young fellow has been pleading with his parents to get a 9600 baud modem for the family computer. Since this youngster typically spends fifteen to twenty hours each week online, he is weary of the low speed of his family's 2400 baud modem.

Recognizing an opportunity to help themselves, the parents in this family agreed to buy a 9600 baud modem for the family, on condition that the fifth-grade son spend time each day helping his parents answer their own electronic mail from work. The youngster agreed to take on this new family chore and, true to his word, now spends ten to twenty minutes each day retrieving his parents' e-mail. He sets up his communications program so that his parents can sit down and quickly answer their e-mail after dinner each evening.

While this story sounds more amusing than alarming, it does raise some thorny ethical issues. Why is it that the parents of this family felt compelled to answer their work e-mail from home? Because hardly anyone has enough hours in the day to do productive work and still find time to answer all the electronic mail that arrives at his or her desk during the day.

The term "telecom agent" refers to a person who helps streamline one's online communication experience. In the case of my friend's family, the young child served as a "low-level" telecom agent. His duties were simply to retrieve e-mail, save the messages to a hard drive, and set up the communications program for easy answering of the e-mail.

"High level" telecom agents take on the extra duty of saving incoming e-mail messages to a hard drive, and classifying incoming e-mail into categories and/or specific folders on the hard drive. High-level telecom agents can also take on the responsibility of answering some of the more routine e-mail messages that arrive at a person's desk. In that way, busy business professionals can streamline their online communications.

So the next time that you feel overwhelmed at how much e-mail is arriving at your desk, perhaps it's time to start looking around for a fifth-grader to come to your aid. In the months ahead it may not be unusual for kids to have this new chore added to their list of family chores. The familiar refrain of parents around the country could plausibly evolve to something along the lines of: "Okay, Chelsea, I want you to: 1) Clean your room, 2) Take out the trash, 3) Retrieve mom and dad's electronic mail. And don't forget to feed the cat."

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at P.SHAPIRO1; on Internet at: p.shapiro1.genie.geis.com; on America Online at: pshapiro

[EOA]

[BEG]////////////////////////////////////

BEGINNER'S CORNER /

////////////////////////////////////

Polishing Green Apples

\*\*\*\*\*

By Steve Weyhrich

[S.WEYHRICH]

INTRODUCTION I hope you were not too deeply flooded by the list of "\*\*\*\*\*" terms that came flowing out of this column last time. If you start feeling as though you are drowning again this month, I suggest that you get out a printed copy from last time, and refer to it as necessary.

This month we will dine on some of the nuts and bolts of how the Apple IIGS computer hardware is set up, and discuss how to modify it to suit your needs. You will find a napkin provided to the right of your keyboard, and please don't eat with your fingers. Ready? Here comes the first course....

UNDERSTANDING THE IIGS HARDWARE In the "old" days, setting up and "\*\*\*\*\*" using an Apple II required little more than plugging the computer's power cord into the wall, attaching the monitor, and turning on the computer. Use of a disk drive (originally an expensive option) involved a little more effort, inserting the controller card in the correct slot and connecting the disk drive(s) to that card. The same sort of effort was necessary if you wanted to add a printer, modem, clock, or other peripheral.

The Apple IIGS is, in a sense, EASIER to set up and use than an Apple II+, though it achieves this through greater internal complexity. (That is, by the way, the major improvement in computer software since the earliest days of personal computers; in exchange for a machine that is easier to set up and use, the internal functions have had to progressively become "smarter", requiring less user input.) There is far more hardware built into the IIGS than the II+, so the user has to add fewer peripherals than formerly to be able to carry out the most common operations. The IIGS is actually two computers in one: when starting up, the 65816

microprocessor is in 8-bit "emulation" mode (that is, it acts just like a 65c02). If you don't add any hardware to it beyond plugging in a disk drive, you can start it up with a disk meant for use with an Apple IIe or IIC (or even a II+) and it will act just like one of those computers.

The standard settings on a IIGS give it the electronic equivalents of an Apple IIe with 128K of memory, a Super Serial Card (an Apple brand of a serial interface card) in slots 1 and 2, an 80-column card in slot 3, a mouse controller card in slot 4, a Smartport in slot 5, and a 5.25 inch disk controller in slot 6. (The IIGS actually comes with 256K on the motherboard in the ROM 01 version, and 1 meg with the ROM 03, but that extra memory is not readily available to many 8-bit programs that can be run on the GS.) Through software control, the IIGS can be switched to full 16-bit mode, and is then capable of doing quite a bit more than the IIe.

**SLOTS 1 & 2** The Super Serial Card was distributed by Apple Computer  
 "\*\*\*\*\*" to allow serial devices to be connected to the Apple II. The IIGS comes standard with this capability, and uses the same software commands as did the older, plug-in card. The place to connect to these two serial cards is at the printer port and modem port (on the left side of the back panel of the computer). Note that you are NOT restricted to using a printer ONLY with port 1, and a modem ONLY with port 2; you could just as easily connect them the opposite way and have it work. Furthermore, you could attach TWO modems (or TWO printers), one on each port, and everything would function just fine. However, there are some other settings (which I will discuss in a later article) that would need to be changed in order for this to work. Also, there is a lot of software, particularly the 8-bit type, that is designed to ONLY work with a printer in slot 1, and/or a modem in slot 2. It is the standard that has developed over the years, and you will rarely go wrong by connecting things in accordance with that standard.

**SLOT 3** The 80-column card in slot 3 is there primarily for backward  
 "\*\*\*\*\*" compatibility with older software. The original Apple II had a 24-line by 40-column display, and users who wanted more text on the screen needed to add a card -- traditionally placed in slot 3 -- to get the full 80-column display (which is a "standard" older than the microcomputer industry itself). The Apple IIe had this 80-column capability built-in, and simply needed some memory added to make it work; the IIC came with this additional memory already present. The IIGS follows the example set by the IIC; it also has the necessary memory for 80-column text display.

**SLOT 4** A controller card for a mouse was built for the Apple II,  
 "\*\*\*\*\*" II+, and IIe, after the Macintosh popularized the device. This allowed the development of software that could use (or required) a mouse. The Apple IIC came mouse-ready; all you had to do was buy one and attach it to the joystick port in the back. The IIGS maintains this tradition of having the mouse controller in slot 4, again for backward compatibility with this older software. However, the mouse is more integrated with the IIGS design, and it is not plugged into the joystick port, but rather is attached to the port on the keyboard. The older software which expects to find a mouse card will be able to locate it at Slot 4 and allow use of the mouse.

**SLOTS 5 & 6** Disk drives have long passed the era of being an optional  
 "\*\*\*\*\*" accessory, and are absolutely necessary for use of modern software. While it is still possible, on the Apple IIGS, to start up in BASIC, type in a program, and run it, you will not be able to save that

program to a cassette tape drive as was possible on the II+ and IIe. The disk drive and some sort of disk control software ("operating system") are needed to do anything useful on the IIGS. Here again, tradition takes precedence, and the electrical equivalent of a 5.25 inch disk controller card (originally known as a "Disk II" card) is assigned to slot 6, and the controller for 3.5 inch disk drives (through a software convention called the "Smartport" protocol) is assigned to slot 5. If you look at the back panel of the IIGS, however, you will find that there are not two ports for the two types of disk drives. Instead there is a single socket with a picture of a disk, and both sorts of disk drives are attached here. The disk drives made to work with the IIGS can be connected together in a chain (known as a "daisy chain"), and the chain is then plugged into the disk port on the back panel. Any 3.5 inch disk drives (also called "3.5 drives") must come first in the chain, plugging the first one into the disk port, and then the next drive to the first drive, and so on. Up to four 3.5 drives can be attached in this fashion, although most users will not have more than two. If you want to add one or two 5.25 inch disk drives, these are also attached to the end of the chain. The disk controllers built into the IIGS will be able to tell the different types of disk drives apart.

**SLOT 7** This slot is not specifically assigned to an internal function on "\*\*\*\*\*" the typical baseline IIGS system, but has the capability of acting as an AppleTalk network controller. I will not spend any time discussing this in this article, as most new users will not have need of this. (To be honest, I've never used it and have no idea of how to set it up.) In situations where AppleTalk is not going to be used, slot 7 is often used for a controller for a hard disk.

**CLASSIC DESK ACCESSORIES** Although the IIGS comes with the "\*\*\*\*\*" equivalents of seven cards for each of its seven slots, the physical slots are still present inside. These have been retained because many users will need to add capabilities to their computer that go beyond those of the built-in hardware. For example, if you purchase a printer that only runs with a parallel interface, you will need the ability to plug in a parallel card and bypass the serial interface hardware. How does the computer keep track of whether it is using the built-in hardware (as described above), or some add-on hardware? It does this through means of a desk accessory called the Control Panel.

Classic Desk Accessories (or CDAs, defined in last month's article) are available at ANY time on the IIGS, whether running the older 8-bit software, or newer 16-bit software. CDAs use the 'classic' text screen display. (There are, of course, New Desk Accessories as well, that are accessible only in a "desktop" type of IIGS program, one that uses the mouse, overlapping super hi-res windows, and a menu bar, as with most programs on the Macintosh.)

The CDA menu can be displayed at nearly any time by pressing the three keys Option, Control, and ESC simultaneously. Whatever the computer is doing will be interrupted (either immediately or after it is done with a timing-sensitive operation), and the screen will change to display a box, with the top line labeled "Desk Accessories" (preceded by the MouseText picture of an outline of an apple). On the ROM 03 version of the IIGS, the menu will look like this:

```
Control Panel
Alternate Display Mode
```

Memory Peeker  
 Visit Monitor  
 Quit

with the top item, Control Panel, highlighted. (The ROM 01 IIGS may have the same items available, but the Memory Peeker and Visit Monitor selections will not be in the list until a specific command is entered from the keyboard while in the Monitor.)

Alternate Display Mode is used to allow certain older 8-bit Apple II programs to display the graphic screens properly. I have not yet come across anything that required activating this CDA; however, I don't use many graphics-specific 8-bit programs. Memory Peeker displays information about memory allocation in the IIGS, and Visit Monitor allows you to get into the IIGS Monitor program at any time. The use of these CDAs is beyond the scope of this article (and my experience); most users will never need to use them at all.

TIME FOR DESSERT Well, that's enough for now. Chew this over  
 "\*\*\*\*\* thoroughly, don't forget to brush, and next month we  
 will dine on the Control Panel CDA itself. Bring your own catsup, and I'll  
 bring the Grey Poupon (but of course!)

[EOA]  
 [PDQ]////////////////////////////////////  
                                   PD\_QUICKVIEW /  
 //////////////////////////////////////  
 Computer Keyboarding (v5.0)  
 \*\*\*\*\*

By Mel Fowler  
 [MELSOFT]

```

Program Name      : COMPUTER KEYBOARDING v5.0
Filename         : KYBD5.HD2.BXY
Library Area     : 51
Program Number   : 21139
File Size        : 194944
Program Type     : Typing tutorial for Apple II
Author           : Charlie Hartley (C.HARTLEY3)
Version Reviewed: 5.0
File Type        : SHAREWARE! $10.00
    
```

ONCE UPON A TIME Most fairy tales start with "Once upon a time". As a  
 "\*\*\*\*\* retired Navy chief, I must begin this sea story with  
 "This ain't no bull".

When I was in Radioman "A" school in San Diego, we learned typing and Morse code at the same time. With headphones on, we would hear "dit daw," say "A", and type "A" with the correct finger. It was something to be seated in a room with 45 other guys all saying "A" at the top of our voices. I must say though, this method did work... I was later stationed at the San Francisco ship-shore CW facility and was comfortable copying 30 to 35 words per minute.

This was before personal computers, word processors, and in a day when the Navy was still using Morse code as a major means of communications. With today's computers and programmers like Charlie Hartley, we now have Computer Keyboarding to teach us how to type. But before we get into the

nuts and bolts of Keyboarding, I asked Charlie to say a few words about himself and this is what I got in response:

[\*][\*][\*]

I am a life-long resident of Kentucky. I went to college at Campbellsville College in Campbellsville, Kentucky where I graduated in 1965 with majors in English and History/Political Science. I came straight from Campbellsville to Shepherdsville, Kentucky to begin my teaching career. I have taught some type of English class to grades 7 through 10 and some kind of social studies class from grades 7 through 12, all in the same school building.

This is my 29th year as an educator and my third as an assistant principal. This year we opened a new school -- Bernheim Middle School -- and my tongue is dragging from the work it has taken to get it open. Betty and I have been married for 31 years and have a daughter and three grandchildren. We have four generations living in our house -- my mother, us, and our daughter and grandchildren.

I first became interested in computers in the late 1960s when I watched a TV show hosted by Walter Cronkite titled, I think, "The 21st Century." One particular episode was about computers and it fascinated me. I promised myself that someday I'd have a computer.

I bought my Apple //e around 1984. At first I used the //e mainly for word processing, but it wasn't long before I began tinkering with Applesoft BASIC. I bought the programming books and read them carefully. More often than not, I was confused, but I experienced just enough success to know that I wanted to do more.

Because I was the computer nut on my middle school faculty, I got to create and teach a twelve week course using the //e's in our school. At first it was a programming class where I taught the students how to create lo-res graphics screens as well as simple sound and graphics programs. This appealed to many of my students but was boring to others.

It didn't take long for me to figure out that most people were more interested in using the computer as a tool to do other things rather than creating their own programs. I gradually shifted the class away from programming toward such things as word processing. To facilitate their ability to use a word processor more effectively, I began a program of typing instruction using a piece of commercial software (sorry, I don't remember its title).

I was never satisfied with this software because it dwelled on speed at the expense of accuracy. It was even possible for the students to skip lessons which meant that they failed to learn some keys. Over the years I had developed into a fairly good two-fingered typist. I tried to use this program to improve my own skills, but my progress was disappointing.

I decided to try to write a program to teach typing. It wasn't the first program I had written, but it certainly was the most ambitious. I called the first version "No-Frills Keyboarding" because it used only the text screen, no graphics at all. While some of my students experienced success with it, others called it "No-Thrills Keyboarding" when they thought I wasn't listening.

In order to make the program better, I decided that I would have to include graphics and make the whole thing run faster. To do that I had to turn to assembly language programming. Again I read books on it, including many programming examples in such magazines as Nibble and Call-Apple. By trial and error, I slowly developed the assembly language code that is the major part of my present program.

I have never taken classes in computer programming and I don't know much of anything about programming languages other than BASIC, assembly language, and a little AppleWorks macro programming and some SimpleScript stuff for HyperStudio. If my programming is structured, it is because I have followed the examples of others whose work I have studied. With the keyboarding program, it became highly structured out of necessity as the program grew and took on a life of its own. The early versions probably resembled spaghetti code.

The latest Keyboarding uploads on GENie, uploaded on 8/7/93, include all of the bug fixes except #5 (file #21151). If you don't have it, get it.

I have also uploaded a number of other files that are freeware including:

1. Super Tic Tac Toe (#20907)
2. Don't Fence Me In! (#20817) -- a game of strategy.
3. Video Data Base (#18375) -- a DB manager for keep track of videos
4. Computer Terms Quiz (#18271)
5. Cooperative Learning worksheets for Apple // version of "Where in the World is Carmen Sandiego" (#18041)
6. Computer Spelling Lessons (#18068) - a completely automated and individualized spelling tutor/testing program for 7th graders.

I am presently tinkering with several small projects including something that I have tentatively titled "Acme Academy. All I can say now is that it has something to do with the cooperative learning worksheets named above.

Charlie

[\*][\*][\*]

Aren't you happy I didn't ask Charlie for his life story?  
&;-)

Computer Keyboarding version 5 is a complete typing tutorial with a beginner's section, intermediate section, and teacher's utilities. This program had to be written by a teacher -- no one else could have thought so much about its structure and the ability to keep track of a student's progress.

When you start with the beginner's section, you sign onto a register. From that point on the program knows you and how far you have progressed through the tutorial. When you quit, the point where you finish is stored with your name. The next time you log on, you will be asked if you are a new user, if you say no the register will be displayed. You highlight your name and the program takes you to the point where you left off last time.

You are taken through a pre-typing routine which makes sure that your belly button is in front of the "H" key, your back is straight, hands above the keys with fingers pointing down, setting so that your elbows are at your sides, with one foot slightly ahead of the other and flat on the ground. I found this section to be helpful and if followed, keeps your legs from falling asleep. I find it most difficult to type when I can't feel my foot.

Starting with the "home row" keys, you are led through various typing exercises, such as "fff jjj fjjf jjff ffjj jffj" and so on. Keys are then added as you continue with the exercises. This could be a tedious process, but Charlie keeps the interest up by throwing in several versions of a space invaders type game. You must type the letter before it hits the bottom of the screen. As the game progresses, the letters start lower down on the screen and travel faster. Charlie has also added his Super Tic-Tac-Toe to this program and it may pop up at any time to give you a break and a little fun.

As letters are added to your vocabulary, you start typing words made up of the letters. Charlie must have spent many hours thinking of words with ASDFGHJKL; in them. However, his time was well spent and added a lot to the tutorial. I found it a lot easier to type words than "jffj jffj", I must say.

Computer Keyboarding stresses accuracy more than speed. However, there is one game were you must type quickly and accurately in order to win. A sentence is supplied at the bottom of the screen and a graphic "worm" starts moving as you type the sentence. You must complete the sentence before the "worm" completes its move.

There is one recommendation that I would like to make for the beginner's section. Most of my typing problems are with the number and punctuation keys. This is covered naturally, but there is no way to access this section directly. It would be helpful if you could practice the areas that you feel you need without starting all over.

In the second, intermediate section of the program, you are provided with a split screen where a paragraph is displayed in the upper half of the screen for you to type into the lower half. All the keys on the keyboard are available for use, including numbers and punctuations. This

is a great section for someone like myself that just wants to brush up on his typing. You are monitored continually and if you make a mistake a beep sounds and you cannot continue until you type it correctly. After each paragraph you are supplied with a critique giving you the number of mistakes and a percentage of accuracy.

The third section of the program is for teachers and provides information on the students' progress. You also have access to a database with various comments that can be used in a report to the student. This section is for the classroom and make the program complete for use by teachers.

Computer Keyboarding will work on any Apple II and is available for download in both 5.25 inch (#21140, 21141, 21142, 21143) and 3.5 inch/hard drive (#21139) versions. Both versions also need the bug fix in file #21151. The program is shareware and has a modest \$10 fee. If you would like an on-site license, you can make as many copies as you like for use in the classroom for \$100. When Charlie gets your shareware fee, he will provide you with a password which gives you access to the full program.

Charlie has his own Topic on A2. If you have any questions for him, you can find him at Category 13, Topic 8 or send E-Mail to C.HARTLEY3.

Mel (MelSoft) Fowler

[\*][\*][\*]

Here is a list of Computer Keyboarding version 5.0 files currently in the A2 Library:

\*\*\*\*\*  
Number: 21140 Name: KYBR5.DK1.BXY  
Address: C.HARTLEY3 Date: 930807  
Approximate # of bytes: 49152  
Number of Accesses: 11 Library: 51  
Description: This is the latest version of Keyboarding 5, including all of the fixes that have been uploaded. The fixes in files 20740, 20741, 20881, and 20972 have already been applied. This file replaces file 20754 which will be deleted shortly. Unpack all files to one 5.25" disk. This is disk 1 of 4. Discussion of this shareware program can be found in the BB in CAT 13, TOP 8. Keyboarding 5 is a full-featured typing instruction program.  
Packed with ShrinkIt.  
Keywords: KEYBOARDING,TYPING,HARTLEY

\*\*\*\*\*  
Number: 21141 Name: KYBD5.DK2.BXY  
Address: C.HARTLEY3 Date: 930807  
Approximate # of bytes: 71808  
Number of Accesses: 9 Library: 51  
Description: This is the latest version of Keyboarding 5, including all of the fixes that have been uploaded. The fixes in files 20740, 20741, 20881, and 20972 have already been applied. This file replaces file 20700 which will be deleted shortly. Unpack all files to one 5.25" disk. This is disk 2 of 4. Discussion of this shareware program can be found in the BB in CAT 13, TOP 8. Keyboarding 5 is a full-featured typing instruction program.  
Packed with ShrinkIt.  
Keywords: TYPING,KEYBOARDING,HARTLEY

\*\*\*\*\*  
Number: 21142 Name: KYBD5.DK3.BXY  
Address: C.HARTLEY3 Date: 930807  
Approximate # of bytes: 42880  
Number of Accesses: 10 Library: 51  
Description: This is the latest version of Keyboarding 5, including all of the fixes that have been uploaded. The fixes in files 20740, 20741, 20881, and 20972 have already been applied. This file replaces file 20701 which will be deleted shortly. Unpack all files to one 5.25" disk. This is disk 3 of 4. Discussion of this shareware program can be found in the BB in CAT 13, TOP 8. Keyboarding 5 is a full-featured typing instruction program. Packed with ShrinkIt.  
Keywords: TYPING,HARTLEY,KEYBOARDING

\*\*\*\*\*  
Number: 21143 Name: KYBD5.DK4.BXY  
Address: C.HARTLEY3 Date: 930807  
Approximate # of bytes: 30720  
Number of Accesses: 14 Library: 51  
Description: This is the latest version of Keyboarding 5, including all of the fixes that have been uploaded. The fixes in files 20740, 20741, 20881, and 20972 have already been applied. This file replaces file 20719 which will be deleted shortly. Unpack all files to one 5.25" disk. This is disk 4 of 4. Discussion of this shareware program can be found in the BB in CAT 13, TOP 8. Keyboarding 5 is a full-featured typing instruction program. Packed with ShrinkIt.  
Keywords: HARTLEY,TYPING,KEYBOARDING

\*\*\*\*\*  
Number: 21139 Name: KYBD5.HD2.BXY  
Address: C.HARTLEY3 Date: 930807  
Approximate # of bytes: 194944  
Number of Accesses: 38 Library: 51  
Description: This is the latest version of Keyboarding 5, including all of the fixes that have been uploaded. The fixes in files 20740, 20741, 20881, and 20972 have already been applied. This file replaces file 20753 which will be deleted shortly. Unpack all files to one 3.5 disk or a subdirectory on your hard drive. Discussion of this shareware program can be found in the BB in CAT 13, TOP 8. Keyboarding 5 is a full-featured typing instruction program. Packed with ShrinkIt.  
Keywords: TYPING,KEYBOARDING,HARTLEY

\*\*\*\*\*  
Number: 21225 Name: KYBD5.INFO.BXY  
Address: C.HARTLEY3 Date: 930824  
Approximate # of bytes: 2688  
Number of Accesses: 16 Library: 51  
Description: This updated info file will tell you what files to download for Keyboarding 5, depending on your hardware configuration.  
Archived with ShrinkIt 3.4.  
Keywords: typing,keyboarding 5,hartley

\*\*\*\*\*  
Number: 20882 Name: KYBRD5.TM.BXY  
Address: C.HARTLEY3 Date: 930613  
Approximate # of bytes: 40064  
Number of Accesses: 19 Library: 51  
Description: This is the teacher's manual for Keyboarding 5. There are 2



ACROSS THE WIRES /

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GENie Worldwide!

\*\*\*\*\*

By Udo Huth

[U.HUTH]

>>> THE APPLE IIgs IN GERMANY -- A BLEAK OUTLOOK? <<<

\*\*\*\*\*

(Disclaimer: This is my personal view, not a definitive nor even complete statement of how things are here in Germany. There may still be things I have no knowledge about -- I don't know everything! -- and therefore aren't addressed properly in this article.)

Editor Doug Cuff asked me if I'd contribute an article to GENieLamp about using an Apple IIgs and accessing GENie from overseas. So here we go:

When it comes to official support, the Apple IIgs is probably more orphaned in Germany than in the U.S. Here there is almost nobody left at the Apple dealers who knows what an Apple IIgs is. Very rarely you find someone who still knows about the Apple II line of computers. Apple Germany, too, prefers to forget that such a thing as an Apple II ever existed. But there is still one person in customer support of Apple Germany who knows the Apple IIgs and is able to answer questions one might have.

GERMAN SOFTWARE There is almost no native (German-language) software "\*\*\*\*\*" for the Apple IIgs. From the early days of Apple II computing there are German versions of AppleWorks Classic, but they ended officially with version 1.4 (essentially version 2.0 without the Mail Merge function). There are German versions of AppleWorks Classic 3.0 available, but they are not from Claris, have to be called A2.Works, and have more problems than one wants to think about.

Real 16-bit German programs for the Apple IIgs are very few indeed. There is a German version of FontFactory available, which was sold here before it was ported into English and subsequently sold by Seven Hills; then there is a program called Pedigree available, which sports German and English versions; and last but not least, there is a program for accessing the German BTX system (a service of German Telekom). This is quite good -- a few of those who own an Apple IIgs and a Macintosh use the IIgs program instead of a Mac program, as the IIgs version is way better. Perhaps five German shareware programs are also available, which are more or less useful; but that's about it. Some enterprising guys have ported System 6.0 to German, but that displays some erroneous behavior that the original version doesn't.

So Apple IIgs users in Germany are forced to rely solely on English software. This is very hard for those who are not quite fluent in English.

ON-LINE COMMUNITY Some bulletin board systems in Germany do have an "\*\*\*\*\*" Apple board, but they are almost exclusively for Macs... if I didn't sometimes post messages about the Apple IIgs, there would be nothing about this fine computer to be found! There is one Apple II BBS I know of, but as I'd have to pay long distance charges to access

it, I don't know what's happening there.

Besides, there are not many IIgs users online. The majority of IIgs users in Germany don't even have a modem. The on-line community in Germany and in the US differs considerably. In the US a IIgs user buys his IIgs and a modem, than s/he goes on-line and asks questions about things s/he doesn't know about. In Germany a IIgs is bought, than the user tries to make head or tail out of the thing he bought, and when s/he is proficient in the use of the Apple IIgs, eventually a modem is bought. In the meantime s/he relies on user groups or personal contacts for questions.

Due to this, you find little or nothing about the Apple IIgs on German BBSs, which are run exclusively on MS-DOS PCs, Amigas, or a few Unix systems. The best -- sometimes only -- source of information about Apple IIs for those who are daring enough to try is GENie.

GENie FROM GERMANY GENie is available here in Germany for a fee of  
"\*\*\*\*\*" \$18 during non-prime time and \$27 for prime time access. There are no such things as a basic fee, which includes a certain free time or anything like that. The meter is running from the first second you access GENie -- well, page one and the greetings of the RTs are free (the latter only if you did nothing prior to accessing the RTs which costs money). Uploads to the libraries are free too, but that doesn't help my bill much.

GENie is accessed from Germany via the packet-switching network Datex-P. You can either use nodes provided by the German Telekom (which support no error checking protocols) or nodes provided by GENie (which support MNP4 or V.42). GENie's own nodes were introduced just recently and are not very widespread so far. The access costs are the same for either node, although GENie encourages you to use their own nodes if you can access them with a local call. The maximum speed for access here in Germany is 2400 baud.

Over the whole of Germany there are distributed just 30 GENie nodes of either flavor. So, for the majority of people this means a long-distance call for reaching a node. The German Telekom bills quite heavily for this. A long-distance call in Germany gets billed in 42-second increments at non-prime time, which adds up to a fee of about \$12 for each hour (on top of GENie's charges).

Downloading of public domain software from GENie is prohibitively expensive. It would be cheaper to pay someone in the US his on-line time, disks, and postage costs for snail-mailing those disks to Germany.

Although everything I said before may sound rather bleak, GENie is a valuable source of information for me (and the few other Germans on-line here). Some of the info found here cannot be obtained otherwise. For example: an acquaintance of mine bought System 6.0.1 and found it crashing at once, because he also uses Pointless! By the time he and I were in contact, he had reinstalled System 6.0, because he knew of no other way to get the system working again. His rating of Apple wasn't very high at that moment.

Large portions of the newsletter of our SIG consist of information obtained from GENie. If I hadn't access to this information, I wouldn't know what to write about every two months!

I do my GENie sessions with the help of CoPilot and TIC, which saves me some time, for I don't have to type all the commands myself. This helps to keep down the bill. I did have to modify the TIC scripts, however, because accessing GENie via Datex-P necessitates some other commands prior to getting to the U# prompt. Accessing GENie through GENie's own nodes necessitates still another sequence of commands, so I've changed my scripts for that, too.

There is but one glitch in this whole picture. Since GENie has lowered its U.S. rates, there are many new GENie users, which isn't a bad thing in itself. But those new to GENie tend to quote former messages excessively and more often than not use long signatures of more than one line. This drives up the on-line costs for the overseas users by a considerable amount. So let me close this article with a plea to all of you, not to quote excessively and use a shorter signature whenever possible.

On the whole I've "met" only fine people on GENie; and the questions I had were answered very rapidly, the record being two minutes from asking to having the answer. In fact, I was disconnected due to line noise after sending part of my messages. When I logged on again my script did a BRO NOR again, and I found the answer to my previous question!

Udo Huth,  
Leader of the Apple IIgs SIG in the AUGÉ

```

//////////////////////////////////////////////////// GENie_QWIK_QUOTE //
/ "The customer isn't necessarily always right, but the /
/ customer _is_ always the customer." /
/ /
/ "And, more importantly, the customer _is_ always the one /
/ with the money!" /
//////////////////////////////////// J.NICOLETTE1 / T.BUCHHEIM //////////////////////////////////
```

[EOA]

[COM]////////////////////////////////////

COMMUNICATION /

////////////////////////////////////

Making Contact

\*\*\*\*\*

By Darrel Raines

[D.RAINES]

>>> OLDER TECHNOLOGY COMPUTERS? (Part 1 of 2) <<<  
\*\*\*\*\*

"The Apple IIgs is a computer based on older technology. It is slow and is not supported by any of the major software manufacturers. You cannot get software and you cannot get support. Why would anyone want to be stuck with an old Apple computer?"

The previous paragraph accurately describes the feelings that many people express when they find out that my home computer is an Apple IIgs. You see, they know that I sell computer hardware on the side (custom systems and software). They know that I have set up a number of people with Macintosh and MS-DOS compatible systems. When they ask about my home computer, most of them are floored when they learn that I still use an Apple II.

"Didn't you just set up Larry with that '486, 66 Mhz monster with 16 Meg of RAM, a 340 Meg hard drive and the HP laser printer? Then why do you still use a computer that was invented back in the 1970s?" The people who ask these questions just don't understand.

Part of the problem is that our entire society is caught up in the newest, latest, greatest technology race. If you do not have the newest CD player with video display capabilities, 10 disk changer, and a cigarette lighter, then you are not keeping up with the times. Each of us have fallen prey to this craze at one time or another. In fact, this same phenomenon may account for your owning an Apple IIgs in the first place.

However, I think that it is worth while to put aside the hype for awhile and take a hard look at the reality behind the statements made by my friends (and perhaps yours). I do not deny that there are times when it is imperative that a person update their equipment. My television set went south a few months ago. It would not have cost much to repair the TV, but it was 11 years old and might have a picture tube blow at any time. My wife and I felt that the money was better spent on getting a new television with some of the current gadgets attached. What fun!

On the other hand, a client (and friend) of mine was in the market for a home computer that would let him keep track of home finances and would run lots of educational software for his children. Price was also a factor for him. This sounded like an ideal situation for an Apple II. The client is now happily using a previously owned Apple IIgs computer complete with AppleWorks and kid's software. Another happy customer!

In both cases, the customer got what he/she needed and was able to effectively use his/her financial resources. Our new television set has many nice features. The controls are much easier to use than the old one and the picture is bigger and brighter. My Apple IIgs client has all of the tools that he wants for his home computer and his kids have a great time "playing" on the computer. In addition, this client is ecstatic about the multitude of cheap software that is available either from software mail-order houses or as used software from individuals.

Some of my friends and/or clients have specific applications that require the latest computer technology for support. In these cases, the obvious answer is to buy a new computer with the necessary capabilities. However, most people do not even scratch the surface of what their computers are capable of doing. An Apple IIgs is a powerful computer. It is very much able to run hefty word processors, spreadsheets, databases, and publishing systems. Existing packages meet the needs of most home users. In fact, many Apple II users do not go any further than AppleWorks or AppleWorks GS to meet all of their software needs.

Of course, there is more to home computing than just productivity software. Educational software has always been a strong point for the Apple II computer. Graphics packages are available to bring out the artistic side of any user. Telecommunication software provides access to a world of people and ideas. Now, did I forget anything? Oh yes, game software is a must for most home computer users.

My personal opinion is that the reason behind the success of the Apple II had more to do with the built-in joystick port than it did with the fact that it was a color computer. Every home Apple II owner that I know has

spent a significant amount of time playing games on their computer. Therefore, they are interested in the availability of good entertainment software for the Apple II. Once again, there is a whole world of software that has been written for this popular computer. As a matter of fact, I could probably play on my computer for the next 10 years and never exhaust the supply of games that I currently own for my Apple.

With all of this going for the Apple II, why do people shun the computer as old technology? One reason for this attitude is ignorance of the true capabilities of my Apple. Some assume that an old machine is a slow and useless machine. Nothing could be further from the truth. Another reason could be that no huge commercial firms still write software for the Apple II family. While this is true, there is plenty of software and support coming from the companies that have remained in the Apple market.

The final piece to this puzzle will be examined in next month's column. At that time, I will examine the availability of shareware, freeware, and roll-it-yourself-ware. I will also answer the following riddle: "How is Apple II shareware like a fine wine?" Stay tuned and find out.

[\*][\*][\*]

Darrel Raines is an Electrical Engineer who works as a contractor to NASA on the Space Station Freedom program. He runs a small business on the side that deals in custom computer systems and software. He is also an avid computer hobbyist, programmer and writer. You may reach him on GENie at D.RAINES.

[EOA]

[AII]////////////////////////////////////

APPLE II /

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Apple II History, Part 16

\*\*\*\*\*

By Steven Weyhrich

[S.WEYHRICH]

>>> APPLE II HISTORY <<<

\*\*\*\*\*

Compiled and written by Steven Weyhrich

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(PART 16 -- LANGUAGES)

[v1.0 :: 22 Jan 92]

INTRODUCTION This section of the History deals with the various languages  
"\*\*\*\*\*" that have been used on the Apple II during its life, as well  
as giving an introduction to the scary topic of programming in general.

PROGRAMS "R" US Nearly everyone reading this is already a programmer, on  
"\*\*\*\*\*" one level or another. Even if you don't know a "GOTO"  
from a "STA \$C030", you already know how to program something. For the act  
of "programming" is nothing more than giving instructions to a non-human  
device to have it carry out what you want it to do. The device that most  
of you already know how to program is your automobile. The act of giving

those instructions may not seem like programming to YOU; nevertheless, in its strictest sense, programming it is. You want the car to go forward? Set the transmission to "D". Go in reverse? Use "R". Of course, the programming needed to operate an automobile is quite simple, and cannot be done in more than one step at a time. An example of a device that is more complicated to program but does let you store up several instructions in advance is a VCR. On the VCR you instruct it to record a television broadcast that starts at 7:00 PM and ends at 8:30 PM, on channel 6. The more sophisticated VCR's can have several programs set up in advance. If you can operate a VCR in this fashion (which is, admittedly, not always as easy as I have described), you are a programmer.

When it comes to the microcomputer, the process of programming (giving it instructions on how to carry out a task) is somewhat more complicated. This is primarily because the computer is far more flexible in its ability to accept instructions and carry them out than is an automobile or VCR. Devices attached to a computer can be manipulated by a program to do something useful (print a letter several times, or perhaps read the outside temperature and sound an alarm if it drops too low). This flexibility, plus the speed at which a computer can execute its instructions, makes it a powerful tool for doing things that have previously taken much more effort and time. And, as a project becomes more sophisticated, so also must the programming acquire a similar level of sophistication. The rate at which computers, including the Apple II, have increased in capacity during the past fifteen years has made it possible to design programs that can do things that were not even dreamed possible back in the days of the 4K Integer BASIC machine.

An example of programming evolution on the Apple II was given during Kansasfest in July of 1991. To fully appreciate this narrative, you need to know a little about an old Integer BASIC program, APPLEVISION. This was found on the DOS 3.2.1 System Master disk, and was a fun little display that showed off the use of hi-res graphics. It began by creating a simple line drawing of a room, with a picture on the wall ("HOME SWEET HOME") and a television set. On the screen of the TV appeared a man who danced to the tune of "Turkey In The Straw", which sounded on the built-in speaker. It ran repeatedly, until the user interrupted the program. It was fascinating at the time, since there was nothing in the program text that showed off exactly HOW the hi-res effects were accomplished. But things have gotten a bit more complex as time has gone by:

"Roger Wagner's keynote address featured a history of hypermedia which Roger set into action and left to run as he wandered offstage. The history began with Bob Bishop's classic AppleVision, done in black and white on the original Apple II. Progressive screens enhanced the AppleVision image using subsequent incarnations of Apple II graphics (single hi-resolution, double hi-resolution, and the IIGS's Super Hi-Resolution modes). Finally, thanks to a laserdisc player under HyperStudio's control and a video overlay card, Roger's image appeared within the television's screen and spoke to the audience, completing the introduction before turning the presentation back to Roger (returning from offstage)."<1>

To follow the programming progress that has made such magic possible, we will begin with the first two built-in high-level languages for the Apple II, Integer BASIC and Applesoft, and move on to a briefer discussion

of some of the other languages that have been available over the years. Next will be a summary of various 6502 and 68816 assemblers that Apple programmers have used over the years. Finally, I will present an introduction to "hyper-programming".

**FUNDAMENTALS OF PROGRAMMING** A programming language has the standards to "translate "what I want" into commands that the computer understands. To do so, it must take some human language and convert it into the binary dialect of the computer on which it is executed.

Computer languages usually come in one of two different types: "interpreted" and "compiled". A language that functions as an interpreter takes the text of the program and translates it at the time of execution into commands the computer can understand. A compiled program, on the other hand, has already had the program text translated into executable code BEFORE it is run, usually including some extra code needed to carry out necessary functions of input, output, and calculations. As such, an interpreted program usually runs more slowly, but has the advantage of being easier to modify and re-run without the delay of first re-compiling. A compiled program will ordinarily run faster, but may use more memory than an equivalent interpreted program.

Languages are also given the designation of being "high-level" or "low-level", depending on how close they are to the base language of the computer on which they run. The lowest level of computer programming is at the level of the bytes understood as commands by the microprocessor. This "machine language" is typically not very understandable to humans. A low-level language more often used by programmers is "assembly language". This uses commands somewhat more understandable ("LDA \$24" means "load the accumulator with the contents of memory location \$24") and are then assembled (actually compiled) into machine-readable code. Assembly language is very powerful, since it works on the byte level of the computer. However, as a low-level language it can be very complicated and requires an intimate understanding of the function of the computer.

As a language becomes more "high-level", it is easier for humans to read, but requires more effort from its interpreter or compiler to translate it into the native language of the computer.

**INTEGER BASIC** This was the first language available for general use on the Apple II (aside from assembly, which will be dealt with later). Most of the details concerning its development have already been covered in Part 3 of this History. It was a quick, compact language, and its creation was an example of programming directly in machine language (since Steve Wozniak, the author, had no assembler available to use). Its disadvantage was the lack of easy access to floating point operations, and it lacked some string handling functions. Apple II users, especially those who wanted to produce programs that could be used in business applications, wanted something more powerful to use.

Despite its limitations, Integer BASIC was a language that had a fanatically loyal following. For those thousands who purchased Apple IIs from June 1977 to June 1979, this was the only programming language available, and it took on a status similar to that of a beloved first-born child. Games, utilities, and even some simple business-use programs were written using Wozniak's hand-assembled masterpiece, and those who followed the pages of Call-A.P.P.L.E. magazine learned much about the internals of the language. With the disassembler built into the Monitor, people tore

Integer BASIC apart to learn how it worked, and to make it work better. Val Golding, the editor of Call-A.P.P.L.E., even wrote a series of columns in 1979 entitled "So Who Needs Applesoft?" These articles showed how to simulate some of the more advanced features of Applesoft in this older BASIC. A.P.P.L.E. even sold (under license agreement with Apple Computer) "Integer BASIC +", a relocatable RAM version of the original ROM BASIC. It had all the features of the original language, plus a "USER" command, the ability to easily do four direction scrolling on the text and lo-res screens, easy printing of ASCII characters, and improved error handling.<2>

Apple never released a comprehensive reference manual for Integer BASIC. The only manual available for it was primarily a tutorial (and a general introduction to using a computer). The "Apple II BASIC Programming Manual" didn't even call it "Integer BASIC," but referred to the language as "Apple BASIC." It gave most of its programming examples in the form of segments of a graphics and sound demo that created a lo-res ball bouncing off the sides of the screen.<3>

With the many programs available that were written in Integer BASIC, it was almost a necessity for Apple to offer a means for Apple II Plus users to be able to run the older software. The Integer Firmware card made this "backward compatibility" possible. This was especially important in the early days of the II Plus, when there was little new software available to use with Applesoft.

APPLESOFT I Although Wozniak had written some floating point routines  
"\*\*\*\*\*" into the Integer Basic ROM, Apple II users needed a version of Basic that would make floating point math easier to do, particularly for business use (where the number to the right of the decimal point is as important as the one to left). Apple decided to license a 6502 version of a floating point BASIC from Microsoft Corporation. Back in 1977, Microsoft was producing BASIC interpreters for nearly every microcomputer that was produced. The version Apple purchased was almost identical to the MITS extended BASIC that Microsoft had previously written for the Altair 8800.<4>,<5>

This BASIC was named "Applesoft", and was released in November of 1977 on cassette. It was loaded as a 10K program that looked to the computer just like an Integer BASIC program, though only a small part of it really was. To make it easy to load and start from cassette, the Applesoft interpreter was attached to the end of a short Integer BASIC program. When the Integer program was run, it poked some values into memory and jumped to the start of the machine language section, which relocated the Applesoft interpreter to the lower part of memory (at \$800), just after the memory that held the screen display.

Using this version of Applesoft (which later became known as Applesoft I) could be frustrating. It took several minutes to load from the cassette tape, and it was not dependable. If the wrong key was pressed while entering or running an Applesoft program, the program that was being run could be wiped out, and the Applesoft interpreter itself would have to be reloaded from cassette. However, few users knew how to make use of the floating point routines that Wozniak had written into the Integer ROM, so this unreliable Applesoft BASIC became the only practical means of doing floating point math on the Apple II.

Aside from the reliability issue, another difficulty with Applesoft involved hi-resolution graphics. Although the Apple II was capable of

displaying it, the Applesoft interpreter extended up into the memory used by the hi-res screen, and so prevented its use. Furthermore, this early version had no built-in commands to manage hi-res graphics.<5>

Applesoft I came with a manual that was 8 1/2 inches by 11 inches in size, and sported a blue cover with square glued binding.<6> This came to be known as the "blue book" (recall that the reference book for the computer itself was affectionately known as the "red book"). When starting the interpreter after loading it from the cassette, a screen was displayed announcing that Applesoft was copyright 1977 by Apple and Microsoft. It then asked the user for the memory size of his computer, and gave options of allowing either LET and REM statements OR the use of lo-res graphics. The names of the lo-res graphics commands were very different from those that existed in Integer BASIC (and in the later versions of Applesoft). The commands were:

```
PLTG          = Go to lo-res graphics mode
TEX           = Go to text mode
PLTC N        = Set color to N (0-15)
PLTP X,Y      = Plot square at X,Y
PLTH X1,X2,Y  = Plot horizontal line from X1 to X2 at Y
PLTV Y1,Y2,X  = Plot vertical line from Y1 to Y2 at X
```

There was a note about these commands in the reference card included with Applesoft I that warned about using graphics coordinates only between 0 and 39, or a program could "self-destruct". Apparently it lacked the error checking that could prevent the plotting of lines from spilling over into the text of the Applesoft program itself.<6>,<7>

The A.P.P.L.E. user group published a patch in 1978 that allowed programmers to avoid the question about using LET and REM statements versus lo-res graphics, and use the graphics only. The author of the patch pointed out that the LET statements were not necessary ("A = 3" worked just as well as "LET A = 3"). The REMark statements could be simulated by putting them at the end of a GOTO line (where they were ignored by the interpreter), and the GOTO could just jump to the following line:

```
530 GOTO 540: REM LINE 540 SETS VARIABLE N.
540 N = 2
```

Additional patches were made available for some of the other bugs found in Applesoft I.<8>

APPLESOFT II In spring 1978, Randy Wigginton and some others at Apple "\*\*\*\*\*" made some needed revisions to Applesoft. Using a cross-assembler running on a North Star Horizon (Z-80) microcomputer, they fixed the known bugs and added other commands to control features unique to the Apple II. These commands included the ones needed to draw and manipulate hi-res graphics. Also, the lo-res graphics commands were renamed to be more consistent with the equivalent commands in Integer BASIC (GR, HLIN, VLIN, etc.) This version was called "Applesoft II", and eventually it was available in five forms: Cassette RAM and Diskette RAM (which loaded to the same memory locations that interfered with hi-res graphics as did Applesoft I), Firmware card ROM, Language card RAM, and finally main board ROM (in the Apple II Plus).

When Applesoft II was started up from cassette or diskette versions, the display screen now showed a copyright date of 1978 by Apple Computer,

Inc., and 1976 by Microsoft (which may be either their copyright date for the original Microsoft BASIC, or possibly for Microsoft's first 6502 version).<6> This RAM version of Applesoft II used memory from \$800-\$2FFF, and the Applesoft BASIC program itself was loaded beginning at \$3000. When the versions that came on ROM and for the Language Card RAM were released, the BASIC program could load at \$800, and much more memory was available for it. Some of this extra space (in high memory) was reclaimed by DOS when the Disk II was released, however.<5>

Applesoft in the original IIe was unchanged from the II Plus version. When the IIC was introduced in 1984, however, Apple programmers had cautiously made a few useful changes to the language:

- o Input processing was changed to allow lowercase entry of Applesoft commands (they were translated into uppercase)
- o Screen output commands (PRINT, TAB, HTAB, etc.) were modified to more properly handle the 80-column screen
- o Program lines (when LISTed) were changed to begin in column 2, making screen editing easier
- o All of the cassette tape routines (LOAD, SAVE, SHLOAD, STORE, and RECALL) were removed, since the hardware did not support cassette I/O. The keywords were still in the token table, but now pointed to the same memory vector as the ampersand("&") command.
- o Patches were made to the lo-res graphics commands (GR, HLIN, VLIN, PLOT, and SCRN) to work with double lo-res graphics. However, a bug was introduced that allowed PLOTting vertically to areas outside of the double lo-res graphics screen, which would land right in the beginning of the \$800 space where the Applesoft program text was located (similar to the "plot" bug in Applesoft I).

When the Apple IIe Enhanced ROMs were made available, Applesoft in those ROMs had undergone some similar modifications. All the above IIC changes were added, with the exception that double lo-res graphics capability was NOT added (lack of ROM space), and the cassette I/O commands were NOT removed (since the cassette input and output port was still present).

The version of Applesoft on the Apple IIGS closely resembled the Apple IIC variant, the only exception being a fix of the double lo-res PLOTting bug. However, a bug in the SCRN function that applied to double lo-res mode was NOT fixed. No changes to Applesoft from the IIC version appeared in the Apple IIC Plus.<9>

The manual written for Applesoft II was far more comprehensive than either the older "Blue book" or the Integer BASIC manual. It gave not only programming examples for each of the commands, but included much more information about the various ways in which each Applesoft statement could be used. It also mentioned some of the differences between Applesoft and Integer (for those who wanted to convert their older programs), and gave a little information about the internals of Applesoft to aid in creating machine language additions to the language. Curiously, the manuals that have been reprinted even as late as 1990 by Addison-Wesley have included an

odd cautionary note to programmers. In a section in the index about "reserved words" (words reserved as Applesoft commands), it advises against using "XPLOT" as a variable name, stating that "it is a reserved word that does not correspond to a current Applesoft statement." What is apparently meant by this comment is that at one time Apple intended to extend the language and add another command "XPLOT" to it, probably working with HPLOT in the same way that XDRAW complements DRAW in doing hi-res graphics. Examination of the command table within the Applesoft interpreter shows there is NO entry labeled "XPLOT", and a disassembly of the interpreter shows NO preliminary code to support the command. Somehow this precaution persisted to the present day and has never been removed, even though it is extremely unlikely that Applesoft will ever be upgraded.<10>

Particularly helpful for programmers was the foresight to include a simple extension called the "ampersand hook". If Applesoft came across the "&" symbol while interpreting a line, it jumped to a known location in memory and left it to the programmer to insert the correct code to add a machine language extension to the language. With the publication of important information about the internals of Applesoft in 1980, assembly language programmers could now add statements to do things that could not be done with the language as it was originally created. Music, extended graphics, IF-THEN-ELSE logic, and even the missing "XPLOT" command could be added to the language. The only limits were the author's imagination (and available memory).

The importance of Applesoft as an influence to productivity on the Apple II cannot be overstated. Since the release of the Apple II Plus in 1979, every variety of Apple II has contained Applesoft in virtually an unchanged form. This has made it possible for anybody to write programs that ALL other Apple II users will be able to use, since the language does not have to be purchased or added. If there were thousands of Integer BASIC programs from the two years when Integer Apple IIs were produced exclusively, there are hundreds of thousands of Applesoft programs that appeared over that subsequent thirteen years. Even today, it is not uncommon for an applications program to include a configuration module written in Applesoft using the disk commands available with BASIC.SYSTEM in ProDOS. It is often faster to write such a program in BASIC, and the author knows without a doubt that his customer will be able to run it.

APPLESOFT 3 (?) In 1979 there were rumors at the West Coast Computer Fair about an enhancement to Applesoft II that was in the works at Apple. It would possibly be called Applesoft 3, and would be as much of an enhancement over Applesoft II as that version was to Applesoft I. Supposedly it was intended to merge DOS and BASIC, and would include such powerful functions as IF-THEN-ELSE, PRINT USING, WINDOW, and VIEW PORT. It was predicted to be a RAM version only, and would be about 24K in size. Knowing the events that actually followed, this rumored BASIC was probably the "Business Basic" released with the Apple III, rather than an enhancement for the Apple II.<11>

[\*][\*][\*]

NEXT INSTALLMENT: Languages, cont.  
 \*\*\*\*\*

NOTES  
 \*\*\*\*\*

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```

////////////////////// GENie_QWIK_QUOTE ////
/ "I am one of these guys who slaps the disk into the /
/ drive, fumble about, rarely reads "read me first", /
/ and wonders why it won't work." /
////////////////////// J.KING78 ////

```

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

////////////////////////////////////

GENieLamp Information

\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp
  - o GENieLamp STAFF: Who Are We?

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- o On Internet our address is: [genielamp@genie.geis.com](mailto:genielamp@genie.geis.com)
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- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to our Internet or GE Mail address listed below.
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- o Talk to us live 9:00 p.m. [EDT] every Wednesday night in the Digi\*Pub Real-Time Conference.
- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395.

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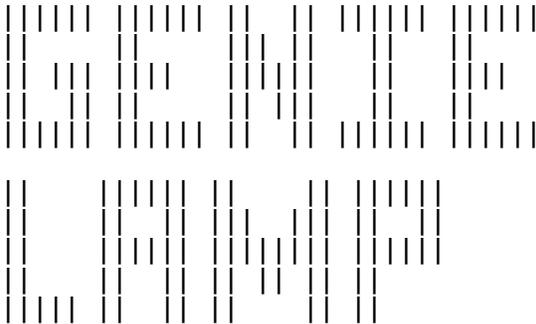
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//////////////////////////////////////  
 [EOF]

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\*\*\*\*\*

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- ~ ACROSS THE WIRES: WorldWide Apple II User Group ~
- ~ APPLE II HISTORY: Languages (Cont.) ~
- ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<  
\*\*\*\*\*

~ November 1, 1993 ~

- |                                                          |                                                            |
|----------------------------------------------------------|------------------------------------------------------------|
| FROM MY DESKTOP ..... [FRM]<br>Notes From The Editor.    | HEY MISTER POSTMAN ..... [HEY]<br>Is That A Letter For Me? |
| HUMOR ONLINE ..... [HUM]<br>You Want What?               | REFLECTIONS ..... [REF]<br>Online Communications.          |
| BEGINNER'S CORNER ..... [BEG]<br>Polishing Green Apples. | APPLE ANECDOTES ..... [ANC]<br>True Stories.               |
| CowTOONS! ..... [MOO]<br>Thanksgiving on the Hoof.       | F.Y.I. .... [FYI]<br>Adventure Game Contest.               |
| PROFILES ..... [WHO]<br>Who's Who In Apple II.           | ACROSS THE WIRES ..... [ATW]<br>Genie Worldwide!           |
| COMMUNICATION ..... [COM]                                | APPLE II ..... [AII]                                       |

LOG OFF ..... [LOG]
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing
system to help make reading the magazine easier.
To utilize this system, load GENieLamp into any ASCII word processor
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed
here in GENieLamp, you will find all the information you
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

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prompt you for your information. Need more information? Call GENie's
customer service line (voice) at 1-800-638-9636.

//////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////
/ >"Okay...wait! Can you slow it [Aladdin] down some? < /
/ >It's too fast to read. Make it go back." < /
/ "Maybe you can convince her to do an 'unattended' pass, /
/ say fix a sandwich, or something.. Grin. /
//////////////////////////////////// NTACTONE //////////////////////////////////

[EOA]
[FRM].....
FROM MY DESKTOP /
.....

Notes From The Editor

\*\*\*\*\*

By Douglas Cuff  
[EDITOR.A2]

MOVERS AND SHAKERS Recently, my wife and I moved. Across the city. Not  
\*\*\*\*\* a major drama, but still quite a lot of activity. By  
the time we had settled into new quarters sufficiently for me to pay  
attention to the outside world again, I noticed that there was moving and  
shaking in the Apple II community.

For instance, Ellen Rosenberg, formerly editor of A2-Central, has  
become managing editor of II Alive magazine. (Jerry Kindall continues on  
as editor-in-chief.) Telecommunications being what they are, I doubt Ms  
Rosenberg will have to pick up and move to Detroit, which is probably  
something of a relief for her, as I seem to recall it's been less than a  
year since she moved to Texas!

Then it transpired that Softdisk Publishing had persuaded Dean Esmay  
to move to Louisiana -- physically, this time! -- and work for them. (This  
does NOT, I repeat, NOT, mean that Dean is leaving as Head Sysop of A2.)

Meanwhile, Tom Weishaar (High Priest of the Apple II RoundTables) and  
Kent Fillmore (Macintosh RoundTables) made their move by forming  
Syndicomm, a company that will handle two Apple II RTs, three Mac RTs, and  
two new Power-PC RTs!

FROM THE GENERAL TO THE PERSONAL If this much activity started my head  
\*\*\*\*\* spinning, imagine how I felt when the  
E-mail started pouring in to my account:

- o Submissions for GENieLamp A2! You'll find the first one  
submitted in this issue, an almost unbelievable but true tale  
about a disk drive that survived some of the roughest treatment  
I've ever heard of. There are more to come in future issues.  
(See how easy it is to earn yourself two hours' worth of non-prime  
time credit?)

This month's submission for Across The Wires (GENie Worldwide) is  
particularly exciting. Check it for details about the formation  
of World Wide User Group (WWUG). It's so encouraging when someone  
attempts to help the disaffected and disenfranchised, no matter  
where in the world they might be!

Also, this month's Apple II profile is a "live" interview,  
direct from GENie's Online Talk Show, "A Walk on the Wild Side  
with Tara & Co.!"

- o Applications for the post of assistant editor! I had hoped to be  
able to make an announcement in this issue, but the decision has  
proved so difficult that I'm holding off until next issue.
- o Feedback on how we're doing here at GENieLamp A2... from as far  
away as Australia! Keep those cards and letters coming!

Finally, to make my head spin even more, I myself seem to have picked  
up a new job as a contributor to II Alive!

Is this going to happen EVERY time we move? I'm not complaining -- rather the opposite -- I'd just like to know in advance. It's an awesome responsibility. <grin>

-- Doug Cuff

GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

[EOA]

[HEY]////////////////////////////////////  
HEY MISTER POSTMAN /  
////////////////////////////////////

Is That A Letter For Me?  
\*\*\*\*\*

By Douglas Cuff  
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<  
\*\*\*\*\*

THIS JUST IN: IIGS STILL DEAD > he said "Lady, don't you know, the IIGS  
\*\*\*\*\* > is dead???"

My reply to this salesman would have gone something like this:

"Oh really? My user group was going to purchase hundreds of floppy disks, reams of paper and assorted disk cases for our 'dead' computer. I guess we'll take our business elsewhere."

It probably wouldn't get much of a reaction from the salesman, but I wouldn't know because I'd have hung up before he got a chance to reply.

Tony Ward [via GEM 4.21/PT 3.1]  
(A2.TONY, CAT3, TOP34, MSG:21/M645;1)

EXPLORING THE MS-DOS FST Well, good news and bad news on the MS-DOS FST.  
\*\*\*\*\* It will work with a floptical but it will never work with a large media device. The MS-DOS FST was designed for floppies only and it will not support the directory structure of a large MSDOS volume. The number of sectors/FAT will be 9 or the MSDOS FST will refuse to recognize the volume. The MSDOS FST also refused to deal with a partitioned media device. I got in a screwed around with the base blocks and got it to recognize that the media was a dos volume but it didn't like the size of the FAT tables from a big MSDOS volume. I put my Syquest onto my Adaptec controller and formatted it for MS dos land and then moved it over to my GS. From there I started poking around with the directory data created by the MSDOS machine until the MSDOS.FST would recognize the media. To get the MSDOS.FST to recog- nize the media I had to poke over the bytes

until the size of the FAT table was that of a floppy. So the bottom line is that the MS-DOS FST will work with what it was intended to work with, floppies. It will not work with a Syquest or a Bernoulli.

Drew (CV.TECH, CAT46, TOP2, MSG:67/M645;1)

>>>> |)rew, it's interesting what you say concerning the MS-DOS FST not supporting SyQuests and other large media formatted as MS-DOS, when the Apple guys specifically mentioned SyQuests "and any other MS-DOS media you can get hooked up and have a driver for" (paraphrased) being supported, when the MS-DOS FST was announced. (This was at KansasFest '92.) Maybe they never actually TRIED using any large media with the MS-DOS FST, but instead expected that it was generic enough to work?

\\_/  
|ou said:

> The number of sectors/FAT will be 9  
> or the MSDOS FST will refuse to recognize the volume.

(  
\_)o what is the maximum volume size for this sectors/FAT number? You said it will work with Flopticals, so obviously it's larger than 20MB. Might it be possible to format a SyQuest/Bernoulli/other large media with one MS-DOS partition that is this maximum volume size, and then use the rest as an HFS/whatever partition, and have it be recognized properly by the MS- DOS FST (plus the others, for the other partition)?

-= Lunatic (:

(A2.LUNATIC, CAT46, TOP2, MSG:79/M645;1)

SSC BUG? "The 6551 chip in the Super Serial Card has a known bug - you lose the character "about to be sent" when the CTS line goes low and then high. This is what's causing a couple of the PTSE screens to look flaky, and it also messes up Zmodem file transfers (you will usually lose the second packet, and never see the error.)"

The above statement was recieved from a Sysop of a local BBS. Does anyone know about this problem with the Apple Super Serial Card? Could you leave comments about this "problem"? Thanks  
(B.PERCIVAL, CAT24, TOP5, MSG:156/M645;1)

>>>> My second hand information confirms your statement.  
\*\*\*\*\*

The flaw in the original chip design, I am told, has been fixed, and you can get the new improved chip to replace your original. Try the Harris CDP65C51AE1.

I have not yet done this, but have been planning to for quite a while. My ancient SSC is set up for RTS/CTS hardware handshaking at 19,200 baud, but it rarely gives me any problems, so perhaps I should leave it alone.

You may go first. <g> If you do make the change, please be sure to post the results here.

Hugh...

BTW, this information was courtesy of the OGGNET.  
(H.HOOD, CAT24, TOP5, MSG:157/M645;1)

PUBLISH IT AND LASERWRITER PLUS FONTS According to the PubIt manual, you  
"\*\*\*\*\*" should set your serial port as on  
page 5- 90 of the manual. There is also info there about a cable.

Select the IIgs Serial Port in the PubIt "Select Interface" setting.

In PubLishIt set the printer in "Select Printer" to LaserWriter Plus  
and Font Widths to LaserWriter Plus. The HP 4 will emulate the LaserWriter  
NT. This gives you the maximum number of fonts which will be used as  
internal fonts. These are:

- Westwood = ITC Bookman Light
  - Racine = Courier
  - Des Plains = Helvetica
  - Wilmette = New Century Schoolbook Roman
  - Deerfield = Times Roman
  - Ravinia, and = ITC Zapf Chancery Medium Italic
  - Barrington = Palatino
- (undocumented, but it works. Barrington is on Font Pack 1).

\_\_\_!\_\_\_ Terrell Smith  
| tsmith@ivcfncs.fullfeed.com  
|

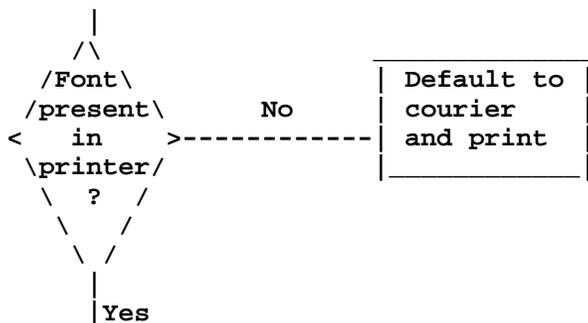
(T.SMITH59, CAT12, TOP13, MSG:134/M645;1)

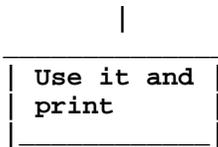
POSTSCRIPT THEORY SIMPLIFIED I haven't said anything all this time but I  
"\*\*\*\*\*" have been following this string along in  
different boards. . . to recap, it seems to me that you're wanting to  
download some Postscript fonts from the GS to a Postscript printer, similar  
to how the Mac can.

Based on what I've read and looked at around here, the problem seems  
to be with the GS Laserwriter Driver. I've been taking a look at this  
lately (I don't have a Postscript printer--YET--but I have been studying  
the language because i intend to get one soon. . .), and what I was hoping  
to do was port over part of the Mac's driver to the GS.

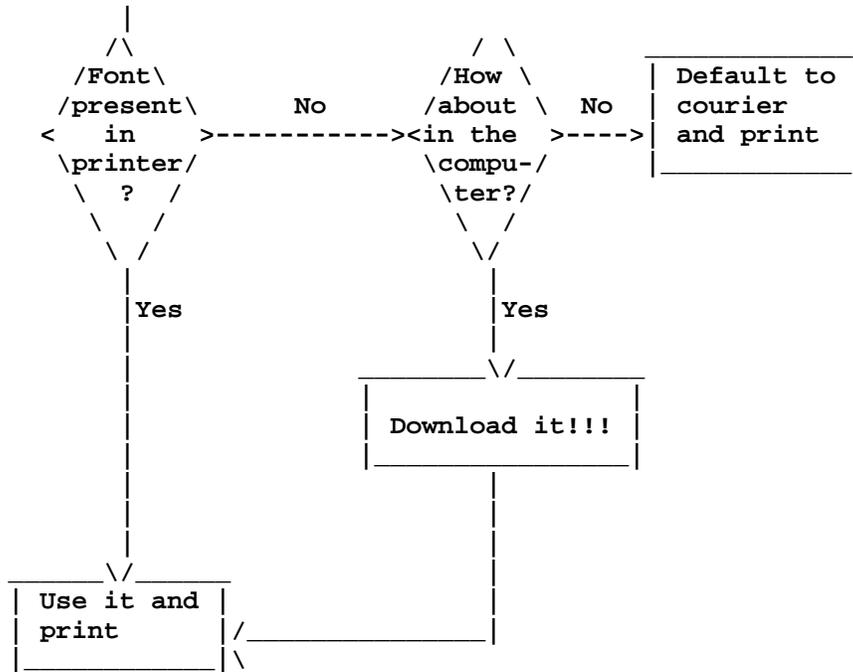
HOWEVER, looking at the GS driver, it seems to be partially Postscript  
and partially something else (possibly 65816 machine code, possibly some  
encrypted Postscript, possibly something else, who knows?)

In any case, my theory is that the flowchart for the part of the GS  
driver that's not downloading the fonts looks something like this. . .





When what we are hoping for is



I'm hoping whoever wrote the driver can help us shed some light on it, and I believe that person is Matt Deatharage. . . I seem to remember reading in Genielamp A2Pro that he worked on the driver for 6.0.1. In any case, I'll keep looking at it also. . . if I can find the right area of code to tweak, I'm pretty sure we can work it out.

Ryan (R.SUENAGA1, CAT26, TOP12, MSG:168/M645;1)

NORTHGATE KEYBOARD REPORT As requested about 2 weeks ago, I am posting information on Northgate Keyboards. I have a IBM-PC model, but the dipswitch settings are probably similar for the Mac keyboards (for use on a IIGs).

The DIP switches are located under the Northgate logo plate on the front of the keyboard. (Lift the plate with a fingernail.) The first three dipswitch settings correspond to the type of computer to which the keyboard will be connected. (Write down the original setting and try various settings to see if any correct the improper reset problem.) Switch 4 is for Novell networks (leave it alone). Switch 5 swaps the CAPS, ALT, CTRL keys. (On a Mac keyboard, perhaps it just swaps CTRL & CAPS.) Switch 6 swaps the "\" and "\*" keys. Switch 7 enables the Dvorak layout for the keyboard. Switch 8 enables a Sticky Keys feature. While all these settings may not be appropriate for the Mac keyboard, you can always experiment.

BTW, Northgate provides technical support for their products at

1-612-943-8346 and on CompuServe (go northgate). They may be willing to answer questions about the Mac keyboards even if they no longer sell them. (They have an excellent reputation for technical support.) The manual for the keyboard contains much additional useful information. If anyone has a question, feel free to EMail.

David [Bird.Watcher]

(D.WALLIS2, CAT42, TOP10, MSG:133/M645;1)

SETTING THUNDERCLOCK Found my own solution to the setting of the Thunder  
"\*\*\*\*\*" Clock, re my message number 20. GEOS from Berkeley  
Softworks (probably not available anymore anywhere) has drivers that let  
you set the clock for the GS clock, NoSlot clock, Thunderclock, and  
TimeMaster from AE. For your info.

(L.HORWATH, CAT12, TOP2, MSG:21/M645;1)

QUALITY COMPUTERS ASKED "WHY BUY FROM YOU?" I responded to a very similar  
"\*\*\*\*\*" query about that from the  
Internet a while back. In brief, our drive is THE easiest to set up  
(includes a video to show you how), and is backed by the best support in  
the industry. (Our technical support staff is five times larger than our  
competitors' staffs combined.)

If you feel you don't need that support -- and many GENIE users don't;  
after all, if you can figure out a modem and GENIE you can probably figure  
out a hard drive! -- then by all means, shop for the best price. We've  
always separated ourselves from the others by our level of support, but if  
you don't need it, then why pay for it?

There have been times in our company's history when we've competed  
solely on price. However, our customers just weren't satisfied with the  
support that came with the lowest price. If we still competed solely on  
price, there would be no II Alive; there would be no AppleWorks 4. We  
wouldn't have the resources to take on such projects -- not enough  
technical support staff, not enough of an advertising budget to get the  
word out about these new developments, not enough clout to be taken  
seriously by Claris.

We're dedicated to providing Apple II support in a BIG way. Not just  
after the sale but in many, many other ways. People who buy from us know  
what they're getting -- not just a good product, but a commitment to stand  
behind them in the future, whatever computer they're using.

(QUALITY, CAT42, TOP5, MSG:55/M645;1)

APPLEWORKS GS/HARDPRESSED CONFLICT SOLVED I'd be willing to bet that  
"\*\*\*\*\*" today I'm the happiest Apple  
IIGS user on the planet. I found the cause of the problem with AppleWorks  
GS and HardPressed! And, Andy, you'll breath a sigh of relief because it  
has absolutely nothing to do with HardPressed!

I got your disk with System 6.0.1 and HardPressed, and it still did  
some strange things with AWGS on my system. So, I visited Will Nelken who  
has both a ROM01 and a ROM3, and using that 6.0.1/HP/AWGS combo,  
everything worked great on both his machines.

I went home and was ready to re-install my old 1.5 meg RAM card, when  
I decided to sit down and think about the problem, and try to figure out  
what was different between my system and Will's systems.

It didn't take long. I had had AppleWorksGS configured to pre-load several of the modules. As soon as I re-configured AWGS to not pre-load any of its modules, AWGS started acting perfectly behaved with HP installed. I tried the Fit In Window option at least 50 times, and there wasn't even a hint of problems.

So, all I can conclude is that AWGS has a bug in the pre-loading code that prevents it from pre-loading 100% of what is needed.

Could someone else confirm this for me? If you have HardPressed and AppleWorksGS and a desktop publishing document, could you set it up to pre-load the PL module, and then after re-running AWGS, use the Fit In Window option? Tell us what happens. It freezes, doesn't it?

Charles Garrett - Since you were able to duplicate this problem, could you check your AWGS config options and see if you have some modules set up to pre-load? I bet you do.

I'd really like to thank both Andy McFadden and WestCode for all the assistance they have offered trying to track down this insidious bug. I really think that Andy McFadden went above and beyond the call of duty in helping track down this bug.

Now, I can finally say with conviction that "HardPressed is great!!!"

Joe Kohn (J.KOHN, CAT37, TOP3, MSG:69/M645;1)

<<<<< The first confirmation just came via telephone. One of the people "\*\*\*\*\*" at my local user group that could also recreate the HP/AWGS Fit In Window conflict also had AWGS configured to pre-load the Page Layout Module. As soon as he reconfigured it to not pre-load PL, everything worked great!

There's a couple of real relieved HP owners here in California.

Joe Kohn (J.KOHN, CAT37, TOP3, MSG:70/M645;1)

>>>>> Yeah, well there's one MASSIVELY relieved HardPressed programmer! "\*\*\*\*\*" Okay, two possibilities. Either AWGS has whacked preload code, or HardPressed isn't handling the preload stuff correctly. I'll see if I can nail it down either way.

A big THANK YOU to you Joe... if anyone has gone beyond the call of duty, it's you.

- Andy  
(a happy camper again)  
(FADDEN, CAT37, TOP3, MSG:71/M645;1)

FINDER EXTRAS AND ICONS Some discoveries.....  
\*\*\*\*\*

I recently made a few discoveries about how the Finder Extras menu displays its selections. This may have been covered before but it never hurts to repeat interesting things.

The discoveries came after installing Six Pack modules. I have been

using Quick Launch for some time and had gotten used to having the Quick Launch menu at the top of my Finder Extras pull down menu. After installing the Six Pack modules I discovered that my Quick Launch menu was now wayyyyyyy down at near the bottom and was a small pain to scroll down to. So I started playing around with the order in which the PIF's appear in my Finder Extras and System.Setup folders.

What I found was this....apparently any PIF's in the Finder Extras folder that display a menu under the Extras header are added after those PIF's that are in the System.Setup folder. They are stacked on top of each other, which means that the last PIF in the Finder Extras folder will be on top when you pull down the Extras menu. After a little playing around I was able to get my Extras pull down menu to display the menu items in the order I desired.

I used the SORT function of the ProSEL 16 file utilities module to sort my System.Setup and Finder.Extras folders to get the exact order I wanted. My Extras menu pulls down with Quick Launch on top, followed by ProBOOT, followed by Six Pack's MoreInfo, followed by Six Pack's File Peeker, etc. Well, you get the picture.

As a side note I found that Six Pack's modules don't display their little bootup icons unless they are in the System.Setup folder. Is this true of all PIF's/TIF's? I also seem to remember that PIF's in the Finder.Extras folder don't load until Finder is active.

Sorry for the rather long post but I (maybe I'm the only one, though) find this stuff very interesting. Running System 6.0.1 on 4mb and ROM 01.  
(LKRUPP, CAT9, TOP5, MSG:189/M645;1)

>>>> Boot icons don't show up for files in the Finder.Extras folder  
"\*\*\*\*\*" because the Finder is already active when these extras are initialized.

Tyler (A2.TYLER, CAT9, TOP5, MSG:190/M645;1)

>>>> It's true...the cute little boot icons don't show up for Finder  
"\*\*\*\*\*" Extras unless they are in the System.Setup folder. And by having them located there, they take up memory even when you're NOT in Finder...

Could some bored programmer write an Init that serves no purpose other than to display the boot icons of any active files in the FinderExtras folder? That way, we can have the cute icons AND the saved memory when not in Finder. Is it do-able?

-- Matthew Ryan |SysOp, Dreamscape 24-Line BBS |(818) 781-7529 --  
(M-RYAN, CAT9, TOP5, MSG:192/M645;1)

IIGS GAMING ENVIRONMENT Well... Actually, I have seen a version of Eamon  
"\*\*\*\*\*" converted for use in HyperCard GS. I cannot remember the author. It was the equivalent of the master disk and the beginner's cave. It also seemed to have a FEW problems.

And I might also add that I happen to know of one ongoing effort to create an Eamon gaming system for the IIGs. The non-interactive demo effort is essentially complete and should result in an upload within the next few weeks. The system revolves around a database system and does not require any programming skill to "write" new adventures. Therefore, all

that you have to do is script the adventure rooms, monsters, treasure and other goodies. The system is a combination of color text and static (not animated) graphics. The program is also the first software (that I am aware of) to use both the 320 and 640 resolution graphics modes on the same screen! A database editor (could be a text editor) and a graphics program are all that is required to create an adventure.

It is true that this system is not a conversion of the original gaming system. However, the original Eamon series is written in Applesoft basic and there is no "Standard" version of the game program. Each adventure uses a tailored version of the original software. I believe that Tom Z. has stated before that he did not anticipate anyone ever converting each individual game to Microl Basic GS or some equivalent. I happen to agree that the effort would be too great for the gain.

You may wonder how I know so much about the Demo that has an impending release? Well, I happen to be the author of the software in question. I have long wanted to add something significant to the public domain for the Apple IIgs. I hope that this game will be my lasting contribution.

I should add one warning: I am a bit slow about finishing something like this. Drop me a line if you get antsy about seeing the demo.

Happy gaming, Darrel Raines  
[D.Raines]

(D.RAINES, CAT16, TOP8, MSG:48/M645;1)

>>>> Darrel, I know about the Hypercard version of the Eamon Main Hall. "\*\*\*\*\*" However, as you said, it has problems, and no one has seen fit to fix them, so I don't count this as a serious "Eamon-GS" effort.

Your new gaming system sounds pretty exciting! What are you planning to call it? How similar is it to 8-bit Eamon?

You seem to have some misunderstandings about Eamon. Eamon adventure design does NOT require =any= program modification, but is database-based, just like your system. In fact, the vast majority of Eamons use unmodified programs. Where the conversion effort falls down is due to the fact that there about a dozen different incremental versions of the program, as bugs were fixed and enhancements were added. Also, most of the best Eamons =do= have extensive program modifications, as the authors redesigned the system to make it do what they wanted for each adventure.

If you are locking the authors out of program redesign and forcing them to do everything the way that you have envisioned, then your system will never see the rich diversity of play that Eamon has enjoyed. Indeed, virtually all of the very best Eamons were hand-built by their authors. I have always viewed Eamon's Applesoft base as a strength rather than a weakness because it has permitted ordinary people to design extraordinary adventures.

Heh. I'll be interested to see how many versions your system runs through in the next few years, before you get it the way you want it. \*8-)

TomZ (T.ZUCHOWSKI, CAT16, TOP8, MSG:49/M645;1)

<<<<< TomZ - You make a number of good points. I want to make it clear "\*\*\*\*\*" that I am intending to create a gaming system that is as flexible

as possible. I am also trying to stay true to the spirit of the original Eamon games. Therefore, I want the system to be text based for the most part. The graphics are meant to supplement the text in much the same way as the last Infocom games used graphics.

>If you are locking the authors out of program redesign and forcing them to  
>do everything the way that you have envisioned, then your system will  
>never see the rich diversity of play that Eamon has enjoyed.

Well, again, this is not my intent. However, the problem lies in the fact that no standard programming language has been established on the Apple IIgs that lets the average home user write his/her own programs. I know that many people will disagree with this statement, but each of them will probably argue for one of a number of different "languages": HyperCard Script, HyperStudio Script, ORCA/Pascal, Micol Basic GS, etc. The arguments themselves will serve to prove my point.

This leaves me with a difficult decision to make as a software author: "How do I allow the users to create their own games without forcing them to use the source language that is not a standard?" I have been leaning toward providing a flexible system that uses flags in a database to "script" the course of the adventure. This allows the adventure creator the ability to produce a unique adventure within the predefined parameters of the adventuring system. It does not allow the creator to make unique effects that are not already available within the system. (Contrast this technique to the vampire that walks around in the dungeon of the Haunted House: a unique effect.)

>I have always viewed Eamon's Applesoft base as a strength rather than a  
>weakness because it has permitted ordinary people to design extraordinary  
>adventures.

I understand your point here. I don't know how to address it in light of my earlier statements. It appears that the only alternative to a strictly database approach is to release both the adventure authoring system and the source code for the main program. My current language of choice is ORCA/Pascal with some assembly language as needed. If I were to go with this approach, I would not be able to control the direction of program enhancements.

This last item is not an ego issue. I want you to think about the state of Eamon on the Apple II before you began to work toward a "clean" set of adventures. Most of the Eamon distribution houses were interested in disk copy money only. Very few took the time to make sure that the adventures ran correctly. Very few people took the time to fix problems and collect a complete set of Eamon adventures. Your efforts have gone a long way toward making the Eamon world a safe place for the novice adventure gamer. If I release the code in source format, I run the risk of incompatibility and loss of user confidence.

One alternative that I have considered is allowing programmers to update the gaming system on an individual basis. If someone wants to add a feature to the system, then I would give them the source code, and they would produce the changes. This would allow me to enforce backward compatibility and such. But this technique does not allow complete freedom for the adventure game creator. I hope that this discussion makes clear my dilemma.

In the mean time, I am sure that most people would rather see some type of demonstration and subsequent game rather than nothing at all. In light of that fact, I will continue to develop with my original design goals and will entertain changes to the design goals after people can run the demonstration.

Thank you for your feedback and ideas, Darrel Raines  
[D.Raines]

(D.RAINES, CAT16, TOP8, MSG:55/M645;1)

WHEN MACSOUNDGRABBER DOESN'T WORK... MacSoundGrabber is a fine utility,  
"....." but it won't convert each and every  
sound from the Macintosh. Especially Mac System Sounds are noticed by  
MacSoundGrabber but not converted. Fear no more - there's a way to convert  
those sounds. Just load the resource part of the Mac file into ShadowWrite  
with the option "Load file(s) as raw data"; then save back to another disk  
as TXT file. Load the file into SoundShop (from the HyperStudio package)  
although it will complain. Load the file anyway. You have to tune the  
replay frequency and have to edit out a bit of garbage at the beginning of  
the sound, where the Mac file had a header. I converted two sounds already  
by this procedure. The files contained but one sound, however. This  
procedure should work with multiple sounds as well, but you probably will  
have to edit the raw file a bit more.

Udo - ... just a IIGS freak -  
(U.HUTH, CAT6, TOP7, MSG:19/M645;1)

BOTTOMLINE = ON BALANCE The reason BottomLine isn't hard-drive  
"....." installable is that it runs under a highly  
customized version of DOS 3.3 and has its own file structures. (The  
program is essentially Broderbund's On Balance, for those who remember  
that. It's really quite a fast and usable little program despite the hard  
drive thing.)

(QUALITY, CAT8, TOP10, MSG:41/M645;1)

DESKJET AND SERIAL VS PARALLEL > ..have a GS .. ImageWriter II .. Deskjet  
"....." > 500 .. tips/suggestions?

Charlie, I have a similar setup, and quickly became disenchanted with driving the DeskJet with the serial cable. My recommendation to you and anyone else who's interested is this - buy a parallel card. You say you have Harmonie so you should have a good selection of parallel card drivers to choose from (for myself I chose AE's Parallel Pro, without the Buffer Pro add-on card).

Stuff the parallel card into slot 1; leave it set to "Printer Port". Hook up the parallel card to the DeskJet (standard parallel cabling, available at Wal Mart, even). The beauty and elegance of this setup is apparent when you drop out of a GS/OS program (say, AWGS) that you would typically print to the DeskJet, and jump into an application like Printshop GS that is practically hard-wired for the ImageWriter. You don't have to change any settings, since slot 1 is already configured as the printer port. When printing to the DeskJet in a GS/OS program, drivers supplied by Harmonie are smart enough to recognize the parallel card in slot 1, even though it is not set to "Your Card". What you end up with, essentially, is the IIGS automatically sending a print job to the printer appropriate for the program you are using (automatic switching!). If you do have a need to print to the Image-writer while in a GS/OS-aware application (say,

for printing labels in AWGS), then it is a simple matter of picking the Imagewriter/printer port combination in the "DC Printer" control panel device (CDEV).

I ran my DeskJet 500C for several months using the serial cable setup you want to use, and the serious lack of printing speed drove me nuts. Express (print spooler from Seven Hills) mitigated this somewhat, but it was an imperfect solution, at least for my needs. When I went the parallel route a few months ago it was a revelation, especially for color printing. I would recommend this setup without reservation.

David ---> waiting for Spectrum, with the AWGS comm module <---  
(D.KERWOOD, CAT12, TOP8, MSG:245/M645;1)

OLD APPLE II CARDS There is a place called Atlaz Computer Supply that is  
"\*\*\*\*\*" offering an IIe enhancement kit for \$45.00. For some reason, I want to say that is less than what I have seen in other places. Am I wrong.

This Atlaz Supply is pretty funky. They still offer a lot of Apple II/III+ specific cards.

Atlaz Supply (516) 239-1854  
Fax: (516) 239-1939

Pax! --Plato--  
(A.HUTCHINSON, CAT12, TOP5, MSG:35/M645;1)

EDUCATIONAL CLEARING HOUSE One more feather in the cap of schools that  
"\*\*\*\*\*" stick with Apple will be a great amount of Apple II resource material available through the Eisenhower National Clearhouse (ENC) destined to go online sometime in October or November.

This ENC will consist of a large database and library of educational resource material for science and math, and I understand a smaller library of other educational materials unrelated to science/math. Much work is being done on this project by Eric Bush of Kitchen Sink Software.

As has been mentioned, there is SO MUCH more Apple II software available for education in the lower grades, than the ms-dos platform. I truly believe that schools that are going to switch to another platform, are simply wanting to be on the "cutting edge" of technology and want to "keep up with the Joneses" as it were. Unfortunately, it saddens me when I see districts struggling just to keep a decent teaching staff onboard, and then spending needless dollars for something they THINK will bring them out of the "dark ages" - apparently persuaded by heaven knows who that the Apple II platform IS in the dark ages...

SamIam: I think you should encourage holding out until the PowerPC's come out. From what I've heard, they are really going to be great, and WILL be able to handle two platforms.

But, it's hard trying to tell a district that is "wooded" by purveyors of "cutting edge technology" that their "old trusty Apples" are just as valuable and just as viable now as they were 10 years ago! - even more so! It all comes down to the "Hatfield and McCoy" type feud that is going on between computer platforms - none more prominent than that between IBM and Apple II...

GEna (G.SAIKIN, CAT15, TOP11, MSG:142/M645;1)

SYNDICOMM APPLE II, MAC, AND POWER PC RTS > I also wish that Tom Weischar  
> would take over the MAC and  
> IBM RTs!!!

Someone probably already posted this, but in essence, Tom Weishaar is now one of the people overseeing A2, A2Pro, Mac, MacPro, and now PPC and PPCPro(?). Syndicomm is the contracting organization over these RTs now. And guess who is one of the major owners of Syndicomm? :)

I am sure he is sorry about not being able to swing the IBM areas, but one can't have everything. :)

Tim 'The Joat' Tobin, Lost Classics & R C Font Clearinghouse  
(A2.TIM, CAT12, TOP4, MSG:58/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

MS-DOS READ AND WRITE UTILITY! I got this program on a disk from a local  
friend who downloaded it from the  
InterNet. It was uploaded by Peter Watson from Australia. I have had great success transferring files back and forth to the transporter - much the same as using the transporter transfer program. Very handy because it is not necessary to startup the transporter as I can send the files to the C: drive and then copy to floppies later for transfer to the 386. I understand that it will work with any drive that the GSOS msdos FST recognizes. I would be glad to upload the file if I was sure how to do it. I've never uploaded a file to GENie and with my luck I'd probably crash GENie :)  
(J.BAUER4, CAT12, TOP6, MSG:111/M645;1)

>>>> I've been trying out Peter Watson's MSDOS utilities. With them I  
was able to write to a 1.44 meg MSDOS disk in my Floptical drive. I copied a text file to the disk, renamed the file and even renamed the volume label on the disk; popped the disk into my '486 notebook and read it just fine.

My setup: Apple HS SCSI / Tulin Floptical / Tulin drivers / Sys 6.0.1 / MSDOS FST

Peter's utilities are pretty nice, and the Command.Com shell he provides is easy to use and even allows Applesoft commands. I had Apple's MSDOS FST installed and didn't see any conflicts. At \$15, it's a bargain!

/\n  
//\\ rt  
//~\\.....  
(A.COUGHLIN, CAT11, TOP16, MSG:258/M645;1)

PAYING FOR AUSTRALIAN SHAREWARE > At \$15, it's a bargain!  
\*\*\*\*\*

It sure is, but Peter Watson is having a difficult time cashing American checks. In fact, he's not cashing them, because the service charges that his bank imposes works out to a little more than \$15.



more concerned with. We feel that the investment in extra time testing and fixing the remaining bugs will far outweigh any inconvenience caused by this short delay in releasing the product.

Our revised release date will be October 15th (2 weeks off schedule).

Walker (Quality Computers)  
(W.ARCHER2, CAT42, TOP29, MSG:147/M645;1)

>>>> According to the letter I received yesterday from Quality,  
"\*\*\*\*\* AppleWorks will not start to ship until October 15. This is due to some last minute brainstorming of features Randy and Dan are putting into the program. Quality informs people who have ordered that pre-release orders are in the thousands, and that they'll take until Oct 25 to get them all shipped, so expect to receive AW 4.0 by ---> November 8.

\_\_\_!\_\_\_ Terrell Smith  
| tsmith@ivcfnsc.fullfeed.com  
|  
(T.SMITH59, CAT42, TOP29, MSG:157/M645;1)

>>>> At press time, Quality Computers announced that it will start  
"\*\*\*\*\* shipping AppleWorks 4.0 on October 27. The company expects to ship all back orders by October 30 and asks customers not to call about their order unless it hasn't arrived by November 15.  
(NAUG, CAT17, TOP37, MSG:125/M645;1)

>>>> Quality says that the manuals will be back in and that shipping  
"\*\*\*\*\* will start around the 29th of this month. It sounds like this will PROBABLY occur since the manuals are all that they are waiting on. I don't represent Quality, but I called them on another matter and thought that you might want to know.

Darrel Raines (D.RAINES, CAT42, TOP29, MSG:248/M645;1)

APPLEWORKS GS UPDATE A MIGHTY UNDERTAKING Regardless of the specifics of  
"\*\*\*\*\* this case, most people in this topic have no idea what they are asking of QC.

Updating/Upgrading AWGS is NOT like doing so for AppleWorks Classic. Randy Brandy has been intimately involved with AW Classic for a number of years. QC doesn't have anyone from the original AWGS team (and it's HIGHLY unlikely that that will change.)

I'm completely guessing here, but I'm pretty sure that AWGS is mostly 65816 assembly (except for the spelling checker stuff I believe). If this is true, I would say that there could be somewhere around 500,000 lines of source.

This is NOT a trivial task for someone to undertake. Simply getting to know the code so that simple bug fixes can be written is going to take time. Complex bug fixes? Think in terms of months.

New features? Revamped modules? Think in terms of many, many months.

I would say that if QC does a decent bug fix/\_VERY MINOR\_ feature addition update that charging \$25-\$45 for it would NOT be unreasonable. They'd have to do that just to recover their investment in programmer's

salary.

Now, please, don't take this the wrong way: I'm not saying that updating AWGS is impossible. I'm just saying it's not going to be finished next week. It is not a trivial undertaking.

Keep this in mind when asking the world of QC :)

Bryan (SOFTDISK.INC, CAT42, TOP32, MSG:103/M645;1)

>>>> We are assembling a fighting force of extraordinary magnitude...  
\*\*\*\*\*

Oh. Sorry. What I mean is, we are even now in the process of negotiating with a top-of-the-line project manager for AWGS, and we have already been in contact with several highly-regarded programmers about being part of the AWGS team.

If this goes through, perhaps "fighting force of extraordinary magnitude" would be a good term.

While I'm sure it won't be a trivial undertaking, I'm certain that if anyone can do it, these guys can. We sincerely hope to have a bug-fix release by Christmas and a major upgrade by next June. We will probably offer the bug- fix upgrade for free when you pre-order the major upgrade: in other words, you'd place the order for the major upgrade, and would get two upgrades for that price. The major upgrade next summer, and a bug-fix upgrade in a couple months to tide you over. How does this plan sound to everyone? B)

(QUALITY, CAT42, TOP32, MSG:104/M645;1)

>>>> I was talking to Quality Computers today and was told that the AWGS  
\*\*\*\*\* upgrade was coming around February and that there would be no  
bug-fix before Christmas as reported here earlier.

Michael

Delivered by ProTerm and CoPilot

(M.EWEN, CAT42, TOP32, MSG:211/M645;1)

>>>> Yes, we probably won't have anything before Christmas. When I  
\*\*\*\*\* posted that here I didn't intend for it to be an announcement but  
rather a goal. It would have been nice. B)

(QUALITY, CAT42, TOP32, MSG:213/M645;1)

APPLEWORKS 4/TIMEOUT BACKWARD COMPATIBILITY 1. AW4 will load all existing  
\*\*\*\*\* AW files. This includes AW3  
files with DoubleData and/or TotalControl, I believe. If it didn't, it  
wouldn't be AppleWorks. B)

2. AW4 word processor files are exactly the same as AW3 WP files, so if  
an app will load AW3 WP files it'll load AW4 WP files.

3. Most TimeOut applications will work with AW4 after an update. We are  
including a patch program on the AW4 disk which will be able to update  
most TO apps "on the fly" without you needing to order new disks.

(QUALITY, CAT42, TOP29, MSG:93/M645;1)

>>>> From the Updater file on the disk (and Randy's latest word):  
\*\*\*\*\*

These TimeOut applications are converted by TimeOut Updater:

-----  
(minimum version numbers are shown)

Calculator  
Grammar v1.02  
Graph  
Measurement Converter v2.0  
Page Preview (any version)  
SideSpread  
SuperFonts v3.0 (no mail merge yet, but everything else works)  
SuperForms  
Thesaurus v2.0  
Ultra Compiler v2.2  
Ultra Options v3.0  
Ultra Mac2Menu v1.1

These TimeOut applications work without any changes:

-----  
ASCII Values  
BasicCat  
Desktop Sorter  
DHGR Viewer  
Envelope Addresser  
Notepad  
Printer Manager  
Puzzle  
Screen Printer  
any screens created by TimeOut Help Screens

We expect these TimeOut applications to be converted shortly:

-----  
Analyst (wp)  
Analyzer (ss)  
Area Codes  
Block Copy (ss)  
Calculator+  
Copy Block (wp)  
CR Stripper  
DirecTree  
File Librarian  
Glossary  
Help Screens  
Indexer  
Line Sorter  
Measurements  
MultiPrint  
Program Selector  
QuickStyles  
QuickTabs  
ReportWriter  
Rows <--> Cols  
Super Find  
SuperFiller  
Table of Contents  
TeleComm  
UltraLock

Word Count

These TimeOut applications are obsolete and won't be converted:

- 
- AWP to TXT
- Bell Changer
- Category Search
- Cellink
- Clipboard Viewer
- Clock
- Data Converter
- Directory Manager
- Disk Tester
- Easy Launch
- FileMaster
- FormulaToValue
- Mark Merge
- MenuMaker
- PathMaster
- Pathologist
- Print60
- Publisher Menu
- QuickColumns
- QuickSpell
- Screen Out
- Task Launcher
- TextLoader+
- Triple Clipboard
- Triple Desktop
- UM Tokens
- Vital Stats

We're not yet sure what will happen with these applications:

- 
- Calendar
- Case Converter
- CellMover
- Dialer
- File Encrypter
- File Search
- File Status
- FileLister
- FileViewer
- Stop Watches

```

|
-(+)-
|

```

...Will (W.NELKEN1, CAT42, TOP29, MSG:257/M645;1)

>>>> Outliner will be updated when I have time. I expect it to be  
"\*\*\*\*\*" available in December.

(BRANDT, CAT42, TOP29, MSG:267/M645;1)

APPLEWORKS 4 GOODIES AND EXTRAS      Here's what Quality lists in the  
"\*\*\*\*\*"      "Enhancements Catalog," with over "\$750  
in savings" with purchase of AW 4.0 (actually, I noticed that the "retail"

has been raised, but the "special" price is lower than Quality's latest):

- TO Grammer.....\$39.95
- TO Thesaurus.....\$24.95                   These three together.....\$89.95
- TO Superfonts.....\$34.95
  
- TO Reportwriter.....\$39.95
- TO Graph.....\$39.95                        These three together.....\$94.95
- TO Sidespread.....\$24.95
  
- TO Superforms.....\$34.95
  
- TO Ultramacros 4.3..\$39.95 (The order form lists it as \$29.95)
- TO Desktools IV.....\$29.95                These three together.....\$89.95
- TO ShrinkIt Plus.....\$29.95
  
- AfterWork Screen Saver....\$24.95
  
- Q-RAM GS2.....\$179.95
- Q-RAM //e.....\$89.95
- 32K Imagewriter Buffer...\$24.95
  
- One-touch commands disk for AW 4.0.....\$14.95
- CheckWorks (Checkbook inside AW).....\$29.95
  
- Exploring AW 4.0: Tips from the experts (video)....\$19.95

Each item is listed as "with purchase of AW 4.0."

```

_!_ Terrell Smith
  | tsmith@ivcfnsc.fullfeed.com
  |

```

(T.SMITH59, CAT42, TOP29, MSG:249/M645;1)

```

>>>> TimeOut ShrinkIt Plus is a package that contains TimeOut ShrinkIt
"""""" (which is NOT available online), and, as a bonus, also includes the
stand-alone ShrinkIt and ShrinkIt GS. TimeOut ShrinkIt can compress and
de-compress files directly to and from the Desktop.
(QUALITY, CAT42, TOP29, MSG:198/M645;1)

```

```

>>>> The only changes to TimeOut Graph are those required to make it
"""""" compatible with AW 4. The "Coming soon" messages were only to
indicate that an AW 4- compatible version is not yet available, not that
new features are coming.

```

However, a TimeOut SuperGraph for the IIgs is planned for this year.  
(BRANDT, CAT42, TOP29, MSG:109/M645;1)

```

>>>> > TimeOut SuperGraph printing
""""""

```

SuperGraph will save SHR pix which can be loaded, tweaked and printed with Platinum Paint.

> DeskTools IV

The name is basically just to link it with AW 4, and it's aimed at folks who didn't buy the first two DeskTools. Our update program will

support the early faithful.

> AfterWork

All AfterWork modules are text or double hires, so they work on anything that runs AW 4. If this disk is a success, we may do a IIgs version with super hires screen savers for AW 4.

(BRANDT, CAT42, TOP29, MSG:223/M645;1)

APPLE COMPUTER EXECS "EXECUTED"? Some interesting Apple "chit-chat"...

Last week, long time Apple Board of Directors member Alfred Eisenstadt (sp??) was fired by the rest of the board. In response, he filed a lawsuit, asking for damages for unlawful termination.

According to the San Francisco Chronicle (9/28/93), Eisenstadt included documentation when filing the lawsuit that says that Sculley did not resign but was fired.

(J.KOHN, CAT5, TOP3, MSG:188/M645;1)

>>>> > If you're so inclined, head over to NEWSBYTES (m316;5) to read  
"\*\*\*\*\* > about Bob Puette's resignation, effective October 15.

The heads are rolling at Apple. That's 3 down in just a few months..Scully, Eisenstadt and Puette. And, according to information supplied to the court by Eisenstadt, who is suing for wrongful termination, "resignation" is Apple new-speak for being fired.

In a related Apple story, they just released sales figures after the close of the stock market yesterday. Apple shareholder's made \$.02/share, down from \$.81/share the previous quarter.

And, in an analysis in this week's InfoWorld, it was conjectured that Apple is committing corporate suicide.

It sure is interesting times for us Apple watchers.

Joe Kohn (J.KOHN, CAT5, TOP3, MSG:228/M645;1)

>>>> According to the AP, Sculley has been named chairman and CEO of  
"\*\*\*\*\* Spectrum, located in N.Y. Spectrum is a one product company that has lost money every year since 1988.

\_\_\_!\_\_\_ Terrell Smith  
| tsmith@ivcfnsc.fullfeed.com  
|

(T.SMITH59, CAT5, TOP2, MSG:66/M645;1)

>>>> It was announced Monday that Sculley had landed on his feet,  
"\*\*\*\*\* joining a telecommunications company named "Spectrum." Its stock immediately rose 31%.

<<<Lloyd>>> (L.DEVRIES, CAT5, TOP2, MSG:65/M645;1)

>>>> And then Spectrum gave back about half that gain today.  
"\*\*\*\*\*  
Apple's stock price also rose significantly during the last few days.

Was this in response to Sculley's departure or was there some other factor?

-- Ken Watanabe --  
(K.WATANABE5, CAT5, TOP2, MSG:67/M645;1)

>>>> Last week, Apple announced their latest quarter's earning. On  
"\*\*\*\*\*" something like \$2 billion in sales, Apple made a \$2 million profit.  
Apparently, many securities analysts had predicted that Apple would lose  
money in the last quarter, so even though Apple made only \$.02/share (down  
from approx. \$.90/share the year before) earnings exceeded expectations,  
and thus the rise in the stock price.

At least, that's the way I understand it.

Joe Kohn (J.KOHN, CAT5, TOP2, MSG:68/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

MAGIC NEWS GROUP READER  
\*\*\*\*\*

Because of the hundreds of messages contained in the various news group feeds on the Internet/USENET (where message numbers are preceded by - CS-ID:), many have found that it just takes too long to read them 'on-line'. A bulk or group capture is preferred and reading can then be accomplished at a more leisurely rate -- not tying up the line more than necessary.

This AppleWorks macro set will greatly facilitate the reading of the news group messages by owners of AppleWorks 3.0 who are equipped with UltraMacros 3.1. When the messages are captured, they can be saved as an AppleWorks file or a text file that is later converted to an AppleWorks file. Loading the captured news group file into AppleWorks and activating this macro either with a compile and a SA-A (OPTION-A) or launching it as a previously compiled task file (SA-A is done automatically for you in this case) will allow you to do some amazing things.

NOTE: this macro is designed to work in conjunction with AppleWorks 3.0 and UltraMacros 3.1

=====  
MAGICAL FEATURES  
of the  
MAGIC NEWS GROUP READER  
=====

- "ONE LINE REMAINING" screen scrolls in either direction to facilitate ease of reading of news group messages
- All new messages placed at TOP OF SCREEN
- Quick SKIP forward or backward from TOP OF MESSAGE to top next or previous message

- Allows all messages with a common THREAD to be READ IN SEQUENCE, temporarily skipping other messages
- Returns you to the STARTING POINT of the thread read sequence after reading the thread, or even a partial reading of the thread
- When asked, can display the NUMBER OF REMAINING MESSAGES in the file relating to the current message
- PERCENTAGE progressed into file continuously displayed
- Has special CLIPPING FEATURE which allows you to quickly clip messages or parts of messages and place them in a NG.CLIPPINGS file on the desktop. Will automatically establish the file if not on your desktop. Operates during normal news group reading or thread searches.
- HELP SCREEN always available
- Can be used as a TASK file OR A MACRO file
- Original DEFAULT MACROS easily available
- SPEEDS your reading of news groups a trillion times (only joking, but it feels like it)
- Works in combination with APPLEWORKS 3.0 AND ULTRAMACROS 3.1
- Macro with CODE ANNOTATIONS and explanations included
- EXTRA SURPRISE demos and useful macros included on the disk

DETAILS ON THE COMMANDS CONTAINED IN

THE MAGIC NEWS GROUP READER  
BY  
MAGICAL SOFTWARE

SA = THE OPTION KEY OR SOLID APPLE KEY

1) FORWARD A SCREEN OR TO THE MESSAGE [SA-RIGHT (Arrow)]: By pressing this macro, a message will flow to the top of the screen and stop. The next press of the same combination will either scroll the message up 'almost' one screen or move the next message to the top of the screen -- whichever comes first. Note: 'almost' one screen places the bottom line of the screen at the top of the screen so that you can have continuity with your reading. This is different than an AppleWorks OA-DOWN.

2) BACKWARD A SCREEN OR TO THE PREVIOUS MESSAGE [SA-LEFT (Arrow)]: By pressing another macro, you can back up the 'almost' one screen or move to the previous message at the top of the screen, whichever comes first. This is different than an AppleWorks OA-UP.

3) MESSAGE TO MESSAGE - FORWARD [SA-DOWN (Arrow)]: A press of a third macro will scroll from message to message in the forward direction, skipping the contents. This is used when you aren't interested in the Subject and want to move on to the next message without performing the AppleWorks screen by screen text scrolling. Subjects, when new messages appear at the top of the screen, are always on the fourth line down. This allows you to make instant decisions about the interest of the message before reading or moving quickly to the next message.

4) MESSAGE TO MESSAGE - BACKWARD [SA-UP (Arrow)]: Another macro will do the above, but in reverse. Perhaps you would like to re-read a previous message in the stack. This will get you to the correct place quickly.

5) READING THREADS : A great feature of this macro is that it will allow you to follow a Subject thread, reading only those messages that are in the thread line, and when you are finished, either by running out of thread messages or selecting to stop reading the thread, returns you to the starting point where you 'registered' the thread. This is extremely handy when you have a subject of interest and would like to follow that conversation without being interrupted with other Subjects during your read.

```
=====
'SA-T' registers thread
'SA-N' moves to the next message containing the thread
'SA-E' exits the thread find feature and returns you to the
original message
=====
```

6) HOW MANY MORE MESSAGES IN THREAD? [BA-T]: From the news group reader mode, this feature will count and display the number of related messages remaining in the file. It may be used to determine if you want to register and read the 'thread only' messages.

7) CLIPPING FEATURE [SA-C]: While either in the news group mode or the thread search mode, you can quickly copy and paste messages or parts of messages into a file named NG.CLIPPINGS. If that file is not on the desktop, the program will place it there automatically. If you change the file name of NG.CLIPPINGS and desire this feature, a new NG.CLIPPINGS will be established for you and will accept the automatic deposits. [Note: in this case, when back at the news group reader main macro, you must press SA-A to re-initialize everything before a new clip is made - see Hint below]

8) HELP SCREEN [SA-H] : You can call up a reminder Help Screen.

9) WHERE ARE YOU?: As you use the macros, you will automatically be told, on the message line, the approximate PERCENTAGE you have progressed in the file.

10) ORIGINAL DEFAULTS [BA-L]: You can, at any time, get your original default macros back so that you can use them, or other task files to perform other activities on the news group file collection. For the rapid launching of this macro (news group reader) as a task file, it is suggested that you place a macro in your default macros that will launch it.

Example: <token of choice>:<AWP LAUNCH "NG.READER.TASK">!

Of course, this assumes that you have compiled this macro and 'Created a Task File' using Macro Options, naming it 'NG.READER.TASK'. [or used the task file already supplied on the disk]

11) PRISTINE CONDITION DESIRED [SA-A]: This starts or restarts the macro from the keyboard.

This macro is written using UltraMacros 3.1 (not Ultra4) because the majority of macro users have not upgraded to Ultra4 as yet and UltraMacros 3.1 has the greater audience at this point in time. This does not leave Ultra4 users out of the loop, for they can still use this macro, by launching their ULTRA.SYSTEM to get into AppleWorks instead of UM4.0.SYSTEM. Ultra4 is recognized as a much more powerful program and it is hoped that it will attract a greater audience in the future. Remember also, that the Newsgroup Reader is presently designed to work with AppleWorks 3.0 and UltraMacros 3.1.

#### HINTS:

While holding down the option key with your left index finger, lightly rest your right index and middle fingers on the right arrow and down arrow keys -- these are the most used keys.

If you are doing 'clipping' and for some reason change the name of the NG.CLIPPING file while it is still on the desktop, it is recommended that you re-enter the original file and 're-fresh' it by pressing [SA-A]. If you were in the process of doing a 'thread read' then press [SA-E] first (to get back to the start message and erase the file marker), and then press [SA-A] (initializes variables and prepares file and THE MAGIC NEWS GROUP READER for use.)

If you move (not copy) information out of the news group file -- thus shortening it, your percentage readings will be off. No problem, just do a [SA-A] when back in the reading mode and everything will be reset correctly once you use the macros again.

This program relies on normal USENET messages that commence with:

'CS-ID: ', followed by a message number as well as the requirement that the file is flush to the left margin. An AppleWorks setting of LM-0 and RM-0 is recommended.

Order by mail from:  
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8255 CANNING TERRACE  
GREENBELT, MD 20770  
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PAY TO: Gary Hayman. No checks from foreign  
banks unless a (cooperative) US bank is also  
imprinted on the check.)

Gary Hayman - Magical Software  
(G.E.HAYMAN, CAT13, TOP5, MSG:52&53/M645;1)

SUPER MENU PACK FROM SEVEN HILLS Super Menu Pack is a nifty little  
utility that does three things:

1) Turns the "Control Panels" menu item into a hierarchic item, so  
you can directly choose a CDEV from the sub-menu that appears when you  
highlight the Control Panels menu item.

2) If Westcode's TypeSet is not installed, the Font menu will show  
the fonts in the actual font (e.g. Times is shown in Times; Helvetica in  
Helvetica). This works in programs like Teach and AppleWorks GS (programs  
that have a standard font menu).

3) The neatest thing (I think): Hold down the mouse at a certain spot  
on the screen and a window pops open that displays all the characters in  
the font you are currently using. Highlight a character and SMP tells you  
what keystrokes you need to type that character, or just release the mouse  
button and SMP will type the character for you!

Super Menu Pack is \$29.95 plus \$3.50 shipping and handling. If you  
buy Westcode's TypeSet program, a special offer is included where you can  
get Super Menu Pack at a discount (so if you plan to get TypeSet, buy it  
first).

Thanks, --Dave (SEVENHILLS, CAT43, TOP6, MSG:122/M645;1)

NEW VERSION OF SIX PACK Guess what? Its here, now, and available from QC.  
Give them a call and get an upgraded version of  
Six Pack. A brief description follows:

~~~~~ Six Pack by Bill Tudor~~~~~

The Six Pack release will include the following programs:

ButtonBar v1.0 *NEW*
LaunchList v1.0 *NEW*

| | | |
|---------------|------|-------|
| SizeUp | v1.0 | *NEW* |
| XtraSounds | v1.0 | *NEW* |
| MoreInfo | v2.1 | |
| FilePeeker | v1.1 | |
| HotKeys | v2.1 | |
| SuperDataPath | v4.1 | |
| SelectIcons | v1.1 | |
| Workset | v1.1 | |
| CDev.Alias | v2.1 | (1) |
| Alarm Clock | v3.1 | (1) |

(1) Already shipping

A very bried description of each follows...

ButtonBar - NEW program! Button Bar adds a "button bar" to the Finder desktop. Buttons are provided for almost all of the Finder's functions such as "Icon info", "Eject disk", "Shutdown", and "Verify". In addition, buttons are provided to call on other Six Pack modules, such as "More Icon Info" (MoreInfo) and "Peek at File" (File Peeker). You can hide or show the ButtonBar at any time, and you can even have the ButtonBar open up automatically when the Finder launches.

LaunchList - NEW program! Allows you to keep a list of your favorite applications in a window on the screen all the time. You can even set the Launch List window to open up automatically. Double click an application (or click the Launch button, or press RETURN with the Launch List window in front) and your off and running...

SizeUp - NEW program! SizeUp allows you to check on the size of a selection. Just select some icons (including folders and entire disks) and Choose "Selection Size..." from the Extras menu. The files and/or folders in the selection are counted and their size on disk reported. In addition, SizeUp will check to make sure a selection will fit on the destination disk when you perform a Finder copy.

XtraSounds - NEW program! XtraSounds adds extra sounds to the Finder! You can assign any system sound (from the sounds folder) to virtually all Finder functions (such as Copy, etc..).

MoreInfo - Includes a preferences dialog with options to use "SHIFT/unshift" menu items, where items like "LOCK/unlock" can be selected that will LOCK files if the shift key is down and unlock them otherwise. In addition, you can specify which (if any) menu items should appear in the Extras menu.

MoreInfo also can respond to other Finder extensions. For example, FilePeeker and ButtonBar can "ask" MoreInfo to do things (such as lock files) for them.

FilePeeker - Allows other Finder extensions to ask it to peek at a file
 - Fixed a bug in the Hex/Ascii display
 - Allows you to copy text to the clipboard in text displays

HotKeys - HotKeys now remain active even when another SixPack window

(such as the LaunchList window) is in front. Also added HotKeys for: Peek At File, Show Launch List, Get Selection Size, Open Filespec Window, Lock File(s), Unlock file(s), Hide file(s), Unhide file(s), Activate file(s), Deactivate file(s), Update created time, update modified time, toggle button bar!, Close Finder Windows, and Show MoreInfo!

SuperDataPath - Works in Save dialogs!! (need I say more?)

SelectIcons- Works better with HotKeys. Responds to requests from other system extensions.

Workset - Works with many more Applications. A bug was fixed that sometimes prevented the data files from being loaded when certain applications were run. - You can now have INITs and Finder Extensions in worksets, and they will be installed when the workset is "launched" if you have IR installed in your system.

CDev.Alias - Note: Six Pack is already shipping with this new version. - Works with System 6.0.1 (bug was fixed).

Alarm Clock- Note: Six Pack is already shipping with this new version. - Works with System 6.0.1 (bug was fixed with the Settings window). Note: Six Pack modules not mentioned above remain at their current~~~ revision level.

Get'em today! And let mw know what you think. Post any questions here as well!

Bill {W.TUDOR} (W.TUDOR, CAT42, TOP26, MSG:30/M645;1)

POINTLESS V2.0.3 Yes there is a Pointless v 2.0.3 that we are shipping now. There is a small problem in v2.0.2 that affects printing TypeSet reports in some fonts. The special characters would print out funny, well it's trtrue that they look funny anyway :), but seriously they would overrun each other and such on the print-out. Alan fixed it right quick I'll post more details on update policy when I get them. NOTE! if you order an update or upgrade you will get v 2.0.3, very few versions of 2.0.2 went out the door. (WESTCODE, CAT37, TOP4, MSG:271/M645;1)

HARD DISK DRIVE PRICE BREAKTHROUGH External enclosures, better built using an aluminum case, double sided PC Board and through hole solder, better built power supply with sophisticated ICs runs cooler and needs no fan, can fit in a briefcase. The drive is about the size of an Apple 3.5 drive and the same color. Powered by an inexpensive wall transformer; power and SCSI cables included.... These drives use Quantum Drives, and carry a manufacturer's two year renewable warranty. That is, if the drive fails in the first two years, Quantum will replace the drive and your warranty starts over.

Charlie's AppleSeeds Prices (Good until January 1, 1994):

| Drive | Price | Price with ProSel-16 |
|-------------------|-------|----------------------|
| 42 meg (ELS 42) | \$175 | \$225 |
| 127 meg (ELS 127) | 249 | 299 |
| 170 meg (ELS 170) | 289 | 339 |

| | | |
|-------------------|-----|-----|
| 240 meg (LPS 240) | 375 | 425 |
| 520 meg (LPS 520) | 799 | 849 |

ProSel-16 retails for \$89.95; my price is \$72 or \$50 when installed on a drive purchased from Charlie's AppleSeeds...

These drives will be formatted and partitioned, ready for use; partitioned in 32 meg blocks unless the customer specifies differently, prior to shipping. System 6.x.x will be installed, if the customer sends a copy of his or her System disks with payment. I have one of these drives on my system, and am satisfied that they are a good value.

Send a copy of this message and your bank certified check, if over \$500, or personal check under \$500 plus \$6 for postage and \$3 for insurance, to:

Charlie's AppleSeeds
9081 Hadley Place
San Diego, CA 92126-1523
619 566-1297

California residents add 7.75% for sales taxes; prices subject to change without notice.

This drive requires an additional SCSI controller card, not presently available from Charlie's AppleSeeds. However, if interested, I will acquire and resell, at my cost, any SCSI controller the customer desires.

Chuck

Nearly forgot: Postage by US Priority Mail; add \$6 for postage and \$3 for insurance, or UPS 3rd Day \$15. (UPS 3rd day service is a new offering by UPS, and rather less expensive than 2nd day air).....

Chuck Newby
Charlies AppleSeeds
(A2.CHUCK, CAT4, TOP8, MSG:144/M645;1)

PEDIGREE GENEALOGY SOFTWARE

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BRIGHT SOFTWARE INTRODUCES "PEDIGREE" 2.0

written by Volker Herrmann

Switzerland -- Bright Software (Gate, SpaceFox, Symbolix, ShadowWrite, ShadowDial, Stammbaum) has finally released the American version of the ultimate genealogy application for the Apple IIgs: Pedigree II. PEDIGREE, the only full-featured desktop application for genealogy tracking, is now ready to ship. The German counterpart, "Stammbaum II", has already been available for a few weeks.

___ FIND YOUR ROOTS! ___

Just enter your ancestry and Pedigree will organize and succinctly display it in whatever manner you would like. Pedigree is easy and intuitive to use. Even photographs of your relatives are easily managed. And, of course, the program handles the GEDCOM standard.

Whether a novice or a pro in genealogical research, Pedigree II and your Apple IIgs answer your genealogy needs efficiently.

Once again, Bright Software has shown that the Apple IIgs is a solid, powerful computer. Both Pedigree and Stammbaum use the full potential of this extraordinary computer and are, without doubt, the most advanced genealogy applications on the market for the Apple IIgs. They make your computer more useful than ever!

more power - low price - best support

Pedigree's cost is only US\$40.00/SFr.60,-/DM 70,-; far less than its "genealogical" rivals! (We have special school prices and site licenses. Please inquire.)

Demo versions are available directly from Bright Software (please enclose US\$3.00 in cash for air mail delivery and specify American or German display language), and possibly soon on all major online services.

System requirements: Apple IIgs, 1.5 Mb RAM, one 3.5" disk drive. Recommended: 2Mb or more, two drives or hard disk. Pedigree runs best under system 6 and The Manager (multitasks while importing GEDCOM).

--
BRIGHT SOFTWARE * P.O.Box 18 * 4153 Reinach 2 * Switzerland
~~~~~  
voice (0)61 2619454 NEW! gudat@avalon.unizh.ch Simple Solutions to  
fax (0)61 7115263 gudath@ezinfo.vmsmail.ethz.ch Complex Problems.  
(A.HORSTMANN, CAT13, TOP13, MSG:158/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

PC APPLETTALK? I talked with the Coactive folks again the other day (the  
"\*\*\*\*\*" ones who make the PC hardware/software version of  
AppleTalk) and found out that they had a new beta coming out and wanted  
testers. I gave them my name, Stowe Keller's name (he's the one working  
on upgrading the II emulator), and Resource Central's address. They are  
still very interested in the Apple II market, and plan on enlisting these  
as beta testers (so they said).

Bruce

----- Get the Lamp! -----  
(B.MAPLES, CAT12, TOP6, MSG:109/M645;1)

GRAPHICWRITER III TEMPLATE CONTEST WINNERS Choosing the winners was  
"-----" tough, partly because most of  
the submissions weren't actually templates, but were examples of things  
that had been done. Realizing that a completed document could also be used  
as a template (with a little work), and due to the low number of  
participants, we decided to allow those "non template" entries in all but  
the first category.

For "the largest collection of useful templates" category we  
considered only the entries that were actually templates. The winner in  
the group was Charles Szasz, who submitted certificate, brochure,  
newsletter, and calendar templates.

The winner of "the most original template idea" is Jim Murphy. It  
wasn't so much what he did in GWIII, but what he did to produce the  
coupons. After printing the file onto NCR paper so a carbon copy is made,  
he lightly glued the two copies together using glue stick. And for the  
finishing touch he runs the sheets through a sewing machine with a needle  
but no thread--effectively perforating the edges of each coupon so it could  
be torn off easily!

The most useful template idea came from Daniel Sczygelski, who  
designed a "key shortcut" template. His template includes instructions  
right on the page, and all you must do is Select All, change the font, then  
print! Super Menu Pack can't be beat for accessing special characters  
on-the-fly, but this template is very useful for creating a printed font  
reference.

The most sophisticated templates were submitted by Dean Taylor. In  
addition to simple letterhead and signs, he included order forms and 3-  
fold pamphlet/brochures.

Finally, an honorable mention goes to Joe Citro for his "bull  
shooter's" certificate. We had categories for most original, most useful,  
and most sophisticated, and this template made us realize we should've had  
a "fun" category.

The following prizes are hereby awarded: Charles Szasz: \$100 Jim  
Murphy, Daniel Sczygelski, and Dean Taylor: 3 Seven Hills products Joe  
Citro: 1 Seven Hills product

Thanks to all who participated in the contest!

Earl Childers President, Seven Hills Software  
(SEVENHILLS, CAT43, TOP6, MSG:127/M645;1)

ZIP TECHNOLOGY -- WHERE AND WHO? I hunted down Zip Technology to the  
"-----" number (310)568-2002. For anyone  
outside of Southern California, you must understand, we have picked up 3 new  
area codes in the past 5 years, in the Los Angeles/Orange/Riveride counties  
alone, so phone number have been changing around.

Additionally, I have discovered that they are planning a name change.

I do not, however, know what the new name will be.

On the square,

James Hannum

(J.HANNUM, CAT2, TOP21, MSG:3/M645;1)

APPLE TO CHANGE DRIVE FORMAT? I could swear I heard a rumor somewhere  
"\*\*\*\*\*" that Apple is indeed going to ditch GCR  
compatible drives completely in the future. Dunno if that's reliable or  
not, but I do remember hearing that.

(A2.HANGTIME, CAT12, TOP4, MSG:33/M645;1)

>>>> Yes, Apple's hinted (very strongly) that they're scraping GCR and  
"\*\*\*\*\*" going with MFM for a variety of reasons (cheaper mechs, cheaper  
parts, getting in bed with the rest of the industry...)

When I made my post before I was assuming a SuperDrive on the GS -- I  
believe the 720K formatter ALWAYS uses MFM encoding.

Bryan

(SOFTDISK.INC, CAT12, TOP4, MSG:34/M645;1)

NEW EDITOR AT STUDIO CITY In case you haven't yet heard, Dean Esmay has  
"\*\*\*\*\*" accepted an editorial position with SoftDisk  
and will be leaving the staff of Studio City. Beginning with the next issue  
I will assume the duties of managing editor (for both the GS and Mac  
versions).

I am looking for quality stack submissions and/or ideas for future  
issues. There is also a chance that in the not so distant future I will  
require an assistant (although I think I'll be going it alone in the  
beginning).

Cheers... Bill

(BILL.LYNN, CAT13, TOP4, MSG:111/M645;1)

CIVIL WAR SOFTWARE We have a relatively new two-disk package on the Civil  
"\*\*\*\*\*" War which includes one of our "AV DiskBook(tm)s" on  
the Civil War and a second disk with quizzes and one out-and-out game; a  
real "shoot'em up" with Civil War cannons, Union and "Johnny Reb" soldiers.  
The set has sold well and I wondered whether or not we would get a lot of  
flak on the gagame. What would be your guess? I would really be  
interested to hear and after a dozen or so posts I will tell you what  
happened. Adrian

(A.VANCE, CAT15, TOP8, MSG:1/M645;1)

IIGS FINANCIAL PROGRAM Due to the recent interest in the forthcoming  
"\*\*\*\*\*" update to the financial program, Financial Genius,  
I have opened this topic for discussion.

The program should be released soon, but due to the fact that it  
hasn't been released yet, no official "press release" telling all the  
features of the program is available. When the time comes, a full  
description will be placed within this category and the demo file will be  
available in the software library so that you can "try before you buy."

For now, suffice it to say that Financial Genius v 2.0 is a full  
fledged financial package with comparable features to any other financial  
package you might buy for your GS. It allows budgeting, transaction entry,

cost analysis, check printing... Just about anything you might want!

The shareware fee for Financial Genius v 2.0 will be \$35 (\$15 if updating from v 1.0).

Wait patiently for more info...

Rick Adams

author, Financial Genius  
(R.ADAMS48, CAT8, TOP3, MSG:1/M645;1)

<<<<< > Does FG have a section for investments and insurance like MYM?  
\*\*\*\*\*

No, not like MYM. There are easy ways to track investments within Financial Genius, but I believe the MYM keeps track of various and sundry info (like Bank name, acct #, etc.) that FGS does not track. Insurance is most likely something FGS will not support (unless I hear a big uproar).

> a shareware program?

Yes.

> will it print Quicken style checks?

Yes. It will print to any check you set it up to print to. The "manufacturer's setting" for check layout is for a Quicken-style check. It can use the Print Manager or ASCII text for prints.

> when is Financial Genius 2.0 going to be released?

I hope to have a demo available to upload by this weekend! Someone is working on a demo account for me, and testers are making sure we get rid of all bugs (we've been testing since March- there were LOTS of bugs in this HUGE program). When the program is released, I will start a BB topic in an appropriate area so that we can discuss the Pros and Cons of the program.

Until then...

Rick Adams

author, Financial Genius  
(R.ADAMS48, CAT42, TOP32, MSG:207/M645;1)

SOUNDMEISTER PRO RUMORS Also, no, the SoundMeister Pro is not out.  
\*\*\*\*\*

Michael

(ECON, CAT35, TOP9, MSG:72/M645;1)

>>>>> I heard somewhere that the SoundMeister Pro stereo sound card for "\*\*\*\*\*" the GS is NOT going to be manufactured. Darnit! I've been waiting for it to come out so I could buy it. I have an AE Sonic Blaster stereo card now. I just wanted something with excellent recording capabilities in stereo. Oh well!

Maybe the Soundmeister will be just as good. As long as it sends its output in stereo, I don't really care.

<< Russell Nielson >>

```

| | Apple //c |
| | Lives   |
| | \::::::: : :::\

```

(R.NIELSON1, CAT35, TOP5, MSG:53/M645;1)

>>>> I read about it not being manufactured in A2-Central On Disk. I am  
"\*\*\*\*\*" disappointed because I was looking forward to seeing what it could  
really do. By the way, according to the article in A2-Central, ECON is  
also discontinuing their hard drives. They will service what they have  
sold but will no longer sell hardware but will concentrate on software.

Can anyone from ECON confirm this?

Ron (RON.ROYER, CAT35, TOP5, MSG:55/M645;1)

>>>> I saw that there is still background noise even with the  
"\*\*\*\*\*" SoundMeister Pro, what about building a metal body shield for the  
card. The shield could be ground (and, of course, cover with an insulating  
material to prevent current shortage, which aren't reccomend for a  
computer) to isolate the card from any main board noise. I'm not a  
professionnal about that stuff, but I see the interior of my IIGS covered  
with metal to reduce radio interference.

BTW, the background noise is a reason why I want to trow my SB in the  
garbage. The problem is when I'm digitising, mainly. During a digitising  
session, I record the motherboard in forground and my sample in background.

Not very usefull.:(  
(G.BOURGETEL, CAT35, TOP5, MSG:48/M645;1)

>>>> Where did you see this information? The SoundMeister Pro has not  
"\*\*\*\*\*" even been released for beta testing yet, so such claims can only be  
hypothetical at best. I think we need to get some actual tests with the  
board before such information can be taken seriously.

Tyler (A2.TYLER, CAT35, TOP5, MSG:49/M645;1)

SEQUENTIAL SYSTEM BUYS CV TECH > Will owners of CV Tech's memory card  
"\*\*\*\*\*" > still be able to get product support?

Yes.

>What about the lifetime warranty? (Just asking...I'm having no problems).

The lifetime warranty is now a six month warranty. I'm sure you'll  
understand that we cannot honor a lifetime warranty on products we did not  
make a profit on.

However, memory being what it is, I doubt you'll ever have any  
problems with the CVTech ram card. :)

Jawaid (PROCYON.INC, CAT20, TOP2, MSG:4/M645;1)

>>>> As long as the board can be checked if needed (at a fair price),  
"\*\*\*\*\*" I'm not too concerned about the warranty. I just don't want my CV  
Tech ram card rendered unservicable due to this sale...

BTW: No, I don't understand that you cannot honor a lifetime warranty on products you did not make a profit on. You took on all the obligations of CV Tech when you purchased the A2 division.

(R.WAGONER4, CAT20, TOP2, MSG:5/M645;1)

>>>> No, Richard that is not how it works in the business world. When """""" you buy a company you usually only buy it's inventory and name. It is then up to the new company whether they will honor any outstanding "obligations". They are under no legal responsibility.

This is no reflection on CV but how can any company offer a 'lifetime' warranty? What is lifetime? If the product stops working is that considered lifetime. It has out lived it life. Who can say?

Just my 2 cents worth.

( )  
|  
Buzz \\\/. \_|\_ enjoy vino  
(W.WALLING1, CAT20, TOP2, MSG:9/M645;1)

<<<<< Sequential did not purchase CV Tech; it purchased CV Tech's """""" products. New sales have the standard Sequential 2-year warranty, which includes toll-free phone support. If a product is under warranty there is no charge for examining possibly defective boards. Existing RamFasts boards have the same warranty except for the six-month term (if it hasn't broken in 2 years it is unlikely to do so just because we bought the products - unless you somehow manage to rig the SCSI cable into a 120V wall socket).

Sequential will be manufacturing the RamFAST and the GS-RAM Plus (formerly the CV-Ram 8MB memory board).

New drivers are a distinct possibility; if you have suggestions, please feel free (no, actually, you're under compulsion, Bryan :-)) to email me regarding features along with any technical data you feel is relevant. I.e., I have no idea what a "GS/OS Compatible Driver", so you'd better tell me - and quick :) Particularly, we are investigating adding ISO 9660 CD support to the RF driver (it doesn't work right now, for some unknown reason - but then neither does the Trantor NEC CDROM driver).

It is highly unlikely that there will be further ROM revisions.

RamFAST programming specifications will be made available shortly; we have not yet decided on the exact means this will be done.

Let's see, anything else.. nah. Basically, we're real nice people, and we don't go out of our way to screw people.

Sequential currently has the RamFAST available for a special introductory price of \$139. A price has not yet been set on the GS-RAM Plus.

Jawaid (PROCYON.INC, CAT20, TOP2, MSG:16/M645;1)

<<<<< >How long for the reintroduction special on the RamFast? How much? """"""

A good long time, I imagine. :) \$139.

Jawaid (PROCYON.INC, CAT20, TOP2, MSG:58/M645;1)

AUDIO/VIDEO FOR RAMFAST? > "The RamFAST will never play music or video".
> ISO 9660 simply means support for the High
> Sierra file system, and has no implications
> for music or video.

Aside from the fact that the first quoted statement is incorrect, what Dan said is true.

What I'll be working on shortly \_is\_ audio/video support for the RamFAST.

Jawaid (PROCYON.INC, CAT20, TOP2, MSG:45/M645;1)

...AND A NEW PRODUCT? > Sounds like SS is really gonna try to maintain A2
> support...Thanks.

As long as there is a market, there will be marketers :) Seriously, we're going to be coming out with a brand-new, revolutionary Apple II product soon. Keep watching this category...

Jawaid (PROCYON.INC, CAT20, TOP2, MSG:69/M645;1)

RAMFAST 3.01d LAST ROM? We thought that we were going to have to change
the roms for the MSDOS FST but it turned out that that wasn't the case (see my post from last week). We did fix a minor bug that has been in the rom since 3.01a. The bug caused removable media that was physically write protected to show up on the desktop as non-write protected and that would cause some grief. That is the only difference between 3.01d and 3.01e, the physical write protect fix. The logical write protect stuff wasn't effected. Hmmm... hope everyone knows what I mean by physical vs. logical write protection.. Maybe I should explain... By physical write protection I mean the write protect notch on the disk. On a Syquest it's the little red wheel that turns. On a floppical it is the little black tab that moves back and forth. If a device reports that it is physically write protected then the RF recognizes this and will not allow you to change the partitioning or write to the media. You can also "logically" write protect the media inside the RF utility program by going into the "SCSI\_Utills" and changing the write protect bit. This invokes a software write protect inside the RF host interface code that will prevent the OS from writing to the media. Hope this make sense....

Drew (CV.TECH, CAT46, TOP2, MSG:104/M645;1)

MORE VARIABLES FOR TALK IS CHEAP? If someone were to request it, I could
always add a couple more variables to TIC. \$0 and \$9 would be easy to add, maybe \$X, \$Y, and \$Z too. The only restriction in the current syntax is that I can't start a variable with a letter that matches that of the first character of one of the existing pre-defined variables so \$P would conflict with \$Prefix for example.

Don Elton (DELTON, CAT29, TOP16, MSG:39/M645;1)

>>>> More variables would ALWAYS be good, so let me request them right
now. :)

Gary R. Utter (GARY.UTTER, CAT29, TOP16, MSG:40/M645;1)

II ALIVE DROPS AD INSERT... Well, we'd like to say that we got rid of the
\*\*\*\*\* QC insert because of popular demand, but the
truth is it was just too expensive. (You will notice some other
cost-cutting measures through the magazine -- two-color pages where once
there were four-color pages, etc.)

Before anyone asks, NO, II Alive is not in any kind of trouble; we
knew we were going to lose money on the inCider/A+ deal for a while. We
have just decided to minimize the loss. B)

Page count will remain the same, as will the editorial content.
(QUALITY, CAT42, TOP10, MSG:140/M645;1)

...AND THEN ADDS STAFF! II Alive, Quality Computers' bi-monthly Apple II
\*\*\*\*\* publication, recently brought on some new people
who will make the magazine better than it's ever been before -- and allow
us to bring it to you on schedule once more. These new folks are:

Managing Editor: ELLEN ROSENBERG

Many of you know Ellen as the former editor of A2-Central -- not to
mention the primary organizer of recent KansasFests. Ellen will take on
most of the jobs I've been doing: polishing articles and coordinating
editorial content, along with an occasional article or two.

Contributing Editor: DOUG CUFF

We'll be counting on Doug, who's best-known on GENie as the editor of
the A2 edition of GENieLamp, to provide us with an article or two for every
issue, thereby freeing our staff writer Joseph Selur <grin> for other jobs.

Interview Editor: TARA DILLINGER

With Tara on our staff, we can lay claim to being the only computer
magazine with a Goddess -- an A2 Goddess, of course. Tara's first
interview, with Byte Works president Mike Westerfield, will appear in our
next issue.

In addition to the people mentioned above, we've also still got Jeff
Hurlburt as Review Editor, and of course, yours truly as Editor-In-Chief.

Wow! A year ago I couldn't even spell "staff", and now I've got one!
B)

Please welcome our new staff members to the II Alive team!
(QUALITY, CAT42, TOP10, MSG:185/M645;1)

>>> MESSAGE SPOTLIGHT <<<
\*\*\*\*\*

Category 2, Topic 7
Message 58 Sat Oct 09, 1993
A.HUTCHINSON [Plato] at 03:01 EDT

I have a great one to share with you Apple II aficionados...

I had a lady contact me today - referred by my user group ( GSAUG: Gravenstein... have you downloaded our HS stack?!?!?)

Anyway, she is a night custodian at Marine World, Africa USA in Vallejo CA. In a dumpster there she found an enhanced Apple IIe w/128k, duodisk, monitor, and Grappler Card. She had gone to the local Apple shop, and the guy there said that she shouldn't expect the machine to do much because it is an "obsolete" computer (Funny, I still thought Apple made IIe's), but that he would give her the number of my user group.

She came over, and I ran AppleWorks, Quicken, and some games for her, gave her a bunch of numbers for support, and sent her on her way with some freeware stuff I had got from GENie. She was happy as a clam.

Needless to say, I will now be checking the dumpsters at Marine World on a daily basis.

Pax! --Plato--

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

```

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ "Computer technicians who peel Teflon strips from mouse /
/ cadavers... on the next Geraldo!" /
////////////////////////////////////// QUALITY ////

```

[EOA]
[HUM]////////////////////////////////////

HUMOR ONLINE /

////////////////////////////////////

You Want What?
\*\*\*\*\*

>>> A DAY OFF <<<
\*\*\*\*\*

So you want a day off. Let's take a look at what you are asking for.....

There are 365 days per year available for work. There are 52 weeks per Year in which you already have two days off per week, leaving 261 days available for work.

Since you spend 16 hours each day away from work, you have used up 170 days leaving only 91 days available. You spend 30 minutes each day on

coffee break. That accounts for 23 days each year, leaving only 68 days available.

With a one hour lunch break period each day, you have used another 46 days, leaving only 22 days available for work. You normally spend 2 days per year on sick leave. This leaves you only 20 days available for work. We are off for 5 holidays per year, so your available working time is down to 15 days.

We generously give you 14 days vacation per year which leave only 1 day available for work and I'll be damned if you're going to take that day off.

[\*][\*][\*]

Our thanks to Jim Lubin for digging up this month's Humor Online article.

[EOA]  
[REF]////////////////////////////////////  
REFLECTIONS /  
////////////////////////////////////  
Thinking About Online Communications  
.....  
By Phil Shapiro  
[P.SHAPIRO1]

>>> SOME THOUGHTS ON THE NATURE OF ELECTRONIC MAIL <<<  
.....

About one year after I signed up for GENie I persuaded my older brother, Ian, to open an account as well. My brother lives over 400 miles away so we don't get to see each other often. Both of our lives are busy, leaving little time for leisurely long-distance phone calls.

I figured if we both had accounts on GENie we could stay in touch via electronic mail. Superficially, electronic mail appears to be a "cold" form of communications. But, we've found just the opposite to be true. E-mail binds us closer together than any voice communications could.

I haven't spoken with my brother by phone for almost two years. Yet I feel closer to him than at any other time in our lives.

A typical week has us exchanging three or four short messages. The brevity of the messages belies the quantity of communications taking place. Many of our sentences have undertones and overtones that "speak" far more than the bare words themselves.

Inside jokes. Family lore. Allusions to shared incidents in our childhood. These make up the "messages behind the message."

No small part of our messages involve spoofing family members and mocking our own idiosyncrasies. Wild exaggerations and wily understatements further enliven these exchanges.

Sometimes the most humorous e-mail messages I've received from my brother have been one-word sentences. If you choose just the right word it can speak volumes of what's on your mind. Honest.

Speaking of humorous e-mail messages, one particularly creative e-mail message had me rolling on the floor with laughter. One day, while I was unsuspectingly reading my electronic mail, an e-mail message in Yiddish pops up on my screen.

Neither I nor my brother speak or understand one word of Yiddish. But we were brought up in a household where Yiddish was spoken quite regularly at family gatherings.

In an inspired moment of creative mischief my brother had composed nonsense sentences that sounded very much like Yiddish. After recovering from the initial startle, it dawned on me that my brother was sending me a complete e-mail message in Yiddish -- a language entirely foreign to both of us.

In another incident, I needed to seek my brother's advice on an engineering design project I was working on. While the questions themselves were entirely serious, I thought it might be fun to couch the questions in a little humor. Spoofing another "family team" of inventors, it seemed only appropriate to address my e-mail message to: "Dear Orville," and sign off at the end of the message with, "Your devoted brother, Wilbur."

My brother runs his own engineering consulting firm, and was quickly able to supply me with answers to my questions. So pleased was I with the response, I rushed off a short note saying: "Thanks. Received your explanations. Buying a train ticket to Kill Devil Hills this afternoon."

Just as e-mail travels equally well in both directions, so too can friendly assistance travel in both directions. A few months ago I had an opportunity to reciprocate. One of my brother's corporate clients asked for detailed statistics on imports and exports of engineering equipment. The only library in the nation with a full collection of such statistics is the Department of Commerce library, in Washington D.C..

I happen to live in Washington D.C., and the Department of Commerce is just a short subway ride from my house. It took me no more than an hour or two of research to track down the information he needed. How were the results of this search reported? Via electronic mail, of course.

Lately I've been spending time thinking about the emotional bonds that electronic mail seems to foster. What is it about this technology, so superficially impersonal, that makes it more personal than even the sound of the human voice? Why is it that the text from electronic mail messages carries with it an emotional content far richer than that carried by ordinary hard-copy text?

Strange as it may sound at first, no communications channel can compare with the emotional warmth of ASCII text. Since the dawn of language, no tool has been devised that is more powerful for transmitting feelings and ideas.

With emerging new communications technologies just around the bend, it behooves us to give serious thought to such subjects. Is it possible that even a videophone would be less warm a communications channel than a plain ASCII e-mail message? Perhaps.

After all, flickering images and sounds represent just the surface.

Words, by contrast, represent the soul of all emotions and ideas. My brother told me so.

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at P.SHAPIRO1; on Internet at: p.shapiro1.genie.geis.com; on America Online at: pshapiro

[EOA]
[BEG]////////////////////
BEGINNER'S CORNER /
////////////////////
Polishing Green Apples
\*\*\*\*\*

By Steve Weyhrich
[S.WEYHRICH]

>>> HOOKED ON CLASSICS (Part 1) <<<
\*\*\*\*\*

LAST TIME OUR INTRODUCTION... to the AppleIIgs dealt with a description
of the IIgs hardware, particularly the slot layout and what the various slots are used for in a standard IIgs setup. We then turned to a way in which the characteristics of the hardware could be adjusted, and I introduced you to the IIgs Classic Desk Accessories. This month we will begin a look in detail at the Control Panel, the most important of the CDAs built into the IIgs ROM.

GAINING CONTROL The Control Panel CDA is the major feature you will need
to learn in order to change your IIgs from its standard settings to something more to your liking. This built-in program makes it possible to alter the characteristics of the hardware that handles each of the slots, as well as other features that are unique to the IIgs. These custom settings are stored in a separate part of RAM on the IIgs that is protected by a battery on the motherboard, and will not change even when the power is turned off. (However, if the settings seem to be changing randomly, that can be an indication that your battery is getting weak and may need to be replaced). There is also a graphic-based Control Panel in the New Desk Accessories that comes with the GS/OS system software; that version is a bit more advanced, allowing changes to all of the battery RAM settings possible in the CDA version, plus some other settings that the CDA version will not alter. However, I have found it to be quicker to make the most common changes using the CDA Control Panel.

As review, you can access the Classic Desk Accessories menu by pressing Open-Apple, Control, and ESC at the same time (release the ESC key first). When at the CDA menu, press RETURN while the inverse bar is on "Control Panel" to enter that utility. What you see displayed will be something like this (on a ROM 03 IIgs):

Control Panel
Display 06:53:59
Sound 8/ 9/93

System Speed  
 Clock  
 Keyboard  
 Slots  
 Printer Port  
 Modem Port  
 RAM Disk  
 Mouse  
 Quit

Select V ^                      Open <-|

(where the "V" is actually a down arrow, the "^" is an up arrow, and the "<-|" is the universal symbol for the RETURN key). On a ROM 01 IIgs, it looks slightly different:

Control Panel

Display                      06:53:59  
 Sound                        8/ 9/93  
 System Speed  
 Clock  
 Options  
 Slots  
 Printer Port  
 Modem Port  
 RAM Disk  
 Quit

Select V ^                      Open <-|

On the ROM 01 version, the keyboard and mouse controls were grouped into a single category, "Options". The ROM 03 IIgs has the capability under hardware control of letting the keypad act as a mouse controller (for handicapped users), and so when the ROM was revised, the "Mouse" controls were expanded and placed in a separate part of the control panel. Don't worry; we'll deal with them both when the time comes.

Let's examine each of these items in detail.

DISPLAY    This Control Panel item allows you to adjust various aspects of "\*\*\*\*\*" the display of the IIgs screen. Instead of white text on a black background that characterizes previous Apple II computers, the IIgs is capable of doing limited display of colored text. By "limited", I mean that you can designate a single color for the background, and a single color for the text. The border can be given a unique color as well. This is, in my opinion, a design decision that should have been made more flexible. I find the multiple text colors possible on the IBM PC style video controllers to be a better way to do things, particularly when it comes to making text-only programs easier on the eyes. For example, WordPerfect on the IBM PC will allow display of underlined text in one specific (user defined) color, italicized text in another color, and so on. In this regard, the IIgs text screen is not significantly more advanced than that found in the original Apple II.

Selecting the Display entry in the Control Panel gives this result:

Control Panel

## Display

```

~ Type: Color
~ Columns: 40
  -Screen Colors-
~ Text: White
~ Background: Medium Blue
~ Border: Medium Blue
~ Standards: Yes

-Hertz: 60-

```

```
Select <- -> V ^ Cancel: Esc Save <-|
```

(The "~" represents the check mark you see when viewing this on the GS text screen.)

The first Display item that is highlighted is "Type". Pressing the left or right arrow keys will switch between "Color" or "Monochrome". Be aware that if you are using an RGB color monitor, this setting only has an effect on double hi-res graphics. Super hi-res graphics (which most of the GS/OS-based programs use, will still appear in color even when this options is set to "Monochrome". If you do not have an RGB monitor, setting this to monochrome will allow you to view more easily the colors on super hi-res screens as shades of grey (or green or amber, depending on the type of monitor you are using).

I have an RGB monitor, and the only time that I have found it necessary to change this setting was when trying out the Shareware game, "Star Trek: First Contact", which makes extensive use of monochrome double hi-res graphics. Viewed with the Type setting at "Color", the words are unreadable, but changing it to "Monochrome" made it possible to play the game.

The "Columns" selection refers primarily to whether the IIgs starts out in 40 column mode for text-based applications (as was the case on the older Apple II's), or in 80 column mode. Any program can override this setting if it knows how; however, some older programs may not display properly in 80 column mode and may not know how to change back to 40 columns. Those programs will primarily be those written before 80-column hardware was universally available, pre-Apple IIe, and may send text to the screen using tricks that work just fine on a 40 column screen, but look strange in 80 columns. How you choose to set this option is largely dependent on how many older programs you will be using, and on how you want things to look when starting up.

Changing the settings for screen colors is primarily a matter of preference. Old-timers, who are most comfortable with light colored text on a dark background, will probably see no reason to change from the default white text on blue background. But feel free to experiment, and see what looks best to you. This display control panel program will not let you select an option that completely impossible to read (i.e., pink text on a pink background), but it may allow you to select some possibilities that are hard to see (dark blue text on a black background).

There is a topic in the A2 Roundtable where users recently were describing examples of text colors that they found appropriate for their

needs. Personally, I have become used to a dark colored text on a light background, since that is more like what we are accustomed to read on paper. I have varied between dark blue or black text on a white background, to black text on a light blue background. Some users like yellow text on brown, and others like white on dark grey. One user had what he called a Halloween mode (black text on an orange background and black border), and a "watermelon" mode (black text, pink background, green border). Be creative, but select something that does not give you a headache!

The "Standards" setting simply allows you to quickly change whatever awful colors you have experimented with back to the standard white text on blue background. The advantage is that this lets you change things quickly back to something readable. The disadvantage is one slip of the finger on that arrow key, and your carefully constructed color display is history, so move the cursor bar down to this setting only if you REALLY want to use it.

The "Hertz" entry at the bottom of the list is not really an option to change, but rather a display of a setting that can only be adjusted through a very specific operation. If your IIgs is running in a country that does not use the U.S. standard AC (alternating current) frequency of 60 Hz (cycles per second), you will not have a normal appearing screen display. Changing this is done completely outside of any control panel, Classic or otherwise. You must press Option-Shift-Control-RESET (four keys) to access the menu that lets you change this frequency. If you have no need to make such a change, don't bother; that menu also will let you change all of the Control Panel settings back to their defaults (in case you REALLY mess them up). Your IIgs owner's manual will have more discussion about this, and I refer you there.

SOUND The Sound screen in the Control Panel looks something like this:  
 "\*\*\*\*\*"

Control Panel

Sound

~ Volume |-----\*-----|

~ Pitch |----\*-----|

Select <- -> V ^ Cancel: Esc Save <-|

This is a rather straight-forward option. Instead of the traditional "beep" sound made by previous Apple II's, from the ][ up through the IIC Plus, the IIgs will let you change the volume and pitch of the startup sound. I call it a "bonk", rather than a "beep", and personally find the pitch of the default sound to be rather annoying. This is also the sound that will be made if some error condition occurs (and if you have not used the Sound CDev in System 5 or 6 to assign another sound to an error condition). If you also dislike the default settings and want something different, just use the right and left arrow keys to move the "\*" on the pitch line to something more pleasant. My preference is to have the pitch set all the way to the right line.

The volume can also be made louder or softer in the same way. Save your settings by pressing RETURN.

SYSTEM SPEED Here is what this Control Panel looks like:  
 \*\*\*\*\*

Control Panel

System Speed

~ System Speed: Fast

Select <- -> V ^ Cancel: Esc Save <-|

This setting allows you to change from the typical, faster speed of the IIgs microprocessor (2.8 MHz), to the "normal" 1 MHz speed of a 6502 processor used in the older models of the Apple II. For most purposes, you will want to leave this set at the faster setting. However, some older Apple II games or music programs will not operate properly at the fast speed, and so it may be necessary to change it temporarily with this Control Panel.

Speed control settings for the TransWarp and Zip GS accelerators are done via a custom desk accessory loaded from disk, and so will not be affected by the setting here.

As before, the setting can be changed by using the left or right arrow keys, and saved by pressing RETURN.

CLOCK The built-in clock in the IIgs should be set to the correct time, "\*\*\*\*\*" for proper time/date stamping of files that you work on, and for other programs that make use of the time or date. Here is what this Control Panel looks like:

Control Panel

Clock

Month: 11

Day: 9

Year: 93

~ Format: MM/DD/YY

Hour: 10 PM

Minute: 1

Second: 23

~ Format: AM-PM

The two format settings are altered in the same way as usual, by using the left and right arrow keys. The various date formats are entirely to your preference; just be sure that you remember what you've set it to, as MM/DD/YY (typically used in the U.S.) and DD/MM/YY (often used in Europe) look very similar. Using the month, day, and year listed above, MM/DD/YY is 11/9/93, but would be 9/11/93 using the DD/MM/YY setting. The time format setting changes between AM-PM and 24 HOUR clock. The time above would be 2201 in 24 hour (military) time, but 10:01 PM in AM-PM time.

To change the month, day, year, hour, minute, or second entries, put the cursor bar over that item with the up and down arrow keys, and use the left and right arrow keys to change it. Press RETURN to save the setting.

TAKE A BREAK We'll stop here, and continue on the Control Panel CDA next month, beginning with the Keyboard/Options setting. As I've mentioned before, if you have any comments, criticisms, or corrections, feel free to send them to me here at GENIE, S.WEYHRICH, or s.veyhrich@genie.geis.com for those of you on the 'Net. And until next time--please maintain your control, and don't RESET unless you have to.

[EOA]

[ANC]////////////////////////////////////

APPLE ANECDOTES /

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True Stories

\*\*\*\*\*

By TRON

[T.R.ONAN]

>>> TAKES A SHOOTING AND KEEPS ON BOOTING <<<  
\*\*\*\*\*

Several years ago I worked for a security company that required me to be armed. The company, as well as the maker of the defective pistol they provided, shall remain nameless.

During this same period, I was running a local BBS on my old Apple ][+ -- the system included two RANA 5.25 inch floppy disk drives and a Applied Ingenuity Overdrive. The Overdrive took time to cycle up, and I needed a BBS that would automatically reboot after a power failure, so I wrote a custom startup program that delayed the computer's attempt to boot the hard drive until after the drive had finished its warmup cycle. (Remember, this was on a ][+, before interrupts!)

At any rate, the company I worked for required me to carry my weapon at all times, loaded and ready to fire -- we would be inspected from time to time just to check this. But I refuse to keep a loaded weapon in my home, so before I would go out I would load my pistol. I kept the ammunition separate from the pistol and usually placed it on top of my computer desk.

One morning I was leaving and following my routine: I made sure that the safety was on -- it was always on! -- grabbed the clip and loaded it, pulled the receiver back and let go (to load the first round). At this point the hammer fell and should have been stopped by the safety from firing the pistol, but there was a problem and the gun fired.

People who aren't ready for a pistol shot sometimes don't realize that it's gone off and, I admit, I didn't know that the gun had fired right away, until I started wondering why there was smoke all around and a shell casing spinning around on top of the computer. Then I realized that the gun had gone off, but where had the bullet gone?

My first rule on dealing with any weapon is always know where the bullet is going to stop and how will it get there. The gun had been pointed in the general direction of the computer, but I didn't see anything like a hole there, so I looked behind the computer at the wall... no hole. I couldn't find a hole anywhere. The BBS was running fine, and calls were being answered. No hole. Just when I was going to give up and

leave for work, I saw it. Right in the bottom of the disk drive opening to my boot drive, a 5.25 inch RANA brand disk drive.

I picked up the drive and just below the drive opening was a 38 caliber hole. I heard the sound of broken metal rolling around in the drive unit. I pulled out the disk, and it looked okay, so I shut down the BBS and ran Copy ][+ to do a check on the drive. I ran a verify on the boot disk and everything checked out except for the last track on the drive. I rebooted the system from the drive with the hole in it and everything worked okay. I didn't have time to do anything else, so I left it until after work.

I came back from work and checked the BBS. Still okay. I decided to take the number two drive out and swap it with the boot drive so that I could take a look at the damage. Once I got the case off of the boot drive, I saw a LOT of damage. There was a large hole in the middle of the frame and at the back of the frame, the front of the case was plastic and the bullet was caught by the back of the case. (Of course, the frame was pretty thick.) There were about twenty pieces of metal and the remains of the bullet. There were a lot of wires hanging down in front and one of the drive motors for the head positioner was bent. There was also some foil that had peeled back from the bottom of the disk head where the wiring hooked up to it.

I smoothed out the foil, and figured out that the wires weren't hooked up to anything (they went to sensors that aren't required for Apple drives). There was a small sliver of metal that was wedged in the band that drove the head positioner and I removed that. I reassembled the drive and put it back in service as my drive 2. I ran Copy ][+ on it and did some diagnostics, everything still checked out okay.

That was about five years ago. The drive is now ten years old and I still use it... not very often, but I still have it, and the Apple ][+ that it was on. I don't have the BBS anymore, but after 8 years it was burnout time anyway. I've got a IIE and am now using a IIgs now, I'll be using my Apple II's as long as they keep running, and I'm sure that I'll be able to keep them running for a VERY long time to come.

-- TRON

[EOA]

[MOO]////////////////////////////////////

CowTOONS! /

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Thanksgiving on the Hoof

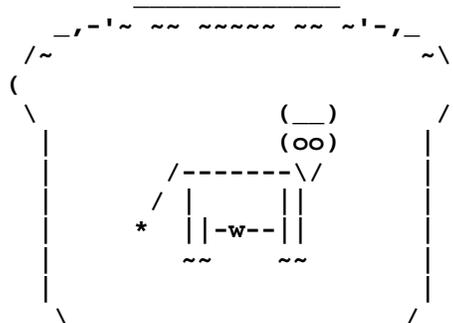
\*\*\*\*\*

By Mike White

[MWHITE]

Milk Toast

~~~~~



games they've written using the Adventure Game Toolkit," said Mark Welch, one of two co-authors of the AGT system.

"A lot of people start to write a game, and spend quite a few hours on it, but stop before they really finished the game, or before it's really playable," said Welch. "We are hoping that the contest will inspire people to create full-featured, playable games that can be enjoyed by other adventure game fans."

PREVIOUS CONTESTS Softworks has sponsored six prior adventure game
"*****" writing contests. The winner of the first contest was
ALICE, written by Douglas Asherman of Oakland, California. ALICE put the
player in the role of Alice in Wonderland, meeting many of the same
characters described in Lewis Carroll's 19th-century book, while also
adding some humorous 20th-century perspective.

The 1988 contest winner was A DUDLEY DILEMMA, by Lane Barrow, a Ph.D. candidate at Harvard. In this game, the player assumes the role of a Harvard student in his/her quest for knowledge, adventure, and a diploma. Along the way, the player experiences a student sit-in and meets panhandlers, MIT students, and other bizarre characters roaming Harvard Square.

SON OF STAGEFRIGHT, by Mike McCauley, was the 1989 winner. In this game, you play the role of an actor (or actress) trying to get out of an old, abandoned theater. This is an adventure game in three "Acts," where each Act has a different theme and a different challenge. The game is fun(ny), frightening, and very clever.

Patrick Farley wrote the 1990 contest winner, CRIME TO THE NINTH POWER. This game features Cliff Diver, a private investigator living and working in San Francisco. Cliff is cut from the same cloth as such famous PI's as Sam Spade and Philip Marlowe. In this game, you must help Cliff to escape from the deadly milieu of the Zamboni crime family's secret headquarters. Along the way, you and Cliff will face such challenges as snarling Dobermans, bad booze, and a couple of Zamboni's goons (named Flash and Bonzo), and have a brief encounter with the succulent Tatiana and her three beautiful sisters.

In the 1991 contest, we had a tie for first place: COSMOSERVE - AN ADVENTURE GAME FOR BBS-ENSLAVED by Judith Pintar, and THE MULTI-DIMENSIONAL THIEF by Joel Finch.

COSMOSERVE - AN ADVENTURE GAME FOR BBS-ENSLAVED -- as might be guessed from the title -- is an adventure that takes place inside a BBS or Bulletin Board System (complete with sound effects for logging on, switching the computer ON and OFF, etc.). COSMOSERVE is a very, very original, innovative, and unusual game!

In the game THE MULTI-DIMENSIONAL THIEF, you play the role of a thief faced with the challenge of rooms "borrowed" from other universes and permeated with a number of useful items including the infamous "portable hole." Filled with wonderful puzzles that will remind you of Infocom's finest, THIEF is extremely well-written, clever, and very funny.

In the 1992 contest, we again had two winners: CLIFF DIVER: INVESTIGATOR FOR HIRE -- PURCHASED SIGHT UNSEEN By Pat Farley and SHADES OF GRAY -- AN ADVENTURE IN BLACK AND WHITE By Mark Baker, Steve Bauman,

Belisana, Mike Laskey, Judith Pintar, the Hercules/Assoc. SysOp, and Cindy Yans.

Pat Farley's CLIFF DIVER: INVESTIGATOR FOR HIRE -- PURCHASED SIGHT UNSEEN is the second in the series of adventures featuring the San Francisco PI, Cliff Diver. In this adventure you and Cliff search for lost paintings. This game really shines because Pat writes so well and his game very faithfully recreates the sound and feel of the classic "hard-boiled" detective stories of Raymond Chandler and Dashiell Hammett.

SHADES OF GRAY -- AN ADVENTURE IN BLACK AND WHITE -- was conceived, written, and coded by seven people: two from England, two from the East Coast and three from the West. They have never met each other; never, in fact, spoken to each other on the phone, nor even corresponded by mail. The entire project was managed through E-Mail, from within a private CompuServe Gamer's Forum. This marvelous, mammoth game is as innovative as Pintar's previous winner, COSMOSERVE, which tied for first place in the 1991 contest.

CONTEST DETAILS To be eligible for the contest, entries must be designed "*****" using the Adventure Game Toolkit and written during the contest year. Contest entries must be postmarked by December 31st of the contest year and received by Softworks no later than January 15 of the following year. For example, the 1993 contest will consider games written between January 1, 1993 and December 31, 1993 and received by Softworks no later than January 15, 1994.

Judging begins approximately February 1st and the winner is announced in the spring following the contest year. The judges consider each game's originality, cleverness, fiendishness, humor, raw cunning, and professionalism, in arriving at their decision about the contest's winner.

Entries must be submitted on disks for the IBM PC (or compatible computer), the Apple Macintosh, Amiga, or the Atari ST computer. AGT source code for the game must be provided, but will not be publicly disclosed without the consent of the author. In addition to the AGT source code, each entry must be accompanied by a game "walk-thru" or solution to be used by the contest judges. A map of the game would also be very helpful, but is not required.

No purchase or fee is required to enter. Game authors need not be registered users of AGT to enter the contest. Gamewriters, including the contest winner(s), will also retain all rights to their games -- including the right to copyright and sell their games -- if they wish. However, it is "customary" for the contest game authors to allow their games' source code to be distributed (to registered AGT user only) -- if their games are judged as one of the "Best of the Contest."

AGT DETAILS The Adventure Game Toolkit has been favorably reviewed in a "*****" number of personal computer publications including "PC Magazine", "Computer Gaming World", "Big Blue Disk", and "Public-Domain Software & Shareware." According to those reviews, AGT "allows for creating remarkably complex and sophisticated games in a fairly simple way," that "anyone with an ounce of imagination can create adventure games...similar in layout and sophistication to those from Infocom," and "the process is easy...and you'll have hours of fun doing it." AGT was awarded the Adventure & Strategy Club's "Golden Chalice Award" for 1992.

The Adventure Game Toolkit is distributed as shareware, so that MS-DOS, Macintosh, Amiga, and Atari ST computer owners can try out the program before buying it. Copies of the program disks may be obtained from user groups, bulletin boards, and authorized disk vendors for a nominal fee, or directly from Softworks. Included on the program disks are a dozen sample adventure games with complete AGT source code. Registration is only \$20, or \$40 including a printed copy of the 200 plus page manual, which can also be purchased separately for \$25. Registered users may also purchase the Pascal source code for AGT for only \$50.

For more information, contact Softworks, 43064 Via Moraga, Mission San Jose, CA 94539. Telephone (510) 659-0533.

[EOA]
[WHO]////////////////////////////////////
PROFILES /
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Who's Who In Apple II

By Tara Dillinger
[TARA]

>>> WHO'S WHO <<<

~ GENieLamp Profile: Roger Wagner, HyperStudio creator and proselytizer ~

[This month's interview comes to you "live" from "A Walk on the Wild Side with Tara & Co.!", a new Online Talk Show on GENIE's A2.]

<TARA> Welcome to WOWS!

<TARA> Now we'll begin the formal part of the interview. I'll call Roger in a minute...He's in our "Green Room" now.

<TARA> From 9:30-10:30 the room will be in listen only and from 10:30-11 there will be Q & A.

<TARA> Would anyone who doesn't have their first name up please set your name out of courtesy to Roger?

Room is now in listen-only mode.

<TARA> Here he is! Yes you're here, Roger! :)

<ROGER.WAGNER> Hello! I guess I was dis-oriented by all these stage-lights! Quite a setup you have here!

<TARA> Our Special Guest Star tonight is Roger Wagner who is not only well known as the creator of HyperStudio, but also as a Hypermedia Evangelist and as the Patron Saint of the IIGS. Welcome to "A Walk on the Wild Side!", Roger. Thank you for coming.

<ROGER.WAGNER> Thank you! Great to be here! I LIKE wild places!

<TARA> Let's start from the beginning -- How did you first get involved with computers.

<ROGER.WAGNER> A name mixup in the criminal justice system... but nothing

was ever proved...Actually, I was earning an honest living as a science teacher, and heard about the Apple II... and soon discovered summer vacations weren't enough time to do all the fun stuff!

Originally, I thought I would take the little guys (little guys = Apple II's) door-to-door at businesses, and make zillions!

<ROGER.WAGNER> The only flaw in the plan was that I didn't know zip about business OR computers! So.....I found I had lots of time on my hands to play at learning how to program in BASIC. I also discovered that people would actually pay for programs written in BASIC! ('Course, that was at a time when there was NO software for the computer at all!) :)

<TARA> What was your first product and how did that come about?

<ROGER.WAGNER> Well... the first was a program that re-numbered Applesoft programs.. It was written in BASIC itself, so one of the tricks needed was to figure out how to have two BASIC programs in the computer at once, with one working on the other! I put it on cassettes (no disk drives then), and hand-typed labels. Sold them for \$10 each at the user group, and then through small ads in magazines.

There was a little drawing program called "Roger's Easel" (lo-res), but our "biggie" at the time was "Apple-Doc". It made a list of all the variables in a program. Sold 100 copies a week for a while!

<TARA> Wow!

<ROGER.WAGNER> (that first program was called "Programmer's Utility Pack")

<TARA> And later came Hyperstudio, about 5 years ago, right? Briefly, what is Hyperstudio?

<ROGER.WAGNER> I designed HyperStudio about 5 years ago, and found a team of programmers to work on it with me. The idea originally was to have sort of a "Print Shop version of HyperCard".

<TARA> What a novel idea! :)

<ROGER.WAGNER> It's changed over the years... but the basic idea is the same.. make everything as simple & direct as possible. I wanted something that a person's grandmother & nephew could play with at the holidays to make a family tree or whatever.

<TARA> Hyperstudio has a reputation for being easy to learn. How quickly can someone learn to work with the program and how easy is it to learn the scripting language?

<ROGER.WAGNER> It takes only an hour or so to grasp the basics of the program. The scripting language is TOTALLY optional. The secret behind HyperStudio is to avoid having to do scripting. The scripting is there for very specific applications where variables are required, but for most users, it's not needed.

Today, the program has found a fantastic following in education, ranging from Kindergarten classes up through university...and there are some commercial projects using it as well.

<TARA> How did you assemble the team that worked on this project?

<ROGER.WAGNER> I checked out who was doing neat work on GENie! Seriously, I tell anyone looking for programmers to see what they can find online, look at the work different people have done, and go from there. In the case of HyperStudio, I found Eric Mueller (sysop for awhile here), Ken Kashmarek, Michael O'Keefe, and Dave Klimas. They all lived in different states (AK, IA, MA and CA), and we exchanged files via modem here along w/ email messages.

RWP is somewhat unique in fact, in that even today it is an "extended" company, with people on-staff in Washington, California, Massachusetts, and even Montreal!

<TARA> What have they done since? Do any of them still work with you?

<ROGER.WAGNER> Michael is on staff here. Eric went off to Hollywood to make movies! Ken Kashmarek has a "real job" :) at John Deere running BIG computers, and has been working on NBAS and other add-ons for HyperStudio.

<TARA> Apple later came out with it's own version of Hyperstudio -- HyperCard. How do these two programs compare?

<ROGER.WAGNER> Well, to be fair, HyperCard was out first (on the Mac). Actually, Tutor-Tech from Techware in Florida was out on the Apple IIe before either HS or HC!

<TARA> Really!

<ROGER.WAGNER> HyperCard was designed as one of the first applications for the Mac at a time when there wasn't much software for the Mac. It serves a dual purpose of being a general database, and also a less intimidating programming environment for database-related applications. However, multimedia aspects of HyperCard have been add-ons, and the program is still intrinsically black & white, and script-driven unless you add additional 3rd party modules. At this point, I believe Apple is looking towards entirely different software products to answer multimedia authoring, from their perspective.

HyperStudio, on the other hand, was designed from the beginning to be a simple and direct multimedia authoring system with full support of color, sound, animation, etc. This was because at the time, the Apple II was the ONLY computer in the U.S. that offered all the media elements with a large installed base. Color Macs existed, but were expensive. The Amiga had the price, but there were only about 100,000 units in the U.S. The GS was the platform that fit the bill! (and still does!).

<TARA> Yes!

<TARA> This has become almost a movement. There's a Hyperstudio Festival every year, there are disk based publications such as Studio City, there is a Category right here in the A2 Bulletin Board all devoted to Hyperstudio. Why the enthusiasm, and how do you feel about heading such a movement?

<ROGER.WAGNER> First, the "why"...I've felt from the beginning that the secret of personal computers was personal expression and creativity. Canned programs are ok, and balancing your checkbook might be interesting for some, but it is the very personal nature of computers that has really

been at the heart of their success. Anyone who has really understood the phenomenon has sensed this aspect of the technology.

HyperStudio is, by its very simplicity, a powerful tool for personal creativity and expression, and the fun of the last few years has been watching the incredibly diverse ways in which so many people have used it. That's what also makes it such fun for HS users to all get together, whether it's at our HyperStudio Festival this last summer, or here online!

<TARA> So How do you feel about heading this movement?

<ROGER.WAGNER> I love participating in the party! I can't say I'm the "head" of the movement - just a noisy participant!

<TARA> On the lighter side Roger, you are well know for having an overabundance of energy, to put it mildly. There were stories at KansasFest about you concocting outrageous games and scaling building walls as a few of your nocturnal activities. Is the "Hyper" in Hyperstudio borrowed from a self description?

<ROGER.WAGNER> It *might* have been....but it wasn't! "Hyper" just means "above & beyond"! :) When we were trying to find a name for this "thing", we just thought about creative places, and most of them were called studios! The Hyper ties in to both the "ultra-studio" theme, and also the connection with "hypermedia", as coined by Ted Nelson.

<TARA> And of course..Your notorious ties..How did that get started?

<ROGER.WAGNER> Well... as I recall, there was a conference a ways back where there were going to be a lot of official-looking computer people, and there might even have been a request from the staff of some booth I was going to be in to wear a tie. Well... I didn't want to be mistaken for a PC salesman! So... I found a tie that reminded me of HyperStudio, with lots of bright colors, and looking generally strange!

At the next show, someone asked me where my tie was, so I had to do it again. THEN came the day when Steve Disbrow

<TARA> (Of GS+ Magazine?)

<ROGER.WAGNER> That's the one! (or his like!) said "We already saw THAT tie last time!", and I had to start getting new ties for every single conference!

<TARA> You also video tape virtually everything you see. Do you ever watch all those tapes? Or do you just make ties out of them!

<ROGER.WAGNER> I don't watch ALL of them! :) but...
:) <ROGER.WAGNER> I DO keep some for investment value in case I need to get 'Diz to "cooperate" some day!

<TARA> Blackmail material, eh?

<ROGER.WAGNER> (I also believe in the concept of video as being "note-taking of the future" and the Printer of the present!)

<TARA> Ah yes..The VCR as a printer...Getting back to the nocturnal antics...Whatever possessed you to play Spider Man?

<ROGER.WAGNER> As I recall, it was just late at night at K-Fest, and people were just sort of hanging around...I was getting back from somewhere, and instead of coming up the walkway, I decided to take a shortcut up a little 15' wall nearby! :) One thing led to another, and soon we were out looking for parts of the Dorm there that we could climb! :)

In a former lifetime, before computers completely devoured my "real life", I used to enjoy rock-climbing!

<TARA> Oh..hence the urge to scale a building!

<TARA> And you also have many electronic toys. What have you collected and what's the fascination with these toys?

<ROGER.WAGNER> Well...One of the neat things about the Apple IIGS is its ability to be connected to just about ANYTHING! Also, its very easy to fiddle a bit, and program it up in HyperStudio to interact with these things. Most of the "toys" are video-related because the GS is so "video-friendly". Quite a bit ahead of its time in that way. It is only VERY recently that the new Mac "AV" machines offer some of this, but still nothing like what the GS offers.

I think it was K-Fest 2-3 years ago, when we announced HyperStudio 3.0, that the introduction showed effects on the GS that are still for all practical purposes out of reach on a Mac.

<TARA> Tell us a bit about Merlin, and where did you get that name?

<ROGER.WAGNER> "In the beginning".... two other successful programs for the company were ASCII Express (a modem program), and Merlin, the assembler. Merlin was originally named "Big Mac", but had a program called "Sourceror" that generated source code from raw object code. I think the Merlin name was inspired by that.

<TARA> I see you have a sense of humor Roger...)

<ROGER.WAGNER> nah

<TARA> Getting back to Hyperstudio, you've ventured out into the world of the Mac and I've heard your next area is for the PC. How is the expansion into new areas going?

<ROGER.WAGNER> How things go in the PC world will have to be seen...I have really no experience in that area, but I understand that there ARE a lot of those machines out there! :) My real enjoyment comes from playing in the area of personal creativity. HyperStudio is a tool for that, and the Mac has been an easy extension to the GS software.

Many people don't realize how very similar the GS and Mac toolbox programming (and user) environments are. If you know one, the transition to the other is easier. I WAS surprised however to discover that the Mac wasn't always "more powerful"! This isn't meant to be a pick-on-the-Mac evening, but I think Apple II users should know that they CAN take pride in their machine! For example, text fields on the Mac are 32K in size, and can have one background color. The GS is 64K, and we easily mix different background colors behind the text. The GS has something called "TaskMaster" that handles all kinds of events for the programmer. On the

Mac this has to be re-created by each programmer. The GS text items have lots of neat "automatic" features relating to the Apple & Option keys; the Mac doesn't. It just is easy to forget that the GS OS was designed AFTER the Mac, and many improvements in the operating system were made to make life easier and more productive.

<TARA> What are your newest products and what response are they getting?

<ROGER.WAGNER> HyperStudio on the Mac came out last May, and has been doing very well. We are also selling HyperStudio back to installations that didn't know what their GS machines could do until they saw it on the Mac! :) It has taken a lot of my energy to get this new product out, so some other things are still in the "oven", but we've been working on some other projects as well. Mainly in the area of things that tie into multimedia, though. A "HyperStudio Companion" product. More Clip-Art volumes.

<TARA> Aren't you now working with one of your old competitors Mike Westerfield? :)

<ROGER.WAGNER> That's true! I didn't think that there were competitors in the Apple II world, just co-players! :)

<TARA> True enough!

<ROGER.WAGNER> Mike has developed HyperLogo for HyperStudio on the Mac, and that's built into the software. It should please Apple II people, who sometimes say things about the Apple II funding Mac stuff, that in THIS case, HyperStudio Mac has funded the development of HyperLogo, which in turn made possible 3D Logo for the GS! (Now available from Mike at ByteWorks!).

<TARA> Great! And as I said earlier..Mike will be here on the Show Monday Oct 25th!

Well, Roger this has been fun! In this part of the show we open up the format for Questions & Answers from our "audience". But before we do that, I'd like to introduce you to a group called the "HyperMediacs" and their founder -- FernoGuy.

<ROGER.WAGNER> Hi, FernoGuy!

<TARA> Here's The founder of HyperMediacs...FernoGuy!

<[FernoGuy] B.DUNST> Roger, have you heard of the Hypermediacs before?

<ROGER.WAGNER> Tell me about it!

<[FernoGuy] B.DUNST> Basically, we are just a bunch of guys dedicated to pushing HS3.1 to its limits. Just as the FTA pushed Merlin, we do the same with HS. It's truly an awesome media, and allows us much flexibility.

<TARA> Sounds exciting!

<[FernoGuy] B.DUNST> We are in Category 13, Topic 4. Could you dispel a rumor for me?

<ROGER.WAGNER> I'm listening! :)

<[FernoGuy] B.DUNST> Are the rumors of Hyperstudio 4.0 true? Will we be seeing it before the end of the year?

<ROGER.WAGNER> Sounds like a rumor we'd rather un-dispel!

<[FernoGuy] B.DUNST> ooooo k,

<ROGER.WAGNER> However, although we ARE working on further changes to HyperStudio GS, just getting HS Mac 1.1 finished has kept me pretty busy! We have a policy of sending a free update out about six months after an initial product release, so that early buyers don't have to worry about paying for updates that just fix bugs! As I mentioned, we do have a HyperStudio Companion (GS) product in the works. I DO want to know more about what you're doing, though! It sounds very interesting!

<[FernoGuy] B.DUNST> Well, thanks. I've just come to introduce the group. Now I shall fade into the woodwork...

<TARA> Thanks FernoGuy! I'm taking the room out of listen only now...Please be orderly in your questions..one at a time..) Room is now in the talk mode.

<TARA> Dean You wanted to say something?

<[Dean] A2.DEAN> Hey Roger, what's this rumor I hear about there being HyperStudio books in the works? :-)

<ROGER.WAGNER> Hey Dean! :) That's no rumor!

<[Dean] A2.DEAN> Why, tell us about it! O:-)

<ROGER.WAGNER> LOTS of publishers are scrambling to cash in on the HyperStudio BONANZA! :)

<TARA> Tim You had a question?

<[] >Tim pi< [] T.BUCHHEIM> I have several...first, what exactly is the HS Companion?

<ROGER.WAGNER> HS Companion will be a collection of New Button Actions, Extras, new Transitions, and maybe even some clip-art and clip-sounds to add on to existing HyperStudio packages.

<TARA> Dean?

<[Dean] A2.DEAN> Will Addy the HyperDog be making an appearance on the IIgs?

<ROGER.WAGNER> Addy the HyperDog made her first appearance "in person" at the HyperFest in San Diego!

<[Too Obvious?] BILL.LYNN> You can get a HyperDog at Coney Island!

<[] >Tim pi< [] T.BUCHHEIM> Second, can I still upgrade my 3.01 to 3.1 for free? I never got around to it... :)

<ROGER.WAGNER> (upgrades from 3.0 to 3.1 are free if you send back the disks; \$10 if you just call the 800# (800 421 6526) and ask us to send

them).

<TARA> Thanks Roger...:) Tony?

<[Tony] A2.TONY> I don't have a question, just a comment. Do you remember the Applesoft Toolbox Series? Of course you do :) Well, I still have it, and occasionally look at it.

<[Dean] A2.DEAN> I just wondered if you'd be using Addy on the IIgs as well as on the Mac.

<ROGER.WAGNER> At some point, Addy may show up in the GS package. Depends on when we reprint the manuals.

<[Dean] A2.DEAN> Thanks Roger. :-)

<TARA> Anyone else? Questions?

<TOM.W> yes

<TARA> OK, Tom.

<TOM.W> Roger, do you have a promo going out to people who have returned their warranty cards soon?

<ROGER.WAGNER> For the Mac version, everyone who registered gets the 1.1 update for free. We will also be sending out a new StudioWare Catalog sometime in the next few months (I hope!). HS Companion will be sometime next year.

<[Dean] A2.DEAN> We ought to get you to carry back issues of Studio City in your Neat HyperStuff catalog. :-)

<TOM.W> I see.

<TARA> Who else has a question?

<PROCYON.INC> Me :)

<TARA> OK, Jawaid...

<PROCYON.INC> Roger, do you need any more HS add-ons for the Companion? :)

<ROGER.WAGNER> Of course! I'm always looking for more! Anything worth doing is worth over-doing! :)

<TOM.W> Essential Roger.

<PROCYON.INC> Anything in particular, or should I bug you in email? (:-)

<ROGER.WAGNER> Send me ideas e-mail. See the description of the HS Companion above for general categories.

<[] >Tim pi< [] T.BUCHHEIM> I guess I should read up on the {\$NBA} directive in my Pascal manual.....:) Maybe I could come up with something..

<TARA> Roger is such a wonderful human being...

<ROGER.WAGNER> :)

<[] >Tim pi< [] T.BUCHHEIM> :)

<TARA> ...and I use that term loosely..) -- that he has agreed to give away a prize tonight! Right now my staff is checking who's eligible for the prize...

<[Too Obvious?] BILL.LYNN> You have staff? Tom, how did she get staff?

<TARA> And as soon as I have that info, I'll announce the winner..

<[Real Thing] RC.ELLEN> Don't ask, Bill. You DON'T want to know. Believe me.

<PROCYON.INC> Must be related to her Goddess powers.

<[] >Tim pi< [] T.BUCHHEIM> :)

<TARA> It seems that Tim is tonight's winner! Congrats! Tim!

<[] >Tim pi< [] T.BUCHHEIM> Yeah!

<[Tony] A2.TONY> Yay Tim!

<[] >Tim pi< [] T.BUCHHEIM> What do I win?

<A2.SUSAN> Great Tim.

<TARA> You win the RWP product of your choice!

<[] >Tim pi< [] T.BUCHHEIM> great!

<TARA> Just send your mailing address to Roger and he'll see you get it! :)

<[] >Tim pi< [] T.BUCHHEIM> okay!

<TARA> Well we're almost out of time...for tonight's show. Thank you for being our guest on "A Walk on the Wild Side!", Roger! :)

<ROGER.WAGNER> I certainly want to say "thanks" for the invite!!!

<TARA> You're welcome!

<TARA> Thank all of you for being here. Thanks to Tony , Nate and Sloanie for their segments.

<[Tony] A2.TONY> Any time Tara :)

<TARA> Be sure and join us next week when we help Jerry Kindall, editor of II Alive celebrates his birthday, right here! 9 PM Eastern!

<TOM.W> Now that Nate's here, I gotta go. Nice tie, Roger.

<[] >Tim pi< [] T.BUCHHEIM> Thanks for such a great show!

<A2.SUSAN> Hey, you don't have to leave. We'll be returning to our regular

unstructured RTC's shortly, for another 2 hours yet.

<TARA> Yes anyone who cares to may stay and hang out..:)

<PROCYON.INC> How about a Roger Wagner ASCII Tie contest? :)

<TARA> Roger, we appreciate you taking the time to visit..we'd love to have you stay if you could, and we understand if you need to run..:)

<PROCYON.INC> Indeed :)

<ROGER.WAGNER> I do have to go (dinner!) but thanks VERY much for the fun tonight!

<A2.SUSAN> Stop in any time Roger.

<TARA> You're welcome..Come back and visit soon!

<ROGER.WAGNER> Thanks everyone! Bye for now!

[*][*][*]

Tara Dillinger (GE Mail: TARA) is the resident Goddess of A2 and A2Pro. She hosts the only Apple II Online Talk Show -- "A Walk on the Wild Side with Tara & Co!" Monday Nights from 9-11 Eastern. She is also Interview Editor for II Alive.

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ "And don't forget 'FinderSaysINeedAPepsi', /
/ 'FinderSaysYourFlyIsDown', and 'YouDidntSayFinderSays'." /
////////////////////////////////////// S.WEYHRICH //////////////////////////////////

[EOA]

[ATW]////////////////////////////////////

ACROSS THE WIRES /

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GENIE Worldwide!

By Gina E. Saikin

[A2.GENA]

>>> WORLDWIDE APPLE II USER GROUP <<<

THE WWUG IS THE BRANCHILD OF... Lunatic E'Sex, conceived in a dorm room
"*****" at Kfest, nurtured through the ensuing
months, and finally coming to term on October 17, 1993 -- our first
official meeting. GS.OZONEMAN and myself were volunteered for the task of
officiating at the meeting, as we were the hosts for Bewitched, Bothered &
Bewildered, which takes place on Sundays, a position we both consider an
honor.

The concept behind WWUG is simple: we in the Apple II (A2) area of

GENie realize the desperate need for support, and are aware that such support for the Apple II is waning. Alas, many Apple dealers when faced with an Apple II problem, have very little to no knowledge of how to solve it. Also, many folks have little to no access to user groups in their community, and are left frantically searching for answers. I remember when I first got my Apple in 1991, and I had a question about something (can't remember what now) and called Apple's hotline, and virtually no one knew anything about the IIe, and could offer me no assistance. The simple fact that the Apple User Group Connection has been dropped by Apple, and sent out a questionnaire disk in MAC format should speak volumes!

I'll have to add a little plus for Apple, Inc. in here -- their Apple Library User Group newsletter valiantly attempts to feature Apple II items of interest and software, even though it is fast becoming a MAC and MS-DOS world out there.

Recently, Tom Weishaar and Kent Fillmore combined minds, hearts and spirits together to create a corporation called Syndicomm, which will manage seven RT's here on GENie -- MAC, MACPro, MAC-PS, A2, A2Pro, PPC and PPCpro, amongst other duties. An umbrella users group -- International Computer Owners Network was created to provide an umbrella organization for the users of the RT's, of which WWUG is a Special Interest Group (SIG).

The goal of the WWUG is to lend support in the Apple II community, create a sense of continuity amongst Apple II owners; hold monthly meetings where we will invite special speakers to tell us about important happenings in the Apple II world, software experts who will give product "demos" (explanations), and we may even be able to twist the arms of some our favorite Software authors to make an appearance! There are also long-range plans to create an online Consulting Network, via a topic in the Bulletin Board, wherein there would be specialists "on call" to answer your questions and help you initiate systems, set up a system and any other help you may desire.

How does one demo a program online? Obviously, due to the fact that we are online, and not in a meeting room, modifications have to be made. Essentially, the demonstrator will describe the program, the pros, cons, bugs and any other information deemed important, as well as explaining how the program can be used in the every day life of the user... be it a game or a productivity program.

What happens at a typical meeting? Usually, the meeting opens with introducing WWUG, it's philosophy and goals, and we can also during this time help any newcomer become at home in the RTC (get into split-screen chat, master some simple commands, etc.).

Then we lead into what's new in the Apple II world, where announcements of upcoming events are mentioned -- new products, new software, upcoming conferences and so on.

After we hear what's new, we then introduce the speaker or demonstrator, and afterwards, open the floor to questions about his/her speech or demonstration.

When our speakers are finished, and everyone has satisfied their curiosity about what was said, we open the floor to questions about hardware and software. At the end, we announce any special happenings here in A2 on GENie.

We had our first formal meeting on Sunday, October 17, which was a rousing success! We had not one, but two special speakers -- Tom Weishaar, and Bryan Zak of Softdisk. Tom popped in just as I was introducing the WWUG and Syndicomm -- poor guy, he didn't have a chance... he was immediately pegged for an interview, and with his usual aplomb, fielded all the questions thrown at him.

Bryan Zak then proceeded to tell us all about Softdisk -- a magazine on disk that has all original programs; no public domain, shareware or freeware there. He gave us information on how to sign up and told us how we could submit articles -- he didn't promise he'd accept them -- but encouraged the attendees that they would be read and considered!

But, instead of just reading about the WWUG, why not come in some Sunday at 2 p.m. eastern? I think you will find that it a valuable experience, and well worth a two-hour chunk of your Sundays -- it's the 3rd Sunday of every month. Don't forget to stay online for the Bewitched, Bothered and Bewildered RTC which will continue on until 8 p.m. eastern.

You as readers, can help in this endeavor. In Category 3 of the Apple II Bulletin Board, is a new topic, #34, entitled "The World Wide User Group Mtg." Please post in here any suggestions, ideas and even critiques! Also, please post the following on your local BBSes!

[*][*][*]

You can attend the WorldWide Apple II User Group meeting, every third Sunday from 2:00 PM to 4:00 PM Eastern in the Apple II area on GENie (Keyword A2, Page 645).

To sign up for GENie, follow these simple steps:

1. With your computer and modem, dial 1-800-638-8369.
In Canada, dial 1-800-387-8330.
2. When you connect, type HHH
3. The computer will respond with U#=#
4. Type XTX99017,APPLE and press RETURN.
5. Now answer the questions and you will be able to use GENie the next working day. Be sure to have a credit card number or, in the U.S., a checking account number, when you sign up.

[*][*][*]

We plan to continue to widen WWUG's scope and plans as time goes on. We want to say to the world "The Apple II is not dead!". To paraphrase a Mark Twain, "The demise of the Apple II is greatly exaggerated"

Watch for our newsletter from each meeting, which will be a part of the GENieLamp, starting with December's issue!

[EOA]

[COM]////////////////////////////////////
COMMUNICATION /
////////////////////////////////////
Making Contact

By Darrel Raines
[D.RAINES]

>>> OLDER TECHNOLOGY COMPUTERS? (Part 2 of 2) <<<

In the first installment of this article I discussed the fact that an Apple II computer can do many of the things that the typical home user, educational institution, or small business owner would want to perform with his/her computer. We went over a number of examples of how "older technology" computers are able to produce results that will meet the requirements of most casual users. We also looked at a few examples of how "cutting-edge technology" computers are required for some situations.

This month I intend to discuss the availability of programs in the form of shareware, freeware, and do-it-yourself software. The usefulness of this type of program will be examined. We will also discuss the reasons why such software is more advanced on computer platforms that have been around for awhile. The last topic we will touch on deals with where to find all of this good software.

Is it Live or is it Memorex? One of the bad raps that has been handed down about shareware and freeware programs since their inception has been that you get what you pay for. Therefore, the conventional wisdom states that the software available for free, or nearly free, must be of poor quality and chock full of bugs. This is occasionally true, but many good software products find their origin as a package that was developed by an individual and distributed via shareware.

Many of the original ideas behind commercial products have found their first expression in the form of a freeware program that was widely accepted in the user community. There are many word processors, graphics packages, games, utilities, fonts, and other goodies that have appeared in the shareware market. In fact, many products would not be worth marketing by themselves on a commercial basis. There is just not enough value in a program to remind me of appointments that will cause me to spend money on a commercial software package. A shareware version that does what I want will easily garner a payment of \$10 for the author.

Another advantage to shareware packages is the ability to try software before you buy. People will likely take advantage of this feature by not coughing up the payment asked for in the shareware banner. However, the customers that do pay for a package are very likely to be happy customers that will use word-of-mouth to advertise the shareware product. This type of customer base is extremely important for a successful entry into the crowded software market.

The fact that many shareware products are of such high quality prompts the question, When should a person buy commercial software and when should one buy a shareware package? The answer is simple: Look for shareware first and then purchase commercial software that meets a special need or has the support that you just cannot find in a shareware package.

Old Computer = Great Software The thing that is most interesting about
"*****" shareware and freeware is that the longer
a computer platform is around, the better this type of product becomes. In
other words, higher quality/low cost software abounds on the Apple II
computer mostly because of the fact that it has been on the market for 15
years. This fact is attributable to a number of factors: tools, example
code, and "weekend programmers".

One of the simple facts about computers is that complex software takes
quite a while to write and debug. It is not an overnight process to create
a development system that allows other software to be written in a timely
manner. The GS/OS operating system that makes the Apple IIgs perform much
like a Mac is not the product of a few weeks of effort. It is important to
realize the amount of time that was spent making this operating system
available.

In much the same sense you can look at the ORCA development
environment and see that it is a much more productive environment than the
alternatives preceding it. I can write, debug, and test a program much
faster than I ever could prior to obtaining this environment. The result
is more productive programmers and greater quality/quantity software
output.

The next piece in this puzzle involves the "weekend programmer". Many
people will sit down and use their computer with commercial software to
begin with. After awhile, they want a package that will do exactly what
they want it to do. They will scratch their heads and think, "Hey, didn't
I get an Applesoft manual with this computer?" The next thing that you
know, these people are joining the thousands before them who share their
software with the general public.

When you get a raft of "weekend programmers" started on their own
software and let them go at it for 15 years, the result is bound to be a
number of good programs that never get distributed commercially. Some of
this software is, nonetheless, quite good. The beneficiary of this logical
series of events is the general public (you and me) who will take these
packages and put them to good use on their personal computers.

Added to this generally encouraging environment is the availability of
example code. Very few people write a program from scratch. They are
much more likely to take code from other programs and put it together to
make a new and unique product. Therefore, it is important to have
example code lying around in archives for all of these hordes of
programmers to get ideas and answers.

An even better situation is the fact that Apple system software has a
great number of software toolsets available to programs running under
GS/OS. You can think of the toolsets as a group of subroutines that
perform most of the more difficult and tedious tasks in an efficient
manner. This makes life much easier for the novice programmer. All that
is necessary to create a fairly complete program is a set of calls to the
various toolsets from a master routine that performs the major functions.

If you want an example of the theory that I have expressed here in
action, then take a look at the IBM software market right after that
machine was introduced. For many years, Apple Computer crowed about the
fact that thousands of software titles existed for the Apple II computer.
They contrasted this fact with the dearth of software available for the

fledgling IBM computer. It took a number of years and a tremendous amount of effort on the part of tool manufacturers and "weekend programmers" before the IBM/clone shareware market surpassed that of the Apple II.

Finding Your Local Wine-cellar We now have enough information to answer
"*****" the riddle that I posed at the end of
last month's installation: "How is Apple II shareware like a fine wine?"
The answer is: "It gets better with age!" We have shown that many vital
links in the software development chain have been forged by Apple, Inc. and
various programmers in the past. Therefore, current Apple II owners
benefit by having a very mature base of free and nearly free software
available at their fingertips.

The question before us now is how to get that software for our own
use. There are a number of viable methods for obtaining freeware and
shareware. One of the easiest methods involves nothing more than a modem
and an account on GENie. The GENie system has one of the best (perhaps
THE best) software distribution and support networks for the Apple II
series of computers. You can use one of two automated front-end software
packages to access the system and download thousands of different programs
written specifically for your computer. GEM and Copilot, the front-end
software mentioned above, are even free of charge. GENie tries to make
filling your hard drive with software as easy as possible.

There are other methods available for obtaining software. Local user
groups are a good choice since they also provide immediate support from
other computer users just like yourself. Public domain and shareware
distribution companies are another source of this type of software. They
provide disks full of software for a fee. The fee pays for material,
overhead and shipping. I do not usually recommend this method of
procuring software. I find that the fees are usually too high to justify
going this route. However, many individuals find one of these methods to
be right for them.

In any case, the most important thing is for each Apple II user to be
aware of the software that is available for the cost of a phone call, gas
to a user group meeting, or copy/distribution fee. There is literally a
world of material ready and waiting for you to tap into it. Don't be
discouraged that your Apple IIgs computer is no longer the latest and
greatest hardware technology. Instead, realize that the blessing in this
situation lies in the fact that so much software is available for your
use. New computers do not have this benefit. Only time can provide the
tools, examples, and effort necessary to amass this vast array of useful
software.

The next time that someone tells you that you are using a computer
that is based on outdated technology, simply smile and say, "Yes, and that
is what I like about my trusty Apple II computer."

[*][*][*]

Darrel Raines is an Electrical Engineer who works as a
contractor to NASA on the Space Station Freedom program.
He runs a small business on the side that deals in custom
computer systems and software. He is also an avid computer
hobbyist, programmer and writer. You may reach him on GENie
at D.RAINES.

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "I called Merisel (4 billion in wholesales last year, and /
/ only number 2) and ordered an IDE 240 meg drive today; the /
/ sales lady sez, "let me see if we have any; we are /
/ discouraging small drives." I asked here what was /
/ considered a small drive; response: "Anything under 500." /
////////////////////////////////////// A2.CHUCK //////////////////////////////////

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[EOA]

[AII]//////////////////////////////////////

APPLE II /

//////////////////////////////////////

Apple II History, Part 17

By Steven Weyhrich

[S.WEYHRICH]

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***** A PLEA FROM THE APPLE II HISTORIAN *****

I've been looking high and low for a copy of a particular
book that I WISH I'd bought years ago when it came out.
It is called Fire In The Valley by Paul Freiberger, and
subtitled, "The making of the the personal computer. It
is copyright 1984, but is now out of print and so no
bookstores that I've called can order it for me.

Anyone who wants to sell me their copy of this book,
PLEASE contact me! On GENie, you can reach me at
S.WEYHRICH, or via the Internet, at
s.veyhrich@genie.geis.com. Thank you!

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>>> APPLE II HISTORY <<<

Compiled and written by Steven Weyhrich
(C) Copyright 1991, Zonker Software
(PART 17 -- LANGUAGES, CONT.)
[v1.0 :: 22 Jan 92]

APPLE PASCAL Applesoft was easy to use because it was interactive. You
"*****" entered a command, and could immediately try it out. The
disadvantage was a lack of more powerful commands, and it could be
difficult to create large and complex programs. Efforts were begun within
Apple to develop a more comprehensive language for the II, one that could
be updated and modified if necessary. Since Applesoft was in ROM, it was
more expensive and difficult for the end-user to install any upgrades to
that language.

In 1979 Apple Pascal and the Language System was released. It sold
for the steep price of \$495, and came on four 5.25 floppy disks (all in the
format of the Pascal disk system, of course). It also included the ROMs to
change 13 sector disk controllers into 16 sector controllers, and the
Language Card to plug into slot 0. As discussed in previous segments of
this History, the Language Card was a 16K RAM card that made an Apple II
into a full 64K RAM computer. Because of the extra available RAM, the
Pascal system could load into memory without having to avoid the space used

by the Applesoft (or Integer BASIC) interpreter. And with some complicated bank switching, even routines in the Monitor could be used if needed.

Apple chose to use the Pascal standard defined by the University of California at San Diego (UCSD). To make portability between various different computers possible, UCSD Pascal programs were compiled into a specialized code called "P-code". This "P-code" program could then be executed on any computer that had a proper interpreter. An Apple Pascal program could, then, run a little faster than an Applesoft program (since it WAS compiled), but not as fast as assembly language. The extra power it provided made it an attractive choice for some programmers.

The earliest version of Apple Pascal got complaints from users because it would not support lowercase (for those who had modified their Apple to display lowercase), and it was so large that it was quite awkward to use by those who owned only one disk drive.

Since the original UCSD Pascal language was designed to work with a full 80 columns of text, this was somewhat of a problem for the 40-column Apple II. For those Apple II's that did not have an 80-column card, Apple Pascal would display half of the screen at a time. In the Pascal Editor, entry of a line longer than 40 columns would cause the screen to scroll to the left. Using the arrow keys to move back to the left would scroll the screen back the other way. If needed, you could jump directly to the other half of the screen by pressing Ctrl-A.<l>

The limitation of Apple Pascal came from the need for a user to own the Language Card (or one of the later equivalent 16K RAM cards), and the fact that it was incompatible with the large library of DOS 3.2 programs and files that were already available. Eventually, with the proliferation of the 64K Apple IIe and 128K Apple IIc, a platform for Pascal applications was available. However, by that time the primary disk system being promoted by Apple for the II was ProDOS, and Apple never officially released a version of their original UCSD Pascal that would run under that operating system.

The Apple Pascal system has evolved up to version 1.3, which will support the more advanced features of the Apple IIe and IIc, but does not work as well with the IIGS as some would like. Instead, IIGS programmers now have versions of Pascal distributed by third party companies (like ORCA/Pascal from ByteWorks) created to take full advantage of that machine in 16-bit mode.

INSTANT PASCAL This version of Pascal was written by Think Technologies, "*****" and Apple later bought the rights to sell it as a program for teaching Pascal. It would run only on the Apple IIc or on a 128K IIe because it used the double hi-res graphics mode, functioning much like a Macintosh "desktop" with multiple resizable windows. It had a mouse-based editor that checked program syntax as each line was entered (as did the older Integer BASIC) and automatically indented lines and boldfaced Pascal reserved words. Since it was intended for teaching, it also had a single-step trace function and the ability to modify the contents of variables while a program was running. Though good for learning the language, it was quite slow because of the overhead needed to display everything in graphics, and because it was an interpreted version of Pascal (instead of a compiled version).

Fans of the original Apple Pascal complained loudly after Apple

introduced Instant Pascal. After this new Pascal came out, Apple didn't seem motivated to make any further upgrades to the older Pascal, which still used the original Pascal disk system format (Instant Pascal was made to run directly under ProDOS).<2>

FORTRAN Released by Apple in 1980, Apple FORTRAN ran under the Pascal "*****" operating system. It cost \$200 (over and above the \$495 needed to get the Language System). Programs written in FORTRAN for other computers could run with little modification under Apple FORTRAN (if a user needed that ability). As a compiled language, it ran faster than Applesoft, and probably also faster than Pascal, since FORTRAN wasn't translated into an intermediate "P-code". Apple's FORTRAN had many bugs in it, though, and since its introduction in 1980 it was never upgraded. By September 1986 it had disappeared from their product catalogs.

Another way for an Apple II user to get FORTRAN was to buy the Microsoft Z-80 Softcard for \$345 and Microsoft FORTRAN for \$200. This version of FORTRAN was more full-featured than Apple's, and offered some advantages in usability. It did NOT require changing to the 16 sector disk controller ROMs (if you didn't want to). Also, standard Microsoft BASIC (which was more advanced than Applesoft) was included in the Softcard package.<3>

In June of 1987 Pecan Software released FORTRAN for the IIGS. It ran under ProDOS 16 (GS/OS), but still used the UCSD format for its FORTRAN by creating a ProDOS file that acted as a UCSD volume.<3>

OTHER LANGUAGES **PILOT:** Designed primarily for creating tutorial modules, "*****" this language allowed educators to design interactive programs to instruct students and test them on their responses during the process. One early version was written in Applesoft and was text-based. Apple later released their own version that ran under the Pascal system for \$125.<4>

FORTH: This was a interesting language described as "extensible." It had a number of built-in commands, and new ones could be added as easily as typing its definition. These added commands could then be used in larger programs. Two versions sold in the late 1970's were "Apple Forth 1.6" (Cap'n Software) and "6502 Forth 1.2" (Programma International). Apple Forth 1.6 was a good package, but it used a unique disk system that was not compatible with DOS 3.2. Programma's Forth was more extensive, but also more complicated.<5>,<6>

LOGO: Developed from LISP (LIST Processing) language to be an aid for learning, Logo has been popular over the years in the school environment. Apple's first version of Logo (which operated under the Pascal system) could run on any 64K Apple II, while Apple Logo II (released in July 1984 for \$100) ran under ProDOS on Apple II's with 128K memory.<7>

COBOL: This language has had limited availability for the Apple II. The only version I am aware of was from Microsoft. It sold for \$599 and ran under the CP/M system with the Microsoft Z-80 Softcard.<8>

C: A language that is currently popular among "power" programmers. It has some of the structure of Pascal, but also some of the low-level power of assembly language.

ASSEMBLERS A large variety of Apple II assemblers have been available

"" over the years. The earliest one, of course, was the mini-assembler that came with every Integer BASIC Apple II. That one was only good for immediate entry of assembly code; if changes were needed, much of the code would likely have to be re-entered from the beginning. Some other assemblers available in the early days include:

TED/ASM: Developed at Apple and smuggled out the doors around May 1978, this assembler had memory conflicts with DOS, so they couldn't be used together. The text editor module was written by Randy Wigginton, and the assembler was written by Gary Shannon. In the early days, it was the only assembler they had available that would run on an Apple II.<9>

RANDY'S WEEKEND ASSEMBLER: Also written by Randy Wigginton, this one slipped out of Apple in September 1978. The text editor was written mostly in SWEET-16 (Wozniak's 16-bit emulator in the Integer BASIC ROM), and was therefore slow. Unfortunately, it had its own set of bugs.<9>

MICROPRODUCTS ASSEMBLER: The first commercially available assembler for the Apple II, this was a "four character assembler", meaning that labels (a designation identifying a line or variable) could only be four characters long. Later it was expanded to work with six character labels. Despite some annoying bugs, it was inexpensive at only \$39.95.<10>

SC-ASSEMBLER II: Probably the second Apple II assembler that was commercially distributed. Externally it was similar to the Microproducts assembler, but was better supported and regularly upgraded. It was very compact, and achieved that goal by making heavy use of SWEET-16 code. Consequently, it was slow when assembling. The author, Bob Sander-Cederlof, later started a popular newsletter called "Apple Assembly Lines" to both support his product and to be an information center for 6502 assembly language tips and techniques.<10>

BIG MAC/MERLIN: Sold originally by A.P.P.L.E. as "Big Mac", and later under the name "Merlin" by Southwestern Data Systems (later known as Roger Wagner Publishing). This assembler has been well supported over the years and has been extensively upgraded. It is one of the few remaining assemblers that have moved on to the 65816 GS/OS world, while retaining full compatibility with the previous 8-bit 6502 versions. Currently it is sold as Merlin 816 (including an 8-bit version) and Merlin 16+. The author, Glen Bredon, has also done many other programs and utilities for the Apple II.

ORCA/M: Sold by the ByteWorks, the current version was chosen by Apple Computer as the official assembler of the APW (Apple Programmer's Workshop) programming environment on the IIGS. ByteWorks has since expanded its product line to include versions of Pascal, C, BASIC, and other IIGS languages.

APPLE EDASM: This was Apple's original "official" assembler for the II Plus and later 8-bit Apple II's. Though no longer actively supported (ORCA/M having supplanted it in the APW environment), the early versions for DOS 3.3 were included on the Apple Toolkit disk, which also had a hi-res character generator that could be interfaced into Applesoft programs. The early ProDOS versions of EDASM were sold with a 65c02 debugger called BUGBYTER.

UCSD PASCAL ASSEMBLER: Part of the Apple Pascal package, it was popular because it had macro capability, could do conditional assembly and

create relocatable code, and had a good text editor. However, programs created with it could not be run on a standard (non-Language card) Apple, because there was no utility available early on to transfer the files to DOS 3.2. (Later, A.P.P.L.E. published transfer utilities called "HUFFIN" and "PUFFIN" for movement to and from DOS 3.3, named affectionately after Apple's "MUFFIN" utility for DOS 3.2 to 3.3 file transfers).

MISCELLANEOUS OTHER ASSEMBLERS: ASM/65, sold by Programma; "EAT" (Edit and Assemble Text) sold by Software Concepts, and written in Integer BASIC; and L.I.S.A., sold by Laser Systems.<10>

MACROS VS. SCRIPTS With the increase in complexity of applications
 "*****" programs has also come a secondary level of programming. This extension has been called a "macro," meaning that a single step would accomplish several separate ones that would ordinarily take more effort. Early examples of this were available in some DOS 3.3 utilities, where pressing Ctrl-C from the keyboard (for example) might cause the word "CATALOG" to appear on the command line. In this example, a macro was used to save keystrokes and speed up repetitive activities. Similar macros were available for BASIC programmers, making a control key sequence print many of the common BASIC keywords, speeding program entry. (This type of macro was different from macros used in some assemblers, such as Big Mac/Merlin and the Pascal assembler. Here a "macro" was a new command that was defined to represent several standard assembly operation codes. This did not shorten the final resulting program, but made it possible to more easily enter repeated sequences of assembly codes).

Application programs began to take this concept and include a macro capability (either offered with the program or as a third-party add-on product). With time, some of these macro features have become so complex that they have become programming languages in their own right. In fact, many of them are being referred to as "scripting" languages, since they "direct" the function of a program, as a director uses a script to film a movie. This has been most popular with telecommunications programs, where the process of logging on to a remote computer, downloading new messages, and uploading replies is automated with a script that analyzes the responses from the other computer and takes the appropriate action. It has also been popular in programs like Applewriter (WPL, Word Processing Language) and AppleWorks (UltraMacros), where each has had its own method of automating repetitive tasks.

A LEAP IN COMPLEXITY The environment for writing, compiling, and
 "*****" debugging programs has evolved along with the applications created by those programs. Originally, the Apple II and other computers of the day were used in a "command-line interface" environment. This means that each command was typed one at a time, and sometimes "batched" together to simplify a repetitive process (as with EXEC files under Apple DOS). An example of this command-line interface can be found by starting up Applesoft (or by using MS-DOS on an IBM). Anything that is to be done with this language has to be started by typing the proper command from the keyboard. Misspell the word "LOAD", and an error message is printed and it will stubbornly refuse to do what you wanted. The same command line is used for entering the lines of a BASIC program, or RUNNING the program. This method was used because it was what programmers of the day were accustomed to. Nearly every computer prior to the microcomputer revolution worked in the same way, even if it was done using punched cards instead of being typed at a keyboard.

Minor differences were used from time to time in different computer languages, but none really took effect and changed the way in which people used computers until the release of the Macintosh in 1984. Macintosh used a radically different method of operating a computer. Instead of typing each command, the user would point to something on the screen and "click" on it using the mouse pointing device. Macintosh programmers extended this concept to every application released with it. This different environment has been called a "graphic user interface" (GUI), and uses the concept of objects rather than typed commands. To delete a file, you don't type "DELETE PROGRAM," but point to the picture (icon) representing the file and drag it onto a picture of a trash can. This "desktop" includes more complex commands chosen from menus that appear in boxes called "windows" that pull down like a window shade from command category names on a "menu bar."

As the command line disappeared, so did traditional methods of handling program data. Words were still typed into a document on a word processing program, but many of the features that set up margins, tabs, and page breaks were translated into graphic icons selected with the mouse. Eventually this progressed into the world of the programmer. The text of a computer program was entered much like any word processor text, and the command to compile it into an executable program was now selected from the menu bar at the top of the screen.

A step further along this path is the concept of "object-oriented programming" (OOP). In this method, the details of windows, menu bars, buttons, and other GUI standards are used to create other programs that use a consistent interface. Instead of having to laboriously define at the byte level how to create a window box, the computer already knows how to do this; the programmer just has to tell the computer how big it should be and where to place it on the screen. OOP programming allows smaller modules (called "objects") to be used to build a more complex final product. A language that works in an OOP environment is finally available on an Apple II, but before we get to it, a little more introduction is necessary.

HYPertext "Hypertext" is a term created by COMPUTER LIB author Ted "*****" Nelson that refers to a method of allowing a user to move from one concept to another in a text by linking the two concepts together.<11> The first type of program that used "hypertext" was a simple text-based one. Certain words in the text of a document being viewed were marked to indicate that other information about that word was available elsewhere. Moving a cursor to that word and pressing a key would jump to the additional facts. For example, in an article about the history of music, the word "sonata" might be highlighted. Selecting this word could jump to another article that discusses sonatas in greater detail. When finished, the user could jump back over this link to the place he left in the original article.

"Tutor-Tech" was the first comprehensive hypertext system available for the Apple II series. It worked on 8-bit Apple II's, and was designed primarily for use in a classroom setting. Entirely graphics-based, it defined certain parts of the screen as "buttons", and moving the pointer to that area could allow the program to move to a different screen or cause something else to happen. As with any graphic interface, icons that represented certain functions were used to designate commands (i.e., to exit the program, you pointed to a picture of door labeled "EXIT").

In 1986 a remarkable program became available on the Macintosh that

was, for a time, included with each Mac sold. "HyperCard" was a comprehensive system that used the idea of hypertext, plus added a programming language that consisted of words and phrases as close to English as anything else previously available on a microcomputer. The HyperCard system took care of the details of how to draw boxes and buttons, and left it to the user to define where to put them and how to label them. And because of the language (which Apple called "HyperTalk"), user actions could do more than just move to a different picture (called a "card" by the program). It was possible to design simple databases, games, and much more using this system. Because it called a single part of an application a "card", a collection of cards comprising an entire HyperCard application was called a "stack".

With the release of the IIGS, the power was finally available in the Apple II world to create a similar product. But it didn't come first from Apple Computer; instead, Roger Wagner Publishing introduced a product called "HyperStudio" in May of 1989. This program used the super hi-res graphics modes accessible on the IIGS to create its own type of stacks. Like HyperCard on the Macintosh, HyperStudio used buttons and objects on the screen to direct movement through a stack application. It also included a hardware card that made it possible to easily digitize sounds to use in stacks. Though more extensive than Tutor-Tech, it was not quite as flexible as HyperCard, since it lacked a true programming language.

In January 1991, Apple released HyperCard IIGS, a conversion of the Macintosh product. This finally made a fully programmable hypermedia environment possible on the IIGS. Later in the year Roger Wagner Publishing responded with an updated version of HyperStudio that also included a programming language similar to HyperText that afforded more control over that stacks that were created. Although neither of these products gives the user power over details of the computer system itself (as does "C" or assembly), it does make it possible for a beginner to create programs that have outstanding graphics and sound without having to know exactly how the hardware produces these effects. This, along with the flexibility possible with these products, has led Dennis Doms in an A2-Central feature article to suggest that HyperCard IIGS (and now also possibly HyperStudio) will become the "Applesoft" of the 1990's; that is, an Apple IIGS user with HyperCard IIGS can create programs as easily as the Applesoft programmer of 1980 could do, but with far more attractive results.<11>

[*][*][*]

NEXT INSTALLMENT: Software

NOTES

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- <2> Howerton, Christopher, and Purvis, Lee. "The Apple IIGS Pascal Revue", CALL-A.P.P.L.E., Apr 1988, pp. 12-17.
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- <4> Vanderpool, Tom. GENIE, A2 ROUNDTABLE, Mar & Aug 1991, Category

2, Topic 16.

- <5> Winston, Alan B. "The Multi-Lingual Apple: Languages", PEEKING AT CALL-A.P.P.L.E., VOL 2, 1979, pp. 183-190.
- <6> Cap'n Software's version was written by John Draper, the legendary phone phreaker "Cap'n Crunch" who had worked at Apple in its early days. During his time at Apple he had designed one of the first peripheral cards for the Apple II: A telephone controlling device that also just happened to be capable of hacking into long distance telephone switching systems, and was therefore quite illegal.
- <7> -----. Apple Computer, Inc., APPLE IIC MEMORY EXPANSION CARD OWNER'S GUIDE, Singapore, 1986, pp. 2-4.
- <8> -----. (ads), CALL-A.P.P.L.E. IN DEPTH #1, 1981, p. 106.
- <9> Hertzfeld, Andy. "A Consumer's Guide To Apple II Assemblers", PEEKING AT CALL-A.P.P.L.E., VOL 2, 1979, pp. 164-166.
- <10> Hyde, Randall. "Assembler Maxi-Reviews", PEEKING AT CALL-A.P.P.L.E., VOL 3, 1980, pp. 240-246.
- <11> Doms, Dennis. "An Applesoft for the 1990's", A2-CENTRAL, Mar 1991, p. 7.09-7.13.

```

//////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/ > Anyone else get bumped off this morning, around 4am < /
/ > Central? < /
/ "4:00 am on a Saturday morning? Are you kidding? <grin>" /
//////////////////////////////////// J.MEEHAN3 //////////////////////////////////

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[EOA]
[LOG]////////////////////////////////////
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GENieLamp Information
*****

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 - o GENieLamp STAFF: Who Are We?

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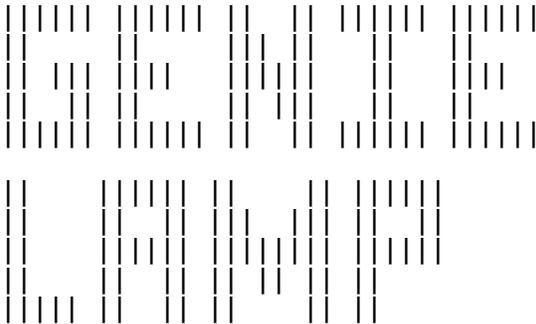
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the [return] key. The system will then ask you for your information.
Call (voice) 1-800-638-9636 for more information.
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~ PROFILES: Jim Royal, Author of Star Trek: First Contact ~
~ APPLE II HISTORY: Part 18 -- Software ~
~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
~ December 1, 1993 ~

- FROM MY DESKTOP [FRM] HEY MISTER POSTMAN [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE [HUM] REFLECTIONS [REF]
An Exception to Every Rule. Bringing Libraries Online.
BEGINNER'S CORNER [BEG] TECH TALK [TEC]
Polishing Green Apples, Part 5. Apple II Hybrids, Part 1.
CowTOONS! [MOO] PD_QUICKVIEW [PDQ]
From the GENIElamp Elves. LaserJet Printer Drivers.
PROFILES [PRO] HARDVIEW A2 [HAR]
Who's Who: Jim Royal. Hot Hardware for the Apple II.

..... that GENieLamp A2 has added to its staff the A2 Goddess, Tara Dillinger. Tara is the new assistant editor, and will be in charge of our Apple II profiles -- the section of GENieLamp A2 that seems to draw the most praise and interest. Tara is by now an old hand at interviews, as every Monday night she conducts a live online talk show for the A2 RT: WOWS, A Walk on the Wild Side with Tara & Co.!

As WOWS fans already know, Tara is endearingly loopy, which means she should fit right in with the rest of the staff. Welcome, Tara! I'm so delighted by your joining the staff that I feel as though I'm getting an early present.

WELCOMING NEW WRITERS Just as exciting is the fact that submissions for GENieLamp A2 keep pouring in. Old-time GENieLamp A2 contributor Larry Faust has returned with his take on an inexpensive 14,400 baud modem, and Jay Curtis begins a new series on Apple II hybrids.

What's more, a few readers write me each month -- I wish it were more, but I mustn't be greedy -- to let me know how much they enjoy the magazine, or to make suggestions for improvements, or for articles. It's always great to hear from you!

We'll meet here again after the holidays. Just now, I have one or two family traditions to carry on... and nothing could make me happier.

Happy holidays to all our readers!

-- Doug Cuff

GENie Mail: EDITOR.A2 Internet: editor.a2@genie.geis.com

[EOA]

[HEY]////////////////////////////////////

HEY MISTER POSTMAN /

////////////////////////////////////

Is That A Letter For Me?

.....

By Douglas Cuff

[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

.....

[*] CAT2, TOP6 Logging on from Sweden

[*] CAT2, TOP19 Copy II+ on a hard drive?

- [*] CAT5, TOP3 Apple Inc no longer sells the II
- [*] CAT13, TOP15 Texas II patches AppleWorks 4
- [*] CAT24, TOP2 Hope for fax software?
- [*] CAT41, TOP1 Encrypting files
- [*] CAT42, TOP29 AppleWorks 4
- [*] CAT44, TOP5 Apple Inc auctions off inventory

>>> A2 POT-POURRI <<<

APPLE II USERS INDEPENDENT I think, to an extent, part of the
 ***** "self-reliance" of Apple II folks is that a
 lot of us started when the only way to get help was from someone else
 floundering with their new toy. This counted even most computer store
 operators.

In 1990-81, things started changing as the market started exploding.
 Hacker types were phased out at computer stores and slick company-
 "trained"-in-technology types took over. The solution became more "here's
 what we can sell you to fix that" rather than "here's how to fix that".

In many cases, the former answer (buying the solution) is actually
 the proper one these days. But it isn't always the right answer. I
 think many of the Mac and PC folks have "grown up" with the "if it isn't
 off the shelf, it can't work" mindset (many of the PC folks coming from the
 mainframe environment where this seems to be THE mindset, but my recent
 experiences on this are another story :) and don't think well any other
 way. Most of the Apple II users who have stuck it out are probably some of
 the same hard-core [sorry] users who started back in the Olde Days, or know
 some who did and cought the bug.

Under stress, people fall back on what they know. :)
 (WIZARDS.MUSE, CAT11, TOP10, MSG:230/M645;1)

TWO PRINTERS ON A SWITCH BOX I'm having difficulty hooking up two
 ***** printers to my GS via a switch box.

Going from the printer port to an A-B switch box (mini-din 8 to
 mini-din 8), then A to Imagewriter (md8-md8) and B to DeskJet 500 (md8-25).

What happens is NADA -- no response from either printer. Tested the
 cables by hooking them up directly and they work. Using a switch box that
 I have been using with my modem (with which it works just fine). So all
 the individual components seem to be okay, but no printing.

What's the answer?

```

  |
-(+)-
  |

```

...Will (W.NELKEN1, CAT12, TOP17, MSG:163/M645;1)

>>>> I had a similar problem, because I didn't know something very
 """""" important about the cables. The standard GS to IW2 cable
 "reverses" the connections between the two ends. Since I didn't know this,
 I was trying to connect my GS to IW2 using two of these cables thru a
 switch box, which "reversed" it one too many times.

The solution is to buy a "straight thru" cable (which unfortunately looks just like a GS to IW2 cable) to go from your GS to switchbox. Then connect your standard cables from the switch box to printers. My cable has the following arrow symbol on it, which may be a standard (?):

```
<---  
--->
```

If you tested ALL you cables separately and they all worked, this is your problem, since one of them (the "straight thru") should not have worked by itself.

I'm not sure why the modem works; maybe a modem is more flexible in it's connections.

-- Ken Watanabe --

(K.WATANABE5, CAT12, TOP17, MSG:168/M645;1)

APPLEWORKS DATABASE FIND AND REPLACE Does Appleworks 4.0 have any feature
"-----" that will replace all occurrences of
a certain word in a certain field in all records of a database with another
word? For example, I have a Category in which I often entered "None". Now
I'd loke to go thru and change those 400 "None" 's to "N/A". Is this
possible with AW4, or even AW3?

(KEN.GAGNE, CAT42, TOP29, MSG:420/M645;1)

>>>> Try putting this formula in the catagory. We'll assume the
"-----" category is named socks.

```
@if([socks]="None","N/A",[socks])
```

Then OA-K the entire file

Quality Computers --- Power for performance

(W.CARVER1, CAT42, TOP29, MSG:431/M645;1)

>>>> Nice trick, Bill -- wish I'd thought of that one. <g> Don't
"-----" forget to remove the formula after recalcing the file.

(QUALITY, CAT42, TOP29, MSG:434/M645;1)

PROGRAMMER LEAVES SOFTDISK I just wanted to say goodbye to everyone
"-----" before I get busy and drop out of sight. I'll
be around for the next week, but after that...

My last day at Softdisk is November 30. The next day I'll be heading
for Seattle and a job with Ariel Publishing.

I'll be keeping my PUNKWARE account so contacting me via e-mail will
still be possible, but after next week all Softdisk-related correspondence
should be addressed to Bryan.

It's not only been educational, but immense fun as well. Thanks for
everything.

Jay Jennings

Softdisk (PUNKWARE, CAT34, TOP2, MSG:23/M645;1)

REWARD FOR PRINT SHOP GS UTILITY > If the utility is freeware/shareware,
> then people who don't own PSGS can
> also print out cards, banners, signs, etc. created by others. What a
> cool idea! Anyone want to give it a shot? ;-) I'll beta test. :)

And, Shareware Solutions II will offer a \$100 cash reward to the first person who completes a dependable and bug-free freeware or shareware Apple IIGS utility program that will allow Print Shop GS greeting cards, letterheads, etc to be printed to HP and HP compatible inkjet and laserjet printers!

Joe Kohn
Publisher, Shareware Solutions II
(J.KOHN, CAT6, TOP5, MSG:133/M645;1)

MEMORY LANE: SPECIAL DELIVERY SOFTWARE Today I rescued an original copy
of the Apple Writer][Operating Manual from the trash! Also Visicalc and PFS File, with original disks and manuals.

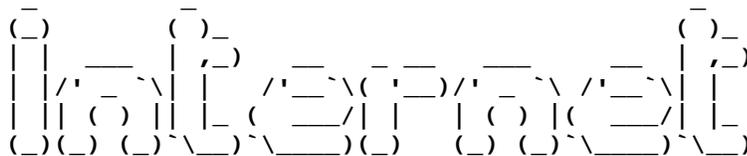
Does anyone remember "Special Delivery Software?" It was a trademark of Apple Computer, and Apple Writer][was published under this logo.

Terrell Smith
tsmith@ivcfnsc.fullfeed.com
(T.SMITH59, CAT7, TOP11, MSG:120/M645;1)

>>>> I remember Special Delivery Software very well. Apple marketed an
entire product line of software titles under that label. These products were for both the Apple II and Apple /// machines. Apple II products tended to be in grey packaging and Apple /// products were in either black or blue packaging. It sure brings back some memories.
Tyler (A2.TYLER, CAT7, TOP11, MSG:121/M645;1)

APPLE II AND THE INTERNET

GET YOUR APPLE II



INFORMATION HERE!!!

Greetings, Apple II fans!

After much lurking about on A2 and A2Pro for the past few weeks, I think I've finally worked up the confidence to tell you what I'm *really* here for (besides bugging people in the RTC all night). ;-) I was approached by Lunatic last month with an offer to become A2's and A2Pro's official Internet Contact Person. My chief duties as the latest addition to A2 staff will be to ensure that all Apple II-related files appearing on the Internet are uploaded to the libraries on GENie. As well, I am here to answer any questions you have about the Internet as well as to provide pointers on locating Apple II resources on the Internet.

A little personal background: I'm 22 years old (b. 1971) and in my graduating year at the University of Toronto. My specialty lies in the field of genetics and molecular biology. My future plans include graduate studies or medical school, whichever I can get. ;-) My addiction with personal computing started back in Grade 5 with a Commodore PET in the classroom and BASIC programming. A friend down the street had a mondo cool Apple][+ with colour graphics -- that got me hooked on Apples. I *nearly* bought an original Mac 128 back in 1984, but decided to hold off for something with colour and a bigger screen. ;-) A few years later, in Grade 10, the Apple II GS appeared at a local dealer and I knew I *had* to get one. Well, six years later, I'm still using the same machine. :)

My first contact with the Internet was with Usenet, a giant "BBS" with several thousand "newsgroups" (like GENIE's RT's and categories) and over a million readers worldwide. One kind soul on a local BBS uploaded messages from comp.sys.apple2 (the main Apple II discussion area) once every couple of days so the rest of us could see what was going on in the mystical network. Like most people, my first hands-on experience was during my freshman year at university. I gradually learned the unwritten "netiquette" and at the same time discovered one of the great Apple II resources.

Today, I am the administrator of an Apple II FTP site, an online repository of files accessible by anyone in the world with FTP (File Transfer Protocol) on their system. Files uploaded to these FTP sites frequently do not find their way to GENIE. I intend to change that by logging all new file uploads and transferring them to the libraries here, confirming GENIE as the largest Apple II online resource.

The first thing I would like to do is set up a few topics specifically about the Internet in general and as it relates to the Apple II. I'm not sure where to start, so feel free to leave suggestions here for discussion. I would like one just for general Internet questions, but more technical matters would be best left to the Internet RT. Another topic could be "News from comp.sys.apple2", featuring excerpts and compilations of messages from Usenet. What does everyone think?

One last thing... I'd like to thank Lunatic and the rest of the A2/A2Pro staff for a nice welcome, especially A2.GEna and A2.Susan who were always helpful in the RTC with my "newbie" questions. :) I guess I'm not really a stranger here, since there are many, many names I recognize from my travels through the Internet. So before this turns into a total mush-fest, I'll sign off for now. :)

- Brian <taob@io.org, 90taobri@wave.scar.utoronto.ca, b.tao@genie.geis.com>
(B.TAO, CAT2, TOP6, MSG:62/M645;1)

COMPUTER DAY CAMP NOTE: Don't worry. This isn't a request for money. I'm
"*****" on to a good thing and want to share it.

For the last nine summers I have conducted a not-for-profit computer day camp for children in an "economically deprived" community. A public school is one of four major sponsors, and we use their facilities and three or four of their Apple //e's. Ten other computers are scrounged, mostly from the university where I teach. I donate my time, and another sponsor -- a treatment center for disturbed kids -- pays minimum wages to a recreation director and a crafts supervisor. This center also provides us

with a van. A local church lets us use a van as well.

We operate for eight to ten weeks each summer, depending upon how long school is out. Sometimes we run concurrently with school summer sessions. We bring children to the school from their homes each weekday for two weeks, feed them a snack on arrival and a hot lunch later, given them two hours in the computer room and another two hours at crafts and recreation before we take them home in the evening.

For a two-week camp we ask a donation from parents of \$10 for the first child from a household and \$5 each for any others, but jobs are scarce here, and we take in less than \$500 altogether from the 120 to 150 kids who attend.

Computers are inherently inclusive, so we were able to include in the 1994 camp two children with severe visual handicaps, a boy in an orthopedic brace, three children who are institutionalized for emotional problems, and a mute autistic.

The four 2-week camps cost us less than \$1000/week in out-of-pocket expenses, and the kids, their parents, and all the sponsors are ready to do it again in 1995.

My university has given me a one-year Sabbatical at half pay, and I am writing a book to tell potential sponsors in other communities how cheap and easy it is to run camps like this one.

I have my sponsors, and, as I said at the beginning, I'm not looking for handouts. I would appreciate comments from others out there who are using computers to reach disadvantaged kids.

Thanks. Eric Schonblom
(J.SCHONBLOM, CAT15, TOP17, MSG:1/M645;1)

DESK ACCESSORIES WHEN SHIFT-BOOTING? How can I activate specific CDA's or
"*****" NDA's after shift-booting into the
system? -(Tim)-
(T.HOHS, CAT9, TOP5, MSG:234/M645;1)

>>>> To activate (install) specific NDA's or CDA's, you need to have a
"*****" program such as Softdisk GS's InstantDA. Sorry, I'm not sure which
issue(s) of Softdisk GS this is available on (I've seen it on several this
year) You could probably ask over in Softdisks area and Bryan (or Jay or
someone :) will let you know (yes, backissues are available:) There are
probably a few other programs like this floating around but I'm not
familiar with them.

-Harold

(Nope, IR (Init Reloader) won't work, it's an INIT and thus wouldn't
be loaded during a shift-boot sequence. I just know someone will mention
it:-)
(H.HISLOP, CAT9, TOP5, MSG:235/M645;1)

>>> HOT TOPICS <<<

APPLEWORKS 4.0 SHIPS Yes, it did begin shipping November 1. So far we've

***** shipped about 3,000 copies. We tried to do it starting from the first date but we ran out of 5.25" disks at one point (we had plenty of NORMAL ones but for double-sided duplication our machines need special disks with two index holes). Since many of the first orders included both 5.25" disks and 3.5" disks, because we weren't asking which disk size you needed at first, some of those are still backordered.

We also have a few hundred orders with accessory products which are not yet available (but should be in a few days) -- the One-Touch Commands Disk and the Exploring AppleWorks 4 video. If you ordered AW4 and one of those two products, we are holding your order so it can all be shipped together. The delay should be a week at most and you'll still receive yours before the November 18 date stated in the last letter. (If you want us to split the order and ship your AW4 now, just call us and we'll be happy to do so, but it really won't be that much longer.)

(QUALITY, CAT42, TOP29, MSG:307/M645;1)

...THEN APPLEWORKS 4.01 SHIPS We've temporarily halted shipping on AW4 to ***** fix a couple of minor bugs which early recipients have found. We will resume shipping on Monday 11/8 with Version 4.0.1. If your copy of AW4 has already been shipped, we will be sending you new disks on Monday.

Meanwhile, if you're having problems getting auto-save to work, hold tight. <g> (QUALITY, CAT42, TOP29, MSG:329/M645;1)

>>>> If you're having trouble with auto-save, just exit to Basic, set ***** the prefix to your AppleWorks directory and type this in:

```
poke 768,118
  bsave aplworks.system,TSYS,B$9A4,A768,L1
```

or with a disk editor, change +\$9A4 in APLWORKS.SYSTEM from \$56 to \$76.

(BRANDT, CAT42, TOP29, MSG:335/M645;1)

>>>> Here is the status of 4.01. It is currently shipping out in all of ***** the NEW packages of AppleWorks. Everyone who has already received 4.0 are on a list, and we even have mailing labels printed and ready to go.

However... our disk duplicators are running full speed 8 hours a day, and even now we are having trouble keeping our assembly line stocked. Fortunately, today we got a good start on making a literal mountain of 4.01 disks that should be a good start at filling all of the reshipments to those who received 4.0.

What this all mean to you is... There is no need to call, if you got AW 4.0 you will get 4.01 in the mail automatically. And, it should be shipping from here sometime next week.

Walker (W.ARCHER2, CAT42, TOP29, MSG:343/M645;1)

HOW TO MANUALLY UPDATE AW 4.0 TO 4.01 Gary, if you're running AW 4 and ***** get AW 4.01, why use the installer? Why not just use the built-in file copy function and copy the changed files? (OA-A to arrange by date, grab the new ones and go.) You really only need to copy APLWORKS.SYSTEM, SEG.DB, SEG.DR, SEG.SS and SEG.WP. Get the MAIN.DICTIONARY now from AW 3 and you won't have to worry about it

later.

(BRANDT, CAT42, TOP29, MSG:306/M645;1)

<<<<< I forgot a couple of files. You should also copy SEG.AW and
"*****" SEG.UM. Then if you have SideSpread, you should run the Updater on
that, and if you're using any of the TimeOut apps on the disk, get the
latest versions of those. Anyway, there's nothing magical about the
installation, so you can look at file dates and copy files manually.

(BRANDT, CAT42, TOP29, MSG:307/M645;1)

<<<<< re: Standard Settings
"*****"

All info ever saved by AppleWorks is stored in SEG.ER. No other
files are ever changed. If you want, you can delete your current setup
after copying SEG.ER to a save place, reinstall AW4 using the installer,
then copy SEG.ER back and you're in business.

(BRANDT, CAT42, TOP29, MSG:349/M645;1)

AW 4 DESKJET GLITCH STOMPED Thanks entirely to Tom Smith (T.SMITH52),
"*****" I've solved the DeskJet proportional problem
with clovers despite not having a DeskJet myself. Despite being unable to
test it, I guarantee this patch will solve the problem. From Basic, with
your Printers disk in the drive, type the following:

POKE 768,15
BSAVE SEG.PR,A768,B\$F9E,L1

Now reinstall the DeskJet drivers so they get plugged into your
SEG.ER. BlockWarden and other disk edit folks can change offset +\$F9E in
SEG.PR from \$11 to \$0F.

>>> JFK

I have nothing to do with ReportWriter, but I can tell you Dan
Verkade is working on it and hopes to have it ready by early December.

(BRANDT, CAT42, TOP29, MSG:400/M645;1)

SIDESPREAD BUG IN AW 4 Has anyone besides me encountered a Timeout
"*****" SideSpread problem with AW4? I have installed TO
SS, updated it with Timeout Updater, and the following, limited problem
occurs. Everything works just fine when printing in Draft or Standard
quality, but when trying to print in High quality, it bombs out (to the
monitor) after printing just a few lines. High quality only, mind you. (I
need high quality, my eyes not being what they once were, you see. :))

Thanks for any comments or help.

* Tom G *

(T.GROHNE1, CAT42, TOP29, MSG:150/M645;1)

>>>>> Tom, a similar problem with TO.SIDESPREAD was reported to Randy by
"*****" me on 5 November. Randy says that Dan was able to duplicate that
problem. In my case, the SideSpread bombed out after printing one or two
columns, IN REDUCED PRINT MODE. Yesterday I noticed that the same problem
occurred when using High quality. (My eyes, too, ain't what they used ot
be :)).

I assume that AW4.0.1 will fix this problem, since Randy mentioned last week that the Updater will need to be run again for SIDESPREAD when 4.0.1 is received; apparently something has been done to the updater...

You ain't alone -- it's just that not too many people seem to be using SideSpread, or else they haven't been working it out with AW4.0. See ya.

Dave Mattis (D.MATTIS@GENIE.geis.com) burping turkey in Florida
(D.MATTIS, CAT42, TOP29, MSG:151/M645;1)

>>>> Dave and Tom G, I assume Dan's SideSpread repair in AW 4.01 solves """" the high quality as well as reduced mode problems, because they both sound like the same problem. Now you just need 4.01 and you should be set.
(BRANDT, CAT42, TOP29, MSG:152/M645;1)

BUG IN AW 4 DATABASE REPORTS To duplicate try this.

Set up a data base.

Set up a report with only two categories.

Put the cursor on the second category and hit OA-A to arrange.

With me the second category is not the one I'm asked if I want to arrange on!

The work around is to have a blank category in the data base and then choose sort on several categories. That way I can get the list of categories and get it to work correctly.
(D.MCKEE3, CAT42, TOP29, MSG:412/M645;1)

>>>> David, after a bit more checking, I found the problem only occurs """" on the last category in the file. The correct name shows up as the default category any time you're not on the last category.
(BRANDT, CAT42, TOP29, MSG:415/M645;1)

HOW TO RECOMPILE AW 4 DEFAULT MACROS I'm having problems trying to
***** decompile the default macros for AW
4.0. The second macro, ba-[, decompiles in part to this:

```
BEGIN:
  $1=.AWPath::
  $1=left $1,65535+$ $117 :
  left oa-tab>0<savescr:
  IF Z=0 sa-_:
RPT ENDIF:
```

Obviously, this does not re-compile properly.

Can you post the actual source for that macro? I'd like to change the message in this macro about "Default macros installed", but cannot do so if it won't compile. Thanks!

Steve Weyhrich <IX0YE>--<
(S.WEYHRICH, CAT42, TOP29, MSG:218/M645;1)

>>>> Steve, why don't you just get the source file for the default set
"*****" from the sample files disk and compile that, instead of trying to
de-compile the default set?

(QUALITY, CAT42, TOP29, MSG:219/M645;1)

AW 4 TRIPLE DESKTOPS How do I add files to the 2nd and 3rd desktop when
"*****" the 1st desktop is full? All I get the message
"Desktop full" and I can't switch desktops in any way then. The manual
tells about that neither.

Udo - ... just a IIGS freak -

(U.HUTH, CAT42, TOP29, MSG:221/M645;1)

>>>> The normal meaning for "desktop full" is that all memory has been
"*****" used up. There's only one memory pool, so there's no way to use a
second desktop index in that case. If you are referring to the index being
full (that is, there are 12 files on the desktop), then you can use any of
the available commands to switch to another desktop index and add more
files.

(BRANDT, CAT42, TOP29, MSG:229/M645;1)

AW 4 DICTIONARY PROBLEM I'm experiencing a glitch with the AppleWorks 4
"*****" main dictionary: it doesn't seem to know words
occurring alphabetically between approximately fort and fossil. Can anyone
out there duplicate this? Please try "forte forth fortieth fortification
fortify fortissimo fortitude fortnight fortnightly Fortran fortress
fortuitous fortunate fortune forty forum forward". I can't get AW4 to
recognize any of these!

I'd simply replace the AppleWorks 3.0 MAIN.DICTIONARY file, but I
notice that the new version is some 7 blocks larger....

Doug Cuff
Editor, GENIE Lamp A2

(EDITOR.A2, CAT42, TOP29, MSG:273/M645;1)

>>>> Doug, there's no difference between AW 3 and AW 4 regarding spell
"*****" checking. None of the code has been modified. The exact same
dictionary files were supposed to be used, but you're right about the
7-block difference. I have no idea what happened there, but there must
have been some sort of copy error, since there is no alternate dictionary
version. Copy your AW 3 main dictionary file and use it.

(BRANDT, CAT42, TOP29, MSG:274/M645;1)

>>>> Was your AppleWorks 3.0 installed from 5.25" disks? If so, that's
"*****" the reason the the AW4 dictionary is larger. The 5.25" version is
truncated to allow it to fit on a 5.25" disk.

Quality Computers --- Power for performance

(W.CARVER1, CAT42, TOP29, MSG:275/M645;1)

>>>> Bill, the problem is that something went wrong when the 3.5" master
"*****" was created. Was your malfunctioning drive involved by any chance?
Anyway, somehow the dictionary file was slightly damaged, somehow becoming
7 blocks longer, yet dropping words in the for* to fos* range. In any
case, the AW 3 MAIN.DICTIONARY file can be copied over and all is well.

(BRANDT, CAT42, TOP29, MSG:278/M645;1)

AW 4.0 TIMEOUT BUG FIXED IN 4.01 I have had AW4 about 3 weeks now and no
"One Touch" disk and copied all the new TO Apps to my Timeout dir. That
gave me exactly 30 TO apps in it.

I booted AW4 and it loaded the TO apps O,K, apparently but put me in
the "Unable to find Timeout...." I hit "try again" and it appeared to load
O.K. but left me in the "add files " screen instead of the Main Menu. I
hit ESC and into the Main menu, then OA Esc to the Timeout menu and only 29
had loaded.

The computer would "crash" HARD if when I did the following: Hit TAB
for TO menu 2, when I used the TO calculator and hit the space bar to exit
and when I went into the TO Util and tried to change memory status. The
Calculator would work alright but crashed on space-bar exit.

If I reduced the number of TO apps to 28 everything works great, no
problems. The manual says you can have all the TO apps you want in the
TIMEOUT directory and AW4 would make more than 1 menu. It also says a
single menu would hold 30 applications.

I don't have a DeskJet printer so eliminated those 2 applications but
what happens when I add more from either your second disk or another disk?

See if you can duplicate this phenomenon! ;-)

S E L..... (S.EDDINGS1, CAT42, TOP29, MSG:322/M645;1)

>>>> You've got an AW 4.0 problem. You should be using AW 4.01 instead.
"***** The problem is due to too much space used up by TimeOut application
names and file names. If you use the Rename files options and shorten the
names to "TO." names that are shorter, you should be able to fit all 30
applications even with the full length application names in the menus.
(BRANDT, CAT42, TOP29, MSG:328/M645;1)

SMALL BUG IN AW 4 SPREADSHEET I think I have found a bug in the spread
"***** sheet. I have seen it a few times before
but I could not repeat it. I found a way to repeat it.

- 1> Open a spreadsheet.
- 2> Set OA-V value format to DATE.
- 3> Put a number in a cell (Not today's date).
- 4> With the cursor on that cell type "@" and press an arrow -> key.
The value in the cell will not be changed. .
- 5> Move cursor to a blank cell.
- 6> Type "@" arrow-key. The value from the first cell is entered
here, not today's date.

There is no problem if you press ENTER then press the arrow-key to
move. Typing @ "RETURN" will always enter today's date.

Tom. (T.SMITH52, CAT42, TOP29, MSG:379/M645;1)

>>>> Thanks for the SS bug report. Dan will look into it. Obviously
"*****" it's not a high priority because entering "@ right arrow" is not a
normal sequence and is easily avoidable, but we'll try to fix it in v4.02
anyway.

(BRANDT, CAT42, TOP29, MSG:389/M645;1)

APPLEWORKS 4 ADD-ONS #1: ONE TOUCH COMMANDS > Will, how about a complete
"*****" > list of what will be on
> those (One Touch Commands) disks? Thanks in advance.

If I've got my records straight, the first one from Quality includes:

- DJ Two-Side -- Print a two-sided document on a DeskJet IW
- Two-Side -- Print a two-sided document on an ImageWriter
- OA-H Swap -- Swap OA-H printers on-the-fly
- Print Label -- Print a single label from a data base file
- PrintClip -- Print a clipping (selected portion) from a file
- SaveClip -- Save a clipping from a file
- FileFinder -- Search your drives for that missing file
- HangMan -- The chalkboard game comes to life on the Apple II
- Load Workset -- Load any of up to 99 groups of up to 36 related files
- Pop-Up Calc -- Basic arithmetic calculations on-the-fly anywhere
- Number2Words -- Enter a number, get it back in words, up to 99,999.99
- Typing Speed -- Clock your typing speed (Zero to sixty in...)
- Screen Color -- (IIgs only) Re-paint your screen on-the-fly

How it sells will determine if they do another one. But even if they
decide not to, there'll still be another one. :-) It's in the works, but
presently includes:

- Multi-Column -- Print AWP's in 2, 3, or 4 columns
- DB Highlighter -- Highlight individual categories onscreen
- DB Dialer -- Highlight a phone number and dial it via modem
- Bell Changer -- Set the AW bell tone the way YOU like it
- Reverse Feed -- Trigger a reverse form feed on your ImageWriter
- Batch Filer -- Process a batch of Desktop files at once
- Box Tool -- Draw rectangular frames in an AWP

Got some ideas you'd like to see? Post them here.

|
- (+) -
|
...Will

(W.NELKEN1, CAT42, TOP24, MSG:44/M645;1)

APPLEWORKS 4 ADD-ONS #2: AFTERWORK SCREEN SAVER Here's some news from
"*****" tonight's RTC to make
your hearts beat faster:

<[Terrell] T.SMITH59> What can you tell us about "AfterWork"? How far
along is it?

<[Jerry] QUALITY> Should be shipping by the end of November. It's cool.
You'll have to see it to believe it. The first time I saw the AW screen
melting I couldn't believe my eyes. B) It'll be a lot like After Dark...
there will be various modules which you can set various options on.

Probably we'll release programming info for the modules eventually.

```

_!_ Terrell Smith
  | tsmith@ivcfncs.fullfeed.com
  |

```

(T.SMITH59, CAT42, TOP29, MSG:285/M645;1)

PATCHING APPLEWORKS 4 I would much rather see future patches to AW4
 implemented as INITs rather than as actual patches
 to the code. (Or add the POKES to the startup macro, but that would
 require UM.) This would make installing/removing the patches much easier
 and possibly you'd also be able to hold down the Apple key at boot time to
 determine exactly which patches were being installed.

Just a personal preference but I'd like to get out of supporting the
 heavily-patched versions of AW as much as possible.

(QUALITY, CAT42, TOP29, MSG:323/M645;1)

>>>> Jerry, the problem with Inits for patches is that they then have to
 be active, and if you hold down both-apple keys when booting up to save
 time (when you don't need macros), suddenly you have a different version.
 There are advantages to going the Init route, but it's a tough call. If
 patches just change bytes, the AppleWorks memory map stays the same and
 there's nothing extra involved in supporting such a version.

(BRANDT, CAT42, TOP29, MSG:326/M645;1)

MACRO PATCHES FOR APPLEWORKS 4 FROM TEXAS II Macro patches can be
 applied as part of an
 UltraMacros startup routine. No permanent changes are made to your
 AppleWorks disk.

Hotkeys (no Return after pressing a number at menus) revert to normal
 for the 1st character if the menu has over 9 items.

```

A:<all x=$1c55:poke x,$ad:poke x+1,$f2:poke x+2,$0e:
   poke x+3,$c9:poke x+4,$0a:poke x+5,$90:
   poke x+6,$25:poke x+7,$ea:poke x+8,$ea:
   poke x+9,$ea:poke x+10,$ea:poke $1cca,$e4>! // Hotkey patch

```

Change the tone of the error bell by changing 180 or 50:

```

B:<all poke $1447,180:poke $1449,50: >! // Change error bell
T:<all bell>! // Test the bell

```

Change change the --> to a checkmark or to a MouseText arrow:

```

C:<all $1=" " + chr$ #"D":.pokestr $1,$0aea>!
<ctrl-C>:<all $1=" "+chr$ #"S"+chr$ #"U":.pokestr $1,$0aea>!

```

More startup macros change other characteristics:

```

D:<all poke $ab75,#'->! // Change Date separator to "->"
<ctrl-D>:<all poke $ab75,#'.'.>! // Change Date separator to ".'"

F:<all poke $11ad,$0d>! // Disable OA-H formfeed

O:<all poke #socursor,1:ctrl-x>! // Activate overstrike cursor

```

```
V:<all poke $10ef,#'!'>! // Change vertical line in menus
```

Why anyone would want to do this, we don't know:

```
Y:<all poke $0f14,1>! // Cancel yes/no questions
```

On the other hand, Reversing Yes/No Questions is very popular:

```
\:<all $91=chr$ 141+chr$ 8+chr$ 192+chr$ 173+chr$ 149+  
chr$ 208+chr$ 174+chr$ 153+chr$ 208+chr$ 141+chr$ 153+  
chr$ 208+chr$ 142+chr$ 149+chr$ 208+chr$ 173+chr$ 150+  
chr$ 208+chr$ 174+chr$ 154+chr$ 208+chr$ 141+chr$ 154+  
chr$ 208+chr$ 142+chr$ 150+chr$ 208+chr$ 141+chr$ 9+  
chr$ 192+chr$ 96:.pokestr $91,$800:poke $800,0: jsr $801>!
```

TEXAS II on MACROS (c) 1993 Kingwood Micro Software, 2018 Oak Dew, San Antonio, Texas 78232-5471. Macros by Beverly Cadieux, Wally Bradford, and Nicholas Pyers. For clarity, the text of TEXAS II on MACROS is printed on a Hewlett-Packard Deskjet 500 printer. If these macros change for v4.0.1, we'll post them again.

If you like and use these patches, and would like to have more, it's very simple. Subscribe.

[TEXAS II (c) Kingwood Micro Software, 1993 issues, 6 for \$12; 1994 issues (Jan-Jun), 6+3 for \$15. TEXAS II is sold in 6-issue sets, not by the year. 1994 subscribers will get 6 issues of TEX, and 3 issues of TEX on MACROS.]

(B.CADIEUX, CAT13, TOP15, MSG:1/M645;1)

<<<<< For those who missed it, here's the TEXAS II subscription info
"""""" again.

A subscription includes 6 issues of TEXAS II (Appleworks ideas, little-known features, undocumented commands, news and reviews of independent add-ons, and lots of of good cheer). It also includes 3 issues TEXAS II on MACROS, for a total of 9 newsletters. An example of TEX on MAC was posted in messages 1 and 4 (approx) above. These are PRINTED newsletters which come in the US mail approximately every 6 weeks. TEXAS II is sold in 6-issue sets, not by the year. We might do from 9 to 12 issues a year, whenever there is news. The price of the next six issues (4.1 to 4.6) is \$15 US and Canada, \$18 overseas.

We also have disks which are sold individually or in sets of 3. They are available on either 3.5" or 5.25" (3, 2-sided disks). Each disk contains the text of the newsletters, plus about 700k of interesting Macros, Font Lore, and regular AppleWorks files which do not require macros. The current issues are TEXAS II on Disk vols. 5, 6 and 7 for \$24.00, or \$8.50 each. Shipping is included on all, and Texas residents please add 8.25%.

There is no combination rate for both newsletters and disks. We encourage you to subscribe to both, because if you don't, you miss out on so much. About 80% of our subscribers get both the paper newsletter and disks, and many of them contribute regularly to fill them with articles and macros from all over the world.

For current subscribers, renewals are due now. TEXAS II v3.9 and your renewal info will be mailed next week. Vol. 7 will ship shortly after that, along with a year-end index and our annual "Best of 1993" report. Vol. 7 will include the Block Warden info mentioned above, some early info on AppleWorks 4.0 PEEKS, and something even more intreresting that you need to know about -- POINTERS. It also includes the famous "Simple TimeOut Calendars for 1994," (our _eighth_ year!) and lots of other goodies.

At some point, we do close subscriptions, and don't accept any more until the next round of 6 is ready to start. So please do respond now if you're interested. Thank you very much for all the e-mail.

Kingwood Micro Software, 2018 Oak Dew, San Antonio, Texas 78232-5471.

[TEXAS II v3.9]
(B.CADIEUX, CAT13, TOP15, MSG:13/M645;1)

ALL APPLE II HARDWARE AND SOFTWARE GONE FROM PRICE LISTS Okay folks, I'm
not trying to
start a bunch of rantings and ravings, however, our district technology coordinator informed all of our schools (there are over 50 of them) that the Apple IIe has now been removed from the price list. I asked him about it and he said that he got the word from the area Apple guy (can you tell I can't remember his title) in Bellevue, Washington. These seem like pretty reliable sources to me. Can anyone put this to rest or possibly confirm it?

--Steve DePaul (S.DEPAUL3, CAT5, TOP3, MSG:68/M645;1)

>>>> It's true. As of last week Apple is no longer selling anything for
the Apple II. That includes peripherals, CPUs and software.

Bryan (SOFTDISK.INC, CAT5, TOP3, MSG:69/M645;1)

>>>> I'm SURE that they will be selling off their inventory. They may
sell it all to Sun Remarketing at a discount, but the on hand inventory will go somewhere where we can buy stuff from it.

Just because it isn't on the price list, doesn't mean it doesn't exist.

AND they will still be selling repair parts through the usual channels.

Gary R. Utter (GARY.UTTER, CAT5, TOP3, MSG:73/M645;1)

APPLE INC AUCTIONS OFF REMAINING INVENTORY For what it's worth gang:
Apple is holding an auction:
they are getting rid of the remaining inventory of a lot of their machines:
IIGSes included.

See the latest issue of MacWEEK for more details...

Bryan (SOFTDISK.INC, CAT5, TOP2, MSG:73/M645;1)

>>>> There will be an auction of Apple stuff in three places around the
country:

Chicago Nov 20
Framingham, MA Dec 4
Herndon, VA Dec 11

According to the brochure sent out (slick, glossy, heavy paper), it includes powerbooks, Macs, IIGSs, speakers, monitors, printers, CD Roms, scanners, Claris software. The fine print states "the auctioneer reserves the right to group one or more items into one or more selling lots..." so this may be a good opportunity for schools or dealers to scoop up a bunch of stuff, but bad for individuals who want one piece.

! |
| Terrell Smith
| tsmith@ivcfncsc.fullfeed.com
| (T.SMITH59, CAT5, TOP2, MSG:80/M645;1)

>>> WHAT'S NEW <<<

HYPERLOGO GS SHIPS Scripting HyperStudio for the Apple IIGS just took a
***** giant leap forward! HyperLogo for HyperStudio GS is
now shipping.

If you've been waiting for this new product, wait no more! Add 3D pictures and movies to your stacks. Use Logo's powerful artificial intelligence features to control your stacks. With HyperLogo and Talking Tools, you can even create stacks that can read what you type! It's all here for the low introductory price of \$50 plus shipping, or get HyperLogo and 3D Logo, our stand-alone version, for just \$85. These programs will cost \$95 each after the introductory special expires, so don't wait!

If you ordered HyperLogo when 3D Logo started to ship, your wait is over. All backorders have been shipped, and all should arrive by 22 November.

If you would like more information about HyperLogo, just ask! Or, if you prefer, send me your mailing address by e-mail or call (505) 898-8183 and we'll send an information package that tells about all of our Logo products for the Apple IIGS.

Mike Westerfield
(BYTEWORKS, CAT15, TOP16, MSG:24/M645;1)

SEQUENTIAL INTRODUCES CD-ROM FOR RAMFAST Today, Sequential Systems is
***** proud to announce the
introduction of DiscQuest(tm) and DiscQuest GS(tm); a System of Hardware and Software that will give today's Apple IIGS User access to the exploding library of information available on CD-ROM.

DiscQuest(tm) utilizes standard SCSI CD-ROM drives and will support currently available CD-ROM titles from leading Multi-Media publishers such as Creative MultiMedia, Grolier, Compton's and more. DiscQuest(tm) Software, developed by Sequential Systems, Inc and Procyon, Inc., provides "text search", "still graphics display", and "audio" from DiscQuest-supported titles. Bundled with Sequential Systems' RamFAST SCSI Interface, search performance of the DiscQuest System(tm) using a non-accelerated Apple IIGS is similar to that of a Macintosh LC.

DiscQuest GS(tm) Software (for Apple IIGS computers) will be made available to resellers and end-users for use with other SCSI- type CD-ROM drives and for dealer bundling. The software includes a copy of Creative Multi-Media's popular title "The Family Doctor". DiscQuest(tm) Suggested Retail: \$99.95.

The DiscQuest GS System(tm) is a bundled product that includes Sequential Systems' DiscQuest(tm) Software, an external CD-ROM drive with cable and one disc caddy, a RamFASTe SCSI interface, and four (4) supported CD-ROM titles. Suggested retail for the complete bundle will be around \$650.

Sequential Systems' and Procyon's on-going commitment to DiscQuest (tm) and Apple II will produce new features and many new supported titles that will result in a complete and powerful information-based CD-ROM platform for Apple II.

We sincerely believe that your customers will find the DiscQuest System to be a useful and exciting addition to their Apple IIGS system.

Dealers may call 800-759-4549 for dealer pricing.

>>>> DISCQUEST COMPATIBILITY:

discQuest works with the following hardware:

Any Apple IIGS with 2MB of RAM or greater

RamFAST/SCSI with NEC, Sony, Apple, Sequential CD-ROM drives
Apple High Speed SCSI with Sony, Apple, and Sequential CD-ROM drives

If you have a RamFAST you need the very latest ROM revision, 3.01e.

>>>> A SYNOPSIS OF DISCQUEST(TM) SUPPORTED TITLES

Darwin Multimedia CD-ROM
.....

- o Charles Darwin's complete texts with original illustrations of the final editions of: "The Voyage of the Beagle", "The Origin of Species", "The Descent of Man"
- o 1859 manuscript outlining the theory of evolution, by Darwin and Alfred Russel Wallace
- o "Triumph of the Darwinian Method", a guide to the study of Darwin, by Michael T. Ghiselin
- o The Darwin Timeline detailing significant events in his life
- o A Darwin bibliography of over 1000 primary and secondary references
- o Original maps from the voyages of HMS Beagle and HMS Adventure
- o More than 650 color and black & white images
- o Natural sound recordings from Cornell University Laboratory of Ornithology
- o Illustrations from "Zoology of the Voyage of the HMS Beagle"
- o Plus never-before published material from other distinguished naturalists

Monarch Notes(R) on CD-ROM

.....

This Multimedia CD-ROM edition of Monarch Notes includes the complete text of the entire collection! Each Monarch Note includes author biographies, literary style overviews, relevant historical information, story synopses, character analyses, critical commentaries, bibliographies, and essay questions. This CD-ROM was given Byte Magazine's "Jerry Pournelle's User's Choice Award" as "CD-ROM Of The Year". Hundreds of authors and works are surveyed in this compendium that Computer Shopper magazine calls "Mondo Cool".

Sherlock Holmes on disc!

.....

- o The complete text of Sherlock Holmes stories by Sir Arthur Conan Doyle
- o Linoleum block prints by Dr. George Wells accompany each story
- o The Medical Casebook of Doctor Arthur Conan Doyle by Alvin E. Rodin and Jack D. Key and Medical Poetry by Dr. George S. Bascom
- o Complete text index and table of contents browsing

The Family Doctor

.....

- o Easy to understand advice to nearly 2,000 of the most commonly asked health questions
- o An illustrated human anatomy that lets you explore the body systems, structures, and functions from head to toe
- o Approximately 300 color illustrations to simplify explanations
- o Comprehensive data on more than 1,600 prescription drugs
- o Health update booklets, local and national resource listings, and a glossary of over 100 medical terms

Shakespeare

.....

- o The Complete Works of Shakespeare including plays, poems, and sonnets in full text
- o Both American and Queen's English versions
- o A complete text index and table of contents browsing

Great Literature (Personal Library Series)

.....

- o Full text of over 500 literary classics with Illustrations, CD-Quality voice-overs and music performances
- o Famous narrations by Bob Saget, Dave Coulier, and George Kennedy
- o Live (not synthesized) music performances
- o Full search and browse ability - music and text
- o Thousands of images
- o A true multimedia experience!
- o Everything from Alice in Wonderland to the Nixon Tapes to the Declaration of Independence!

Parenting - Prenatal to Preschool

.....

"Like having all the experts on call 24 hours a day"

This parenting tool is designed to provide immediate answers to the millions of questions asked by parents and would-be parents. It covers everything from fertility, problem pregnancies, and childbirth to the milestones of child development from birth through age five. Compiled in collaboration with a noted pediatrician and pediatric nurse practitioner, this CD-ROM includes the complete text of Your Child: A Medical Guide, The New Parent's Q&A Book, The Ultimate Baby Name Book, The Complete Pregnancy & Baby Book, The Complete Pregnancy & Baby Book, The Miracle of Birth, and The Couple's Guide to Fertility. It includes over 400 images. Audio clips demonstrate the normal developmental stages of children's language.

Multimedia Audubon's Birds
.....

- o Complete text of the 1840 first edition "Octavo" set of John James Audubon's Birds of America
- o All plates, including 500 full color bird lithographs
- o CD quality bird calls for many birds through the courtesy of Cornell Laboratory of Ornithology
- o Full text index and table of contents browsing

Multimedia Audubon's Mammals
.....

- o Complete text of the 1840 first edition "Octavo" set of John James Audubon's Quadrupeds of North America
- o Over 150 full color mammal lithographs
- o CD quality sounds for many mammals through the courtesy of Cornell Library of Natural Sounds
- o Full text index and table of contents browsing

The Best of The Bureau
.....

The Best of the Bureau is a distinguished collection of literature and history, with hundreds of works culled from the best titles of the Bureau Development. Just type in a word, phrase or subject and the powerful search and retrieval capabilities put the information you want at your fingertips - instantly. This is more than just thousands of pages of text. It is a complete multimedia personal reference library - all on one disc!

We have included the best of Dickens, the wit and humor of Twain, riveting biographies of the famous and infamous, ancient and up-to-the-moment histories of the cultures, lands and people of the world and lots, lots more. It's the perfect way to start your Personal Reference Library!

US History on CD-ROM
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and
History of the World on CD-ROM
.....

Authoritative and diverse collections of articles, writings, and images on history and culture.

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(PROCYON.INC, CAT20, TOP12, MSG:4,5,6,7/M645;1)

lastPATCH PATCHES APPLEWORKS 4.01

About lastPATCH

lastPATCH is my way of thanking everyone who has supported SuperPatch over the past several years. I have appreciated your interest and encouragement very much, so here is something back. Thanks. From the bottom of my heart.

Just as the "About" message says in lastPATCH itself, you will not find formal documentation here. However, most people will have little trouble using lastPATCH, especially those who are familiar with SuperPatch. lastPATCH is a leaner, more focused subset of SuperPatch. Aesthetically, I prefer lastPATCH for that reason.

If you have problems using the package, please do not call Quality Computers. Instead, ask a friend, or call the SuperStuff BBS (named pro-xy) at 616/381-1726. My user name there is jlink. Leave me e-mail and I will do my best to respond.

While SuperPatch will work with just a single 5.25 inch drive shared between both itself and AppleWorks, lastPATCH does not support this rather ineffective hardware setup. (The code to support such a situation was quite cobby, and I really enjoyed deleting it from my source files as I developed lastPATCH.) You must have two drives to make lastPATCH work, or a hard disk, in which case you run lastPATCH from its own folder and point it at AppleWorks in another.

If both your drives are of the 5.25 flavor, you must use a little creativity to cope with the way AppleWorks 4.0 functions under this limitation. Just copy the files Aplworks.System, Seg.Aw, Seg.00, Seg.Rm, Seg.Xm, Seg.Am, and Seg.Wp onto a spare floppy. Do your patching as usual, then copy the patched files back onto the disks where they belong.

lastPATCH 1.0 works with version 4.01 of AppleWorks. Earlier and later versions can be expected to return "unknown" on any patch area that has been moved from its location in version 4.01.

To get going with lastPATCH, copy all the files in the archive to a disk or folder, along with BASIC.System and ProDOS, if you need them, and launch Startup.

Copyright

lastPATCH is fully copyrighted. I retain all rights and ownership. End users get a license to use it, at their own risk, naturally, but with no obligation to pay for it.

Still, there are a few very clear restrictions that limit what you can do with lastPATCH. They boil down to you can't make money from it. With exception of distribution by NAUG and America Online, no one is permitted to charge ANYTHING for lastPATCH, including the time it takes to download or the disks it might reside on.

Thus, please do not upload it to Genie, CompuServe, Delphi, or other commercial information services, or distribute it through the "disk of the month" clubs that impose a "copy charge." Do, however, upload it to BBSes that charge nothing for public access, copy it onto disks for your friends, and so on. I believe this arrangement will provide lots of access to anyone who wants to use it, while giving me some opportunity to look in on how things are going. Besides, if I am not going to make money from it, why should anyone else?

These privileges and restrictions seem simple enough to me, and I hope they are honored. If you know of a circumstance in which they are not, please let me know at my SuperStuff address above.

About the new AppleWorks
.....

AppleWorks 4.0 is quite an achievement. Its practical functionality compares favorably to applications I use on Silicon Graphics workstations that are many magnitudes more powerful than any Apple computer. For instance, nothing available on any platform checks spelling as fast as the spell checker built into AppleWorks. Nor does any platform support an app that scrolls text faster than AppleWorks.

An art critic once suggested that good art can withstand any abuse or misunderstanding by its audience. AppleWorks seems like it meets this same test, given everything that has happened to it over the past decade.

Clearly, I must put myself at the top of any list of AppleWorks abusers because of my incessant patching and tinkering. But there are lots of others who fit this same shoe as much as I do. Version 4.0 reflects the influences and richness of this somewhat rag tag group of "enhancers," from the earliest efforts by programmers at Applied Engineering, to my own SuperPatch. It seems like a scene from the Canterbury Tales, in which no one is quite sure who is coming, who is going, who is leading, and who is following. Nor do we need to know, to enjoy the process of travelling together.

I wonder what Bob Lissner thinks of this new version (if he thinks of it at all), and suspect that he might not approve of all the things that have been done to his brain child. But I hope he understands that an outcome like 4.0 was implicit in his initial decision to reveal the inner workings of AppleWorks to the developer community at large. By doing more things to his product, that community has enabled everyone to do more things with it. Without hacks, inits, and add-ons, AppleWorks could not have lasted like it has.

In any case, AppleWorks 4.0 still testifies to the strength of Lissner's original conception and commitments. As the art critic said, if

it is good enough, it can stand up to anything (even a couple hundred patches).

You need use 4.0 but a few hours to appreciate how much has been added. Tom Weishaar once suggested that AppleWorks ought to become an operating system for the Apple //. Version 4.0 responds to that request. TimeOut in its multiple manifestations is now an official part of the program, as are the AppleWorks inits, Double Data, Total Control, and the playback portion of UltraMacros. Of course, lots of patches that users applied to earlier versions are also part of the new release, including the hack to customize the cursors, no less. lastPATCH offers 18 that were not included so you can add them yourself, to continue this tradition of unprecedented user customization and "abuse."

Most of what remains valuable about the Apple // is associated, in one way or another, with AppleWorks 4.0. Take advantage of it.

John Link

Subj: LastPATCH Shk November 21, 1993
From: NAUG JoeC

File: LASTPATCH.SHK (25904 bytes)
DL time (2400 baud): < 3 minutes Download count: 52

AUTHOR: John Link
EQUIPMENT: Apple //
NEEDS: AppleWorks v4.01, Shrinkit
OS: ProDOS

=====

John Link has heard your comments and is responding with his NEW AppleWorks v4.01 patching program

LastPATCH

This new FREEWARE program contain the following patches:

lastPATCH Specifications

Aplworks.System:
.....

1. No return after pressing number of menu selection (hot keys).
2. Defeat automatic form feed in Apple-H screen dumps.
3. Overstrike instead of insert cursor on boot-up.
4. Change error tone for any Apple //.
5. Change `Do you really etc' to `Really?'.
6. Change `Type entry etc' to `Enter any d*** thing you want'.
7. Change `Preloading AppleWorks' message to anything you want.
8. Move Apple-Q menu to upper right corner.
9. Mouse marks instead of text arrows in all menus.

Seg.Aw:
.....

10. Change `Carefully saving' message to anything you want.
11. Change 'Path:' to mouse text.

- 12. Change 'Subdirectory:' to mouse text.
- 13. Change 'Disk:' to mouse text.
- 14. Change 'Disk volume' to moustext.
- 15. Change `More' to mouse text down arrows.

Seg.00/Rm/Xm/Am:
.....

- 16. Reverse all `No/Yes' queries to `Yes/No'.

Seg.Wp:
.....

- 17. Change <cr> character to mouse text bent arrow.
- 18. Customize Page Break lines as mouse text.

PLEASE feel free to leave any comments about LastPATCH here in the NAUG area

(M.FLYNT1, CAT17, TOP10, MSG:6/M645;1)

ANSITERM TELECOMMUNICATIONS SOFTWARE FOR THE APPLE IIGS VERSION 2.1
.....

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ANSITerm Version 2.1 is the first upgrade to Parkhurst Micro Products' popular ANSITerm Telecommunications Software, Version 2.0. Version 2.1 expands upon the features and design of 2.0 making ANSITerm even more powerful and easy to use.

MACRO LANGUAGE ENHANCEMENTS:

Script Files
.....

A brand-new feature of ANSITerm Version 2.1 is the use of script files. Script files are text files that contain ANSITerm macro language commands. Script files are much more versitile and can perform much more complicated tasks. Several sample script files are included with ANSITerm Version 2.1.

Script file features include:

- o Up to 255 Labels per script file
- o No limit to the size of script files except memory
- o New commands for procedure calls and label branching
- o Different script files may be chained together
- o Comments may be added to scripts to make them clear

| New Macro Settings | | New IF Flags | New IF Conditionals |
|--------------------|----------|--------------|---------------------|
| | | | |
| AScii | OHour | Editor | == or EQ |
| ATprefix | OMinute | KEy | << or LT |
| BNaryii | OSeconds | MIsc | >> or GT |
| BKspace | OTime | MOdem | <= or LE |
| CApture | Row | SBack | >= or GE |

| | | | |
|---------|----------|----------|----------|
| CFilter | SEcond | TErминаl | <> or NE |
| COLUMN | STOp | | |
| DATE | TIme | | |
| DDay | WEekday | | |
| EWidth | WWeekday | | |
| ERror | XBytes | | |
| HCost | XCps | | |
| HOur | XErrors | | |
| MCost | XFiles | | |
| MInute | XTime | | |
| MMonth | YYear | | |
| OCost | | | |

New Macro Commands

| | |
|-----------------------------------|--------------------------------|
| CHain <str> [<label>] | NOte <str> |
| EDitor <val> [<val>...] | NUm <numvar> <str> [<num>] |
| EXit | POp |
| FLock <str> | PRocedure <macro/label> |
| FType <num> <numvar> | PUSh <macro/label> |
| FUnlock <str> | RANdom <numvar> [<num>] |
| GLobals <str> [<global macro>] | RIght <strvar> <str> <num> |
| GMark <num> <numvar> | SBack <strvar> <num> |
| KBoard <str> | SChreen <strvar> [<num>] |
| LEft <strvar> <str> <num> | SIze <numvar> <str> |
| LWer <strvar> | STring <strvar> <num> [<num>] |
| MIId <strvar> <str> <num1> <num2> | UPper <strvar> |
| MOdem <numvar> | WIndow <num> <num> <num> <num> |

Other commands from Version 2.0 have been enhanced and new features have been added, including full support for the new ASCII Receive method, modifier key support for the KEy command, enhancements for the VIEw command, subdirectory access for the INput command (a parsed text string will be returned for each file entry in the directory), and many more.

Number Size

Number size has been increased to 2-bytes. This means ANSITerm Version 2.1 will recognize numbers between 0 and 65535 instead of 0-255.

String Expressions

Strings may now be automatically concatenated within a string or numeric paramater by using the "+" operator. For instance:

assign s0 "The time is "+time+"^M"

The entire expression will be seen as a single string to the command.

Numeric Expressions

ANSITerm Version 2.1 supplies a collection of numeric operators that may be used to evaluate numbers. Operators include:

| Operator | Function |
|----------|----------------------|
| + | Addition |
| - | Subtraction |
| * | Multiplication |
| / | Division |
| % | Modulus |
| & | Bitwise AND |
| | Bitwise OR |
| ^ | Bitwise Exclusive OR |
| > | Shift Right |
| < | Shift Left |

Multiple operators within a single expression will be evaluated left to right and the result will be used for the parameter.

Numeric and String Settings

Numeric and string settings may now be specified for any command that requires a number or a string. For instance:

```
message "The time is " time "^M^J"
```

In addition, settings may also be used within string and numeric expressions. They will be seen, in all respects, as numbers or strings.

Auto-Conversion of Strings and Numbers

ANSITerm Version 2.1 will automatically convert all string and numeric parameters for macro commands into the proper type required for the particular command. This means you can mix numbers and string representations of numbers within the same parameter and the strings will automatically be converted to their numeric values. Likewise, numeric expressions within string parameters will be evaluated and then converted to a string.

Global Macros

Global macros may now be used from just about anywhere in ANSITerm, including the editor, scrollbar, dialogs, and line edits. A new macro command (KBoard) allows you to stuff keystrokes into ANSITerm's keyboard buffer and can be used for performing commands, typing out line edits, or anything else you might want to do.

Global Macro Editor Enhancements

ANSITerm Version 2.1 supports multiple sets of global macros. Instead of the single set of 52 global macros that Version 2.0 supported, you may now create any number of different sets of global macros. Global macro sets may be loaded and created right in the Global Macro Editor, or they may be loaded by using the macro language.

ANSITerm Version 2.1 now also supports auto-execution of global macros at startup, shutdown, after file transfers, and after a disconnect.

This allows for custom scripting for features such as dial and transfer logs, automatic execution of scripts when ANSITerm is started, and more.

EDITOR ENHANCEMENTS:

- o New easy-to-use Preferences window
- o Definable editor width from 20 to 80 characters
- o Definable quote string, up to 15 characters
- o The editor now supports the loading and saving of Appleworks(r) Classic AWP files. You can use the editor to convert between standard text, APW source, and Appleworks AWP files. Tab settings from AWP files will be retrieved and used, and will be saved with any AWP file.
- o New command to remove control codes and convert Unix "newline" characters to carriage returns.
- o Send To Modem has been enhanced with the new ASCII Send features (see below)
- o You may specify a special group of global macros just for use in the editor. This global macro set will be loaded in when you enter the editor and the previous set will be reloaded when you exit the editor.
- o The cursor mode will be saved with your configuration.

SEND TO MODEM ENHANCEMENTS:

ANSITerm Version 2.1 adds more features to all "send to modem" commands, including ASCII Text Send, OA-M in the editor, and Send to Modem in scrollback.

- o ASCII Text Send will now do intelligent word wrap.
- o ASCII Text Send support for Appleworks Classic AWP files.
- o New preference to add spaces to all lines in the send, or just empty lines.
- o New prompt character may be specified to aid in pacing of sent text.

NEW PREFERENCES AND FEATURES:

- o New easy-to-use Preferences window. Just use the arrow keys and return to modify a setting!
- o New Backspace mode will tell emulations how to handle a backspace character.
- o New online cost feature. You may now specify a per minute and per hour cost for your online session. Cost may be displayed in the status line, or can be accessed through macros.
- o You can now have ANSITerm prompt you before you hang up on the modem.
- o You may now specify how you want ANSITerm to handle the "scrollback full" condition. You can have it prompt you like normal, or automatically clear or halve your scrollback.
- o New Autosave Scrollback Feature: ANSITerm can now automatically save your scrollback to a text file whenever you exit or when scrollback is cleared or halved. This file can later be loaded into the editor or Viewed in case you might have missed something in your last ANSITerm session. ANSITerm can either overwrite or append scrollback information to this file.
- o New Screen Saver Feature: ANSITerm will now blank your screen for you in order to protect your monitor. You may specify anywhere

from a 1 to 255 minute delay before the screen is blanked, or this feature may be disabled.

- o Capture to Editor Feature: ANSITerm can use the editor as a capture buffer. All information you receive from your modem can be automatically sent to the editor. You can also tell ANSITerm to filter out any non-displayed characters, including ANSI and VT-100 codes and control codes.

DIALING DIRECTORY ENHANCEMENTS:

- o Directory has been expanded to 50 entries
- o New housekeeping features include sorting, deletion of entries, insertion of entries, and moving entries around.
- o More information is now stored with each directory entry, including:
 - Delete key mode
 - Backspace mode
 - Number of lines to scroll
 - Cost per minute online
 - Cost per hour online
 - All ASCII Text Send settings
 - Default transfer protocol
 - Send and receive Binary II flags
 - MS-DOS file name setting

FILE TRANSFERS ENHANCEMENTS:

- o The estimated time of completion for the file currently being transferred now appears in the transfer dialog. This estimate is recalculated after each packet of information is received, so it gives you an up-to-the-second approximation of when the file transfer will be completed.
- o Up to 64 files may now be selected for a batch send from any directory and volume.
- o ASCII Text receive has been completely changed. All ANSITerm commands and macros will work during an ASCII receive. ANSITerm Version 2.1 will now just buffer any received text, filtering control codes or not depending on your preference. You can pause, cancel, or finish the receive at any time and save it to a text file.
- o ANSITerm can now automatically add a Binary II header onto any sent file using xmodem or ymodem.
- o Binary II extraction will now work with ymodem batch receives.
- o ASCII Text send will now perform intelligent word wrap, depending on the line size setting. See SEND TO MODEM, above for more details and other new features.

OTHER ENHANCEMENTS AND NEW FEATURES:

- o The Set File Attributes option in the Disk Utilities will now lock and unlock files with a single keystroke.
- o Up to 64 files may now be copied at one time using the Disk Utilities.
- o You can now enter a valid command while the Help Window is displayed and go directly to that command.
- o View command will now work with Appleworks Classic AWP files. You may also specify virtual baud rate, CR mode, whether or not to perform word wrap, and whether or not to add the viewed file to

- scrollback.
- o High-speed serial port drivers will now perform software handshaking when their buffers are getting full. This prevents character loss during high-speed message dumps.
- o File Dialogs will now sort directories and display file names in both upper and lower case. Selecting directories has been made more convenient and saving files will now display a file dialog.
- o ANSI emulation now fully supports the PC function keys and special keypad functions, as well as arrow keys.
- o New three-line chat duplex, usable with any emulation.

Upgrades

The ANSITerm Version 2.1 upgrade includes 60 pages of new documentation and three new quick reference cards. Upgrade price for current owners of ANSITerm Version 2.0 will be \$20 within the US, \$30 outside the US. Owners of ANSITerm Version 1.x can upgrade to Version 2.1 for only \$40, \$50 outside the US (includes the entire ANSITerm Version 2 manual and documentation). All prices include shipping.

Purchases

The intro price for ANSITerm Version 2.1 is still \$69 direct from Parkhurst Micro Products. This includes a high-quality 3-ring software binder, over 240 pages of documentation, diskette and holder, four quick reference cards, and 5 free hours of time on Delphi Online Services. Please add \$5 for shipping and handling within the US, \$15 outside the US.

Information

For more information, write to Parkhurst Micro Products, 2491 San Ramon Valley Blvd, Suite 1-317, San Ramon, CA, 94583, or call (510) 837-9098. Email may be sent to PMP on either Delphi or GENie, or to pmp@delphi.com or pmp@genie.geis.com on the Internet. Parkhurst Micro Products accepts checks, money orders, Visa, and MasterCard.
 (PMP, CAT38, TOP4, MSG:51/M645;1)

>>> THROUGH THE GRAPEVINE <<<

POWERPC IIGS? Saw in Enhance that you are looking at providing software
 "....." that would allow a PowerPC to emulate a II or IIGS. That
 would be great!!! and would eventually mean that the first truly portable
 II would be a PowerPC!
 (R.FISCHER7, CAT42, TOP 29, MSG:66/M645;1)

SOUNDMEISTER PRO CANCELLED I'm going to post the official press release
 "....." about the cancellation of the Pro and then I'm
 going to add a few comments afterwards.

Official Press Release Re: SoundMeister Pro

Econ regrets to announce that due to a number of reasons the board of directors has opted not to put the SoundMeister Pro into production. After

vaporware to this person: don't stay tuned. Thanks to Jawaaid Bazyar, David Grenda, John Willett and some other nice guys, the Turbo IDE Card turned from vaporware into real hardware! It's like magic! Thanks once again.

If there is anybody who would like to be a beta tester of new hardware (ahem... vaporware!), let me know here.

Current pricing:

Turbo IDE Card (english manual, utilities disk, three feet cable)

US\$ 139.00 plus \$24 shipping/handling (air mail to the US). One year limited warranty on parts and labour. Free support via GENIE bulletin board.

SHH Systeme, Joachim Lange

(J.LANGE7, CAT13, TOP22, MSG:1/M645;1)

ANOTHER DTUTILS UPDATE There has been a lot of talk concerning DTUtils
"*****" here in the A2 category recently. I contacted one of the authors (again) to get an update on their progress. Rob Mueller's response to my letter and certain comments that have appeared here on GENIE follows:

OK. Yes, things are going very slowly. Tony and I are both studying quite hard for University work, we both consider our marks quite important and are always trying to be straight A students (esp. Tony since he is in his last year of Engineering), that is one of the reasons things are going so slowly. Secondly, we originally intended 4.0 to just be 3.3 broken up. This has turned out not to be the case. 4.0 is a virtual complete re-write with some REALLY amazing module interface routines. Tony has written some of the most tight, powerful and flexible code I have seen in a LONG time, he is a real master at coding and will re-write lines of code if he can save 2 bytes. (probably a bit overboard, but you get the idea). At the moment, the docs for writing modules alone is coming in at 100K of text! So, the kernel is basically done, the NDA modules is basically done, the Clock module is nearly done, the menubar manager is 3/4 done, the VDA manager is nearly done, but the rest is still in its old form.

When it comes to replacing DTU with other programs, yes, that may be so, but think about the following. How big is transprog III in comparison to DTU3.3? Its probably bigger than all of DTU3.3 combined! And what about T2? How buggy is T2? OK, do the DTU3.3 screen blanker is "basic" but it works! What about the text clock and the menubar clock? There are other programs, but again, how big are they? The ability to add fonts/das/inits has been replaced by IR, but can you add things using a CDA like DTU when you are in a text enviroment or there is no NDA menu? (besides, the CDA interface is HEAPS faster than the Standard File Dialog!) But then there is the icing on the cake in my eyes. Virtual DAs! What other program implements them as easily as DTU? And all these features (plus a few) come in at about 35K! So not only do you save memory (smaller program, and virtual DAs means you don't have to load any at boot up), you're whole system boots much faster!

With regards to poorly programmed, I challenge him to prove

it! Tony has to be one of the finest programmers I have ever seen, and if I might put aside modesty for a moment, I think my code is pretty good as well! Fast, tight, and basically bug free (most of the bugs that occur in DTU are due to system incompatibilities because DTU has to patch over quite a bit of the system).

Again, sorry for the long delays, but programming is a hobby, not a job!

Rob

His comments are his to own...

Rick Adams

(R.ADAMS48, CAT2, TOP7, MSG:98/M645;1)

>>>> I don't know, how buggy is Twilight II? Umm, like hardly at all? "***** Hundreds of satisfied users can't be wrong; ask any of them if you don't believe me. Who wants a boring, run-of-the-mill screen saver that makes your computer look dull and bleh-like. I'd happily challenge Rob to substantiate his claims before continuing to spread mis-information. Rob is not a very honorable person. He tried to steal beta versions of Twilight II (and Twilight II programming specs) from beta testers, obviously afraid of it. Luckily the integrity of our beta testing team is greater than that of Rob's.

<<Jim

(DYA, CAT2, TOP7, MSG:100/M645;1)

APPLEWORKS GS WORK CONTINUES Yep, in fact we had to do a complete build "***** of it to replace the Claris title screen with one of our own. We do have a team working on it.

I'm not even going to guess a date, because the last time I did it got reprinted in dozens of user group newsletters and somehow became an official release date... even though I ended the post with "how does that sound?"...

(QUALITY, CAT42, TOP32, MSG:233/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 5, Topic 3

Message 89 Thu Nov 25, 1993

RON.ROYER at 00:26 EST

With the demise of the complete Apple II line, I would like to tell a story about an incident that happened recently. I was at a party two weeks ago and I got to talking about computers with a fellow GS enthusiast. While we were talking, a few other people joined in. One person said that after 11 years, she finally had a mouse and had to get used to it. She said her family recently upgraded from a IIe to a Compaq Presario. Because she didn't want to lose 11 years of data files, she had planned to have her daughter spend time this summer keying in the files from the old Apple IIe.

I told her about Crossworks and she was completely surprised that such a thing even existed. Another person said that he had just purchased a new

Mac because he COULDN'T UPGRADE HIS GS with a hard drive. His Mac dealer told him that the GS was no longer being manufactured and that peripherals were no longer available for them! My friend and I told him not only about the companies that sold hard drives for GS but that external drives sold for the Mac could also be used for the GS and that with a Ramfast card attached it would probably run as fast as the drive he has on his Mac. He was quite surprised. He went on to say that the speed difference was amazing. He hated waiting for his GS to load AppleWorks. When we told him about ZipGS and TranswarpGS, he was really shocked. He never realized than any such thing every existed! My friend also told me he had a neighbor who had relegated his GS to his cellar where it is collecting dust while he uses his new 486 PC.

Here are three former Apple II owners who no longer use their II's because they were told lies or did not get the information the needed to continue to get the most out of their GS's. I wonder how many other GS's and IIe's are just collecting dust for the same reasons. It's a pretty disgusting situation. It's really too bad that there aren't more cities and towns that have the kind of support that A2.Susan gives. (I read about this on the December A2 Central On Disk)

Ron

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////
HUMOR ONLINE /
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An Exception To Every Rule

~ ODE TO THE ENGLISH LANGUAGE ~

(T.S.W - only the initials of the author are known)

I take it you already know
of tough and bough and cough and though
Others may stumble, but not you,
On Hiccough, thorough, laugh, and through.
Well done! And now you wish, perhaps,
To learn of less familiar traps?

Beware of heard, a dreadful word
That looks like beard, and sounds like bird.
And dead: it's said like bed, not bead...
For goodness' sake don't call it deed!
Watch out for meat and great and threat.

(They rhyme with suite and straight and debt.)

A moth is not a moth in mother,
 Nor both in bother, broth in brother,
 And here is not a match for there
 Nor dear and fear for bear and pear.
 And then there's dose and rose and lose --
 Just look them up -- and goose and chews.
 And cord and word and card and ward,
 And font and front and word and sword,
 And sew and go and thwart and cart...
 Come, come, I've hardly made a start!
 A dreadful language? Man alive,
 I'd mastered it when I was five.

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 Gravenstein Apple User Group (CSAUG)
 October 1993 Newsletter
 P.O. Box 964, Pataluma, CA 94953-0964
 Membership open to anyone
 BBS: (707) 585-0865

[EOA]

[REF]////////////////////////////////////

REFLECTIONS /

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Thinking About Online Communications

By Phil Shapiro

[P.SHAPIRO1]

>>> BRINGING LIBRARIES ONLINE <<<

A few months ago, public television broadcast an intriguing documentary about the Library of Congress. In that show, Steve Jobs made a brief appearance, talking starry-eyed about digitizing the entire Library of Congress -- making its contents available via high-speed modem lines to anyone and everyone in the nation.

Jobs' comments got me thinking about just how valuable it might be to have such vast information resources at one's fingertips. And my conclusion is that it would be of little value to anyone.

Here is why I think so:

By definition, exhaustive information resources are exhausting to search through. Ninety-five percent of the books and magazines stored in the Library of Congress you'd never want to read anyway. Books and magazines that are truly useful to people are stored in those endearing institutions we call "neighborhood libraries".

The value of the Library of Congress is not so much derived from the content of the information on the shelves, as it is in the skill and wisdom of the research librarians that work there. It's the warm-blooded, human intellectual capital working at the Library of Congress that gives the institution its immense value.

When Congress needs answers to important questions, they send queries over to the Congressional Research Service. Research librarians whose work is worthy of basing national policy upon are dispatched to find and report answers. In some ways these wise and knowledgeable library professionals serve as the "learned minds" of our national legislature.

So what does this have to do with online communications? The point being made is that the great hope of online communications is in bringing a streamlined dissemination of knowledge to the public. If we followed Steve Jobs' vision, we'd be successfully connecting a firehose of information to each and every household in this country. This would do little to advance the public good.

But if we were to make more reference librarians available online, the public good would be advanced immeasurably. Why is an online reference librarian so immeasurably more valuable than a live, in-person reference librarian?

I'll tell you why.

Walk into any city library in this country and spend a few minutes observing the typical workday of reference librarians. The phone rings off the hook from approximately opening time to closing time. Reference librarians scamper this way and that, juggling the information requests of phone patrons and walk-in patrons. Few patrons receive in-depth answers to their questions. And the same questions could conceivably be answered over and over again, year in and year out, with no one being the wiser.

Last month I had the chance of witnessing an exceedingly patient librarian politely inform a walk-in patron that she would be right with him -- just as soon as she attended to the two persons who were waiting on hold. The patron became understandably impatient as the librarian made valiant efforts to perform this superhuman juggling act.

Here is how online information technology could come into play to further the interests of this patron, this librarian, and the public good:

If patrons posed their reference questions as public messages online, librarians could spend more than sixty seconds providing them with answers. Making use of online technology, reference librarians could have the luxury of actually investigating reference question before supplying answers. The result? Thoughtful answers to thoughtful questions.

But here's the kicker. Once the answer to a patron's question is posted in a public message area, that particular question and answer join the stockpile of public knowledge available to the entire nation. So when queries are posed that have already been answered, librarians can simply point back to the "frequently asked question" whose answer is already accessible. Librarians need not spend time and effort answering the same question twice. And the labor that is saved can be applied to more thoroughly answer genuinely novel questions.

Is online library reference service another "Jobsian" pie-in-the-sky dream? Hardly. Working models of this type of online service have been sprouting up all over the country in the past few years. In Washington DC, where I live, several generous community-minded librarians provide such a service on "CapAccess," the new free community information service. Similar "freenets" in other cities around the country are starting up

parallel online reference services. Countless small town libraries have set up "Friends of the Library" bulletin board systems (BBS's) that could be put to such use, as well.

The national information services could also provide leadership in this exciting new field. It will be interesting to see which of the information services is the first to provide online library reference service. To my knowledge, no such service currently exists on GENie, America Online, CompuServe, Delphi, or Prodigy.

The magic of information technology can make grandiose "Jobsian" schemes superficially appealing. We need to continuously ask ourselves whether such schemes advance the public interest in a way that merits grand-scale expenditures. Thoughtful people can tell you that great social advancements can take place with the imaginative use of existing information technologies. You don't have to be a reference librarian to know that.

-Phil Shapiro

[*][*][*]

The author takes a keen interest in issues involving the dissemination of knowledge and information. He can be reached on GENie at P.SHAPIRO1; on America Online at pshapiro.

[EOA]

[BEG]////////////////////////////////////

BEGINNER'S CORNER /

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Polishing Green Apples

By Steve Weyhrich

[S.WEYHRICH]

>>> HOOKED ON CLASSICS (Part 2) <<<

MORE CONTROL PANEL BASICS In the last edition of Polishing Green Apples, I began a discussion of the Control Panel classic desk accessory on the Apple IIgs. We covered "Display", "Sound", "System Speed", and "Clock" in more detail than you probably cared to know. This time we skip on down past "Keyboard" (or "Options"), plunging downward into the icy waters deeper in the menu, touching on "RAM Disk" and "Slots".

RAM DISK Briefly, a RAM disk is a range of memory that has been designated to the computer as being a storage device. "Solid-State Data Storage" would probably be a more appropriate name, but the name was applied long ago and has stuck. RAM disks have been around in the Apple II world as far back as the DOS 3.3 days. The 128K Apple IIe could be convinced to make use of the second 64K bank of memory by patching the disk operating system to pretend that there was a disk device at Slot 3, Drive 2. (Since the firmware for the 80-column display on the IIe was activated by accessing Slot 3 from Applesoft with a "PR#3" command, it seemed proper to make that slot the one where this "disk" drive would reside.) Later, with the introduction of ProDOS, it was fairly simple to

design a control program (called a "driver") to turn a segment of memory into a storage device. In Gary Little's book, "Apple ProDOS: Advanced Features For Programmers", he included a driver that used the upper part of the main 64K memory on an Apple IIe or IIC as a very small RAM disk.

RAM disks have been popular, since they are fast (no moving parts!) and quiet. Their drawback comes by their very nature; when the power is turned off, your RAM disk and all the files stored on it are gone. Consequently, a RAM disk must be used with caution.

On the IIgs, there are two ways in which a RAM disk may be used. One would be through a card plugged into one of the seven expansion slots. (This method will also work on a IIe or II Plus.) The other method, more commonly used, would be to take some of the main memory for the IIgs and designate it specifically for use as a RAM disk. That is where this Control Panel device comes in to play.

Here is the appearance of the RAM Disk Control Panel:

| | |
|----------------------------|-----------------------------|
| ROM 03 | ROM 01 |
| Control Panel | Control Panel |
| RAM Disk | RAM Disk |
| Select RAM Disk Size: 800K | Minimum RAM Disk Size: 800K |
| -Largest Selectable: 3968K | Maximum RAM Disk Size: 800K |
| | -Largest Selectable: 3968K |
| -RAM Status- | -RAM Status- |
| RAM Disk Size: 800K | RAM Disk Size: 800K |
| Total RAM In Use: 2592K | Total RAM In Use: 2592K |
| Total Free RAM: 1694K | Total Free RAM: 1694K |

~ Resize After Reset: No

(These numbers would be more or less correct for an Apple IIgs with 4 meg of RAM.) What is common between these two is the ability to select the size of a RAM disk by pressing the right and left arrow keys. The amount of memory that can be used is limited only by what is free; however, the memory used by the RAM disk is unavailable to the system, so an 800K RAM disk on a IIgs with 1.25 megs of memory would significantly limit which applications you could run. On a system that is large enough to allow it, an 800K RAM disk is very nice, since it has the same storage size as a 3.5-inch disk, and makes it easier to duplicate one of those disks if you have only one 3.5-inch drive.

Notice that the ROM 01 version had the option of choosing a minimum and maximum size for the RAM disk. I've not been able to find anything that explains to me exactly what this means, but I believe it was intended to allow the IIgs memory manager to use some of the RAM disk space if it was needed, to the point where it would encroach on the minimum size. My understanding is that there were some bugs in the ROM code that was to handle this, and so it has been recommended to always make those two sizes the same.

On the ROM 03 version, there is also the option of making a change in the RAM disk size take effect by simply pressing ctrl-RESET to reboot the

system (if set to "Yes"), or to make it necessary to shut the computer completely off before such a change will take place. For those people who set up a RAM disk size and never change it, this setting doesn't matter. If you have a limited amount of memory, and only use a RAM disk under certain circumstances (for copying 3.5 inch disks, for example), being able to resize the disk without having to shut the power off may be a useful feature.

SLOTS Moving back up in the Control Panel list, the Slots item is the key "*****" to configuring your Apple IIgs to be in tune with the different peripherals that you have plugged into it. To review, the IIgs comes with a number of functions built-in that most users need to get adequate use out of it. With no extra cards plugged into any of the slots, you have two serial cards (for printer and modem), the firmware needed to properly manage 80-column text display for 8-bit programs, a controller for the mouse for 8-bit programs, and firmware to handle 3.5 inch and 5.25 inch disk drives (as well as some other disk devices that follow Apple's protocol). Additionally, there is some firmware that makes it possible to connect the IIgs to an AppleTalk network.

The normal settings for the Slots Control Panel appear as follows:

Control Panel

Slots

```

~ Slot 1: Printer
~ Slot 2: Modem
~ Slot 3: Built-In Text Display
~ Slot 4: Mouse Port
~ Slot 5: SmartPort
~ Slot 6: Disk Port
~ Slot 7: Your Card

```

Startup: Scan

Select <- -> V ^ Cancel: Esc Save <-|

Notice that the only slot that is not specifically assigned to something else is Slot 7, "Your Card". This is free to plug in any other type of device you would like, although most IIgs users prefer to put a hard drive controller here. And that, as an example, is where modification of the Slots Control Panel might be necessary. If you choose to spring for a hard disk (which I would strongly recommend; it makes using any computer MUCH easier, and prices are dropping to the point where it is very affordable), you will need a SCSI controller card to allow the computer to communicate with the hard drive properly. When the SCSI controller is plugged into Slot 7, no changes are necessary to this Control Panel; it is already set up to expect some sort of card to work here. However, if you need to use AppleTalk, you may need to keep this slot free. In that situation, you will need to put the SCSI card in some other slot. (In a later segment of this column, I plan to discuss in greater detail the ways in which a hard disk drive can be added to this computer.)

The Slots Control Panel is adjusted in the same way as the others. Use the up and down arrow keys to select the slot you wish to change, and then use the arrow keys to change the setting. Note that for Slots 3-6, the only alternate setting available is "Your Card". So if, for example,

you wished to put a SCSI controller card in slot 4, you would need to change the setting for that slot from "Mouse Port" to "Your Card" and then reboot to make the settings take effect.

Slot 7 is unique in that it can be used for connection to an AppleTalk network. If you choose to use it in that way, a ROM 01 IIgs will require that you set Slot 1 to "Your Card". A ROM 03 IIgs will need to have either Slot 1 or Slot 2 set to "AppleTalk".

In the ROM 03 version of the IIgs, Slot 1 and 2 can also be changed from "Modem" to "Printer" to "Your Card" to "AppleTalk". Being able to quickly change either of these slots to "Modem" or "Printer" is handy for connecting two serial printers to the IIgs. Although two printers certainly can be used on a ROM 01 machine, there are some settings that would need to be manually changed in the Modem Port Control Panel (which will be discussed in the next installment of this column).

Finally, there is the Startup setting. This is one place where the IIgs particularly has a flexibility advantage over the Apple IIe or II Plus. When booting up those older models, the firmware will begin looking at Slot 7 for a valid disk controller card, and work its way down to Slot 1 until it finds one. The problem with the IIe is a hard drive MUST be placed in Slot 7 if you want to boot from it; otherwise, a 5.25 inch drive controller card in Slot 6 will be identified first, and the computer will attempt to boot that disk drive. Certain types of speciality video cards have to go in Slot 7 on the IIe and II Plus, and so trying to put a hard disk controller in that slot may complicate things.

On the IIgs, you can make it boot from ANY slot you want, even Slot 1, by simply changing the setting on the Startup item in the Slots Control Panel. "Scan" makes it work just as on the IIe and II Plus (starting at Slot 7 and going down to Slot 1). Pressing the right or left arrow keys with Startup highlighted will change to "Slot 1", "Slot 2", and so on up through "Slot 7". It is also possible to set it to boot from "RAM Disk" and "ROM Disk" (and "AppleTalk" in the ROM 03 IIgs). If you select any of these settings, and a bootable device is NOT found, you will get the screen with the sliding apple that tells you to check the startup device.

The "AppleTalk" setting makes it easy for a ROM 03 IIgs to boot from the network. A ROM 01 can also boot AppleTalk, but the setting for Slot 7 would need to read "AppleTalk" and Startup would have to read "Slot 7". When configured this way, a IIgs would not even need any disk drives; the AppleTalk connection would provide file storage on the remote file server (usually a Macintosh). The primary drawback would be speed of file loading and saving (which would not be up to the speed of a fast SCSI hard disk controller).

The "RAM Disk" setting can be useful if you have set up a RAM Disk (via the RAM Disk Control Panel, discussed above) and have moved to it files or a disk image that you want to boot. I have an 800K RAM disk on my IIgs, and will sometimes move files from a 3.5 disk over to the RAM disk, and then boot the RAM disk to get better speed in loading and saving files. As mentioned before, it is essential to move over to a REAL disk anything that you want to keep permanently.

The "ROM Disk" setting is somewhat archaic. It referred to a particular place in the IIgs memory map where space had been set aside to access files on a plug-in card. The difference between a RAM disk and a

personal computers. It will continue to have its own devoted following in spite of how Apple treats it, in spite of the indifference of so many other kinds of computer owners, and in spite of the relentless growth of new technology. One A2 GENie user said that they would have to pry his IIgs out of his "cold, stiff fingers" on his death bed to get it away from him. I understand the sentiment. I think that I'll have my IIgs BURIED with me! It's not just a computer; it's something special, and that's why I want to talk about "Apple II hybrids".

So what is an "Apple II hybrid"? Well, it's NOT one of those mysterious beasties that consist of a combination of analog and digital systems (which have been around since the '60s). So relax.

Webster's dictionary offers the synonym "composite" for the word "hybrid". It also says that a hybrid can be: "something (as a power plant, vehicle, or electronic circuit) that has two different types of components performing essentially the same function." Webster's also talks about "persons" as hybrids. While computers are not persons, different computers DO have different PERSONalities. This fits in nicely with another of Webster's definitions of hybrid: "a person whose background is a blend of two diverse cultures or traditions."

In the coming articles, we'll be looking at machines that combine the Apple II architecture with some other computer architecture so that the resulting computer is capable of processing software written for both the Apple II and at least one other computer's operating system. That's our definition of an Apple II hybrid.

Technically speaking, the Apple IIgs, all by itself, fits that definition. In native mode, it runs 16-bit GS/OS software, while its IIe mode is essentially an emulation mode which allows it to run 8-bit ProDOS and DOS 3.3. Consequently, there are some among us who do not consider an Apple IIgs to be a REAL Apple II. Just try telling that to a IIgs owner who spends the lion's share of his time in AppleWorks classic and ProTerm, however!

In coming articles, we'll focus principally upon the PC Transporter-equipped IIgs and IIe computers and also upon the Macintosh LC and Performa series computers that have been equipped with the IIe Card. (Fortunately, I have both an LC/IIe hybrid at work and a GS/PC hybrid at home, so I've got first-hand knowledge of both of them.) Along the way, we may also talk a little about other Apple II hybrids, like the ones that use Diamond Computer Systems "Trackstar" cards, and run 8-bit Apple II software on PCs.

We'll also talk about the various schemes for encoding data on magnetic disks and about the peripheral devices required to read from and write to different filing systems on different computers. In particular, we'll talk about Transdrives, Superdrives, and Floptical disk drives in use with Apple II systems for reading and writing to ProDOS, HFS, and MS-DOS. We'll also talk about file translation software that is currently available or under development, and about how it contributes to the integration of two different computer systems within one box. Ultimately, we may take a stab at the question of whether the Apple II or IIgs stands any chance of becoming a "personality" on a Power-PC RISC-based computer, and we'll do this by soliciting the opinions of some of our more eminent A2 BBS members.

The evolution of Apple IIe and IIgs computers as machines that are capable of processing MS-DOS has been an interesting thing to watch, especially since the MS-DOS FST was introduced with the GS's System 6.0.1 software a few months ago. It is expected that new software innovations, patches, and capabilities will become available for the GS/PC hybrid before this series of articles on Apple II hybrids is complete.

Why investigate Apple II hybrids? First, the blending of computer operating systems and software capabilities seems to be an inevitability. It is probably just a matter of time before it will no longer matter what kind of computer you use. If your software has been digitally encoded, your new computer will process it, or at least it will be capable of processing it with the right emulation software.

Second, one means of extending the useful life of an Apple II is by extending its functional capabilities. Use of a PC Transporter card in an Apple IIe or IIgs -- or System 6.0.1's HFS and MS-DOS FSTs -- or the IIe card for the Macintosh -- will help to keep the Apple II alive as a system. In doing this, new software (like AppleWorks 4.0) is created. When people get used to using new, more powerful software, they then have a need for continued sales of the hardware, and the cycle repeats itself.

Many Apple II watchers are betting that the current version of the LC's IIe card may be the final incarnation of the Apple II. They may be right. It's quite likely to be the last HARDWARE version of an Apple II, but that doesn't preclude a SOFTWARE version of an Apple II running on a RISC-based machine sometime in the future. In the preface to its 178-page manual for the LC's IIe card, Apple notes that there are "more than 10,000 Apple IIe programs." Many of these programs are still popular in countless schools throughout the U.S. They are also still popular with countless independent users, and the demand for hardware or software emulations to run these programs will exist for some time to come. Don't hold your breath waiting for the death of the Apple II. It has many years ahead of it in some form or other.

In the next two months, we'll look at how the PC Transporter accomplishes its work inside of an Apple II, and at what kinds of peripheral devices can best be used to support an Apple II that also processes MS-DOS. We'll also take an in-depth look at the software that helps to turn a IIgs into a highly integrated machine, capable of manipulating MS-DOS files in both Apple and PC modes. We'll probably poke a little fun at MS-DOS, comparing it with ProDOS as we examine some of its strengths as well as its weaknesses. Later articles will focus upon the IIe-equipped Macintosh LC III. The LC/IIe hybrid has some nice strengths as a II, and it needs to be re-examined.

Until next month, it's okay; think "hybrid".

[EOA]

[MOO]////////////////////////////////////

CowTOONS! /

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From the GENieLamp Elves

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[EOA]
[PDQ]////////////////////////////////////
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LaserJet Print Drivers

By Darrel Raines
 [D.RAINES]

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>>> THE EVOLUTION OF AN IDEA <<<  
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BEFORE WE BEGIN... I must tell you that this article is a review for a  
 ~~~~~~ shareware program. I figure that if I do not tell  
 you early, you may lose sight of where we are headed. So remember, this is  
 going to be a software review. This is going to be a software review. Got  
 it? Good.

I want you to think back to the early days of Apple II hardware.  
 Think back all the way to the point that floppy drives were just becoming  
 standard equipment for computers. At that point, the well-heeled computer  
 owner was able to get output from his Apple II+ by installing an Apple  
 Parallel Portcard and some type of dot-matrix printer. The printer was  
 probably made by IDS (Paper Tiger) or Epson (MX-80). The output was  
 readable, but looked pretty bad after the ribbon started to get old.

Now jump forward to the early days of the 1990s. The well-heeled  
 Apple IIgs owner now has enhanced graphics modes, fantastic stereo sound  
 output, and faster number crunching. And what exactly does our intrepid  
 user have to print his lovely output files? Why, a direct descendant of  
 the dot matrix printers that were mentioned above. The only choice is  
 whether you have a 9-pin or 24-pin print head.

I reached the point, a few years ago, where I needed a new printer and  
 wanted the most professional output that I could afford. However, since I  
 was only pursuing part-time jobs on the Apple, I could not afford to spend  
 much money on a printer. Therefore, it was necessary that I consider the  
 benefit of purchasing a LaserJet-compatible printer instead of the popular

PostScript-compatible printers. The decision was very difficult to make. PostScript printers were anywhere from \$100 to \$500 more than an equivalent LaserJet printer. I finally decided to go the cheaper route.

Just after I purchased my new printer, a few good things started happening that helped change the way that I used the LaserJet-compatible printer. The first thing to happen was the release of an ink-jet version of the common laser printer. This printer is called the DeskJet. The ink-jet technology was much more affordable to the general public. Along with that hardware advance came an interest by software makers in supporting these less-expensive printers. Riding this wave of events, the Harmonie and Independence print driver software was born. Apple IIgs users were now able to get very high resolution graphics and text output from their LaserJet-compatible printers.

This proved to be a good point in the evolution of the Apple IIgs LaserJet print drivers. Two competing products were available that would give you PostScript-quality output for a package cost that was still much less than the cost of the PostScript laser printer. Life was good. But there were problems... small, but irritating, problems.

The Harmonie print driver seems to handle graphics better than other drivers, but is somewhat less adept at creating crisp text output. It also suffers from a very severe problem that was not noticed by many early reviewers. Harmonie would not print more than one page from any word processing package other than AppleWorks GS.

The Independence print driver seems to handle text quite well, but is not as smooth in the graphics department. Circles and other curves seem to bring out the worst problems. Independence is not as exact in the area of print size adjustment. The designers opted for an easy interface and less complete control over the output sizing.

Both print drivers suffer from a few common problems. The first, and biggest problem, is print speed. Both will take from 2 to 4 minutes per page, depending upon how dense the text and graphics are. Another common problem is that the programs use quadruple size fonts to build the bitmap that they use for the output. These fonts are slightly bigger than the aspect ratio needed for precise output scaling. Therefore, both drivers end up printing accurately for the top, bottom, and left margins. The right margin is always slightly longer (further to the right) than it shows up in the WYSIWYG display.

One thing becomes apparent when you analyze these drivers. Both of them depend upon a rasterized image being built to send to the printer. Neither of them downloads a font to printer memory and then uses it from there. I thought of this solution while I was first reviewing the Harmonie and Independence packages. However, I was not able to start such a project at that time. Then, a similar solution to this problem came floating by in a partially-implemented form. An NDA was written that would download any Apple IIgs font to the LaserJet II-series printer. This still did not quite satisfy the requirements that I had in mind. A user could not automatically use the downloaded fonts in his/her printout. This turned out to be the next step in the evolutionary process.

Finally, another solution is available that solves more of the text output speed problems and the exact sizing problems inherent with the other drivers. Author Heath Wilkinson has released a \$15 shareware package

that fills some of the gaps listed above. This print driver is for the LaserJet IIP (although many other printers should also work). It downloads the nearest font size match that it can calculate for the fonts that you use in a document. The fonts are adjusted for the difference in aspect ratio between the Apple IIgs and the LaserJet. Once the fonts are downloaded to the printer, the process of printing a page becomes just like printing simple text. The downloaded font is used to form the characters sent.

There is one major advantage to this scheme: it is fast! The initial setup time is required for each printout to download the necessary fonts. The downloaded fonts are removed after each print. Therefore, the printer memory will not become full after a number of different fonts are used. The only disadvantage to the one-printout/one-set-of-fonts rule is that multiple printouts with the same fonts will all require time for the fonts to be sent to the printer. However, it should be noted that this same scheme is used by the Microsoft Windows Print Manager to print to LaserJets. No graphic support is provided in the current driver. Therefore, you cannot expect to achieve satisfactory output from a paint program. That is the wrong use for this driver. Use this driver only when you want fast, accurate renderings of text using Apple IIgs and/or TrueType fonts. It should be noted here that TrueType fonts are preferred, since Pointless can generate any size font from the outline. Otherwise, you will have to anticipate the correct size of fonts to have available in your System/Fonts folder. The TrueType route is obviously easier.

The author claims that his driver software is much faster than either Harmonie or Independence. He gives an example where a multiple-page document is printed with both Harmonie and the LaserJet driver. The LaserJet driver is much faster over the long haul. I tried my own tests using my own target document files. The results show that the driver will be about the same speed as any other for the first page. After that, the LaserJet print driver can burn through the printing process and will provide exceptional speed.

As I mentioned earlier in this article, the LaserJet print driver is shareware, yet still does not support graphic output. Therefore, your shareware payments should encourage the author of this program to finish his work. In any case, the print driver is very functional right now when it is used as a TrueType font/text printer. You can reach the author of this program at the following address: H.Wilkinson2. You can find the current version of the print driver by searching the A2 libraries using the name H.Wilkinson2 as the uploader.

In summary, we can see that the LaserJet print drivers have gone through an evolutionary process during the past four years. Different techniques have been developed to make printing of Apple IIgs files both smoother and faster. This process has benefited the end user by creating ever better software to meet their needs. There is no reason to think that the process is over yet. The world has still not seen the ultimate mouse trap. Nor do we have the ultimate LaserJet print driver. Yet.

[\*][\*][\*]

Darrel Raines is an electrical engineer who works during the day as a contractor to NASA building simulations. During the evenings, he plays with his Apple IIgs computer and writes articles like this one.

[EOA]  
[PRO]////////////////////////////////////  
PROFILES /  
////////////////////////////////////  
Who's Who In Apple II  
\*\*\*\*\*

>>> WHO'S WHO <<<  
\*\*\*\*\*

~ GENieLamp Profile: Jim Royal, Author of Star Trek: First Contact ~

GENieLamp> When did you first start using an Apple II?  
\*\*\*\*\*

Royal> I purchased my trusty Apple IIc in late 1984. Surprisingly  
\*\*\*\*\* enough, the Apple dealer is still in business and to this day  
will happily service the machine. I bought the computer largely because...  
it was cool. I hadn't a clear idea what I'd do with a computer, beyond a  
little word processing, and even that was only a faintly conceived  
expectation. But everyone was getting a computer, so I did.

Over the years, I've added extra memory, 5.25 and 3.5 disk drives, a  
mouse, and most recently an accelerator. When I think back, the Apple  
IIc's contemporaries in 1984 were the IBM PCjr, the Macintosh 512K, and  
the Commodore 64. It looks like I made the best choice at the time.

GENieLamp> When did you start programming your Apple IIc?  
\*\*\*\*\*

Royal> I began programming almost immediately, in Applesoft BASIC,  
\*\*\*\*\* following an introductory programming course in college. My first  
major effort was the beginning of a game which actually contained the  
conceptual nugget of Star Trek: First Contact. That program was  
accidentally erased before it was anywhere near completion -- in wry  
hindsight, probably an act of God taking revenge on what was likely a truly  
wretched piece of code.

I think my biggest revelation in programming was learning Pascal.  
After years of writing the most horrifying spaghetti code in BASIC  
(producing results not entirely unlike those of someone trying to build a  
road in a blizzard) I suddenly had a clear vision of how a computer program  
SHOULD be written. Shortly thereafter, I went back and re-wrote all those  
godawful little Applesoft menu programs and minor utilities I had created  
over the years. To this day, I always recommend that beginner programmers  
learn Pascal first and BASIC second, if at all.

GENieLamp> Was there any one person who helped ignite your interest in  
\*\*\*\*\* computers?

Royal> No one person prompted me to take up computing -- it was the  
\*\*\*\*\* uniformly pro-computer environment of the early 1980s. All the  
computer companies were delivering the hard sell. All the schools wanted  
computer labs. All teenaged boys wanted a computer (if they didn't want a  
car first). What sold me on the Apple II was an eight-page glossy  
advertisement in Omni magazine which extolled the virtues of the Apple II  
over the IBM PC. I still have that magazine. How times change.

GEnieLamp> Whose work in the Apple II field do you admire most, and why?  
\*\*\*\*\*

Royal> The one group of people who have contributed the most to the  
\*\*\*\*\* Apple II world would be Beagle Bros. They maintained a reputation  
of high quality and good humour right up until their untimely demise at the  
hands of the ruthless Macintosh marketplace.

GEnieLamp> Would you briefly describe your game, Star Trek: First Contact?  
\*\*\*\*\*

Royal> Star Trek: First Contact is a simulator which brings to the  
\*\*\*\*\* Apple II user the realistic experience of deep space exploration.  
It combines elements of a strategy game and an arcade game to create an  
authentic recreation of the Star Trek flavour and ideology.

Your mission: To explore forty unknown worlds and to seek out and  
contact the inhabitants. But meanwhile, an alien Intruder is exploring  
the same area of space. Its mission is unknown, but you must find it,  
contact it, and deal with it. Will the mission end in a peaceful greeting  
or will your ship and many inhabited worlds be destroyed? Only you can  
decide.

Star Trek: First Contact will run on a basic 128K Apple II with one  
5.25 disk drive. It fully supports large-capacity disks and expanded  
memory. Version 2.1 offers many improvements over v1.0, including a new  
save game feature, a wealth of detailed information on each planet, the  
streamlining of many commands, and a sophisticated course-plotting  
function.

GEnieLamp> What influenced you to write a Star Trek game?  
\*\*\*\*\*

Royal> Far too many of the commercial and public domain Star Trek games  
\*\*\*\*\* are all variations on the same theme... the Enterprise placed  
against a zillion Klingons all lined up in a row to be shot at. I've  
always felt that, aside from the limited intellectual scope of such games,  
they never represented the thrill of deep space exploration. I wanted  
something different. So I set out to create it myself.

I wanted a game which would accurately reflect the spirit of the show.  
To explore... to encounter and discover... to occasionally get into a  
phaser fight if the situation calls for it. I hadn't realized how tough  
that would be.

Both the original Star Trek series and the Next Generation are  
strongly character-oriented shows, and that's the source of the show's  
dramatic power. But I didn't want to make a role-playing game. I wanted  
to command a starship.

I ended up with a compromise. There's a very limited sort of  
role-playing in the dealings with the Intruder vessel and with the Away  
Team missions. With a more powerful computer (such as a IIgs or a Mac),  
these elements could be expanded. And I managed to keep the  
starship-commander aspect at the core of the game.

Finally, I shaped the game as a training simulator during the time  
period of The Next Generation mainly for flavour and verisimilitude.

GENieLamp> When did you release the first version?  
\*\*\*\*\*

Royal> Star Trek: First Contact 1.0 was release in June 1992. Version  
\*\*\*\*\* 2.0 came out in August 1993, and 2.1 was released in September  
1993. To this date, I've received about a dozen mailed comments from  
users who appreciate the game -- one from Helsinki, Finland.

GENieLamp> Can you comment a bit on your ideas about shareware as a  
\*\*\*\*\* publishing channel?

Royal> The future of the Apple II will definitely involve shareware.  
\*\*\*\*\* While mail-order companies such as Quality Computers continue to  
bring new software and hardware to the user, their range of suppliers is  
getting smaller all the time. The Apple II is still a viable platform for  
hundreds of thousands or even millions of people, and a broad show of  
support for programmers will keep the machine alive for years to come.

I'm gratified that some of my users have been sufficiently impressed  
by ST:FC to pay their ten-dollar donation in thanks for the game. Many  
have not sent their cheques, however, and I have no idea if they enjoy the  
program or not. Feedback is much more important to me than a shareware  
fee. And it is only by thanking and encouraging shareware authors that  
users will continue to benefit from new and exciting software. I want to  
hear from the people who play my game. Their comments are valuable to me.

GENieLamp> I like to pay for shareware the minute I've decided to keep  
\*\*\*\*\* the program. Being a Canadian, I find I can't pay U.S.  
shareware authors without a trip to the post office or bank. Do you, as a  
Canadian shareware author, have trouble with U.S. payment?

Royal> I have no problems cashing cheques from American banks -- which is  
\*\*\*\*\* fortunate, because all but three of my shareware donations have  
come from American users.

GENieLamp> Could you tell us a little about what language you used to  
\*\*\*\*\* program Star Trek: First Contact?

Royal> First Contact was written in ZBasic. It's a surprisingly flexible  
\*\*\*\*\* language. It allows the user to define long functions which work  
exactly like Pascal procedures. It has up to 54-digit math. It supports  
several different graphics modes on the Apple II, and it is a lot faster  
than Apple Pascal.

There have been versions of this language created for IBM, Mac, Radio  
Shack and Z-80 computers, so the source codes programmers produce are  
ninety-nine per cent portable. Unfortunately, Zedcor's support for the  
Apple II edition has almost disappeared.

GENieLamp> Do you have any horror stories about stomping bugs in  
\*\*\*\*\* Star Trek: First Contact?

Royal> Bug stomping for ST:FC was an absolute nightmare. The program  
\*\*\*\*\* consists of eight semi-independent modules, which interact with  
each other in many different ways. I'm quite sure if I had not spent six  
months planning the design of the game on paper, the whole project would  
have become completely unmanageable very quickly.

Not helping matters at all was the ZBasic compiler itself. It's a very reliable piece of work until you start pushing at its memory limits. Sometimes, adding a subroutine to the game would paradoxically result in more free space. And removing a subroutine would occasionally produce an Out of Memory error. To combat these electronic shenanigans, I would revise and compress the code. And compress. And compress. Version 2.1's source code is probably nearly twice as space-efficient as version 1.0. I learned a great deal about programming efficiently, and I invented a whole slew of memory-saving programming techniques.

IBM and Macintosh programmers, who have gobs and gobs of megabytes to play with don't know what they're missing. I say you're not a real programmer until you've tried fitting a complex game into 28K. (ZBasic limits you to 28 kilobytes for code and 30 kilobytes for variables).

Probably the funniest bug the game had was the result of misplaced equals sign. At one point, the Intruder would refuse to attack. He would much rather buzz 'round and 'round the Federation starship and then suddenly flee for no reason. Firing at him made no difference -- it would make him run faster. Nothing could make him turn around and fight.

The design of the game allows a small number of "control" variables to switch whole groups of behaviour patterns for the Intruder on and off. And a single flag held the key to this problem. With it switched off, the Intruder instantly reverted to his old belligerent self. It took a week to do this, however.

GENieLamp> What do you do for a living?  
 \*\*\*\*\*

Royal> By training, I am a journalist. I write and announce the news on  
 "\*\*\*\*\*" a pop music radio station in Montreal. Up until recently, I was also the producer/host of a weekly newsmagazine show on an alternative radio station. Right now, my nine-to-five job is a technical writer for Eicon Technology. Eicon produce software and hardware for an endless variety of computer connectivity needs -- all the way from LANs to transparent X.25 packet-switching network interfaces. I help write their manuals.

GENieLamp> Besides programming, what other hobbies and interests do you  
 "\*\*\*\*\*" have? What do you wish you could spend more time doing?

Royal> I collect music (among my favorites are Vangelis, Mozart and  
 "\*\*\*\*\*" singer Sarah McLachlan) and I read science fiction (Ursula K. LeGuin, Stanislaw Lem, Arthur C. Clarke). I am an avid cyclist -- I avoid all motorized transportation in the summer except in the heaviest rain. BBSing is becoming more and more my major past-time.

But I only wish I could spend more time on my true love -- broadcast journalism. For those American readers out there... Peter Jennings, Jim Lehrer, Shelia McVicar, Peter Kent... all are Canadian. But recessions do have a way with the world.

GENieLamp> How do you prefer people to contact you?  
 \*\*\*\*\*

Royal> I'd love to hear from people any way which is convenient for them.  
 "\*\*\*\*\*" Either by post or through E-Mail (GE Mail = J.ROYAL1; Internet =

j.royall@genie.geis.com). Authors are always pathetically eager for feedback. I'd like to know how people find the game, and if there are problems, I'll gladly fix them.

[EOA]

[HAR]////////////////////////////////////

HARDVIEW A2 /

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Hot Hardware for Apple II

\*\*\*\*\*

By Larry Faust

[L.FAUST2]

THE \$99 LINELINK 14.4E MODEM AND THE APPLE II

\*\*\*\*\*

A recent MacWarehouse catalog offered the Hayes-compatible, fax-upgradeable LineLink 14.4e modem for the unbelievably low price of \$99. A cable, telecommunications software, and Accu-Weather (a Mac application) were also included in the deal.

Wow, I thought. Up and running at hyper-speed for less than \$100... just plug and play. I was doubtful; this was a Mac mail-order outfit, after all. It just sounded too good to be true. But the price was just too low to pass up. I had heard of Apple II's modeming at such speeds -- and higher! -- so I called their toll-free number, 1-800-255-6227, and ordered one (product number BND0249). Although MacWarehouse gladly accepts MasterCard, Visa, Discover, and American Express, my mail-order method of choice is COD. (\$6.00 additional fee, but worth it to me). Credit card orders are sent via Airborne Express next day, while COD orders go via U.P.S. 2nd day.

Well, this whole LineLink thing had taken our friends at MacWarehouse more than a little bit by surprise. At the time I called, they had sold out and the back-order list was some 2,000 names deep! But I was assured that a new shipment would come in during the following week.

In the meantime, I scoured my online resources for information and end-user experiences with the LineLink and the Apple II. The plethora of posts on GENie and the Internet revealed that this was indeed a popular deal amongst the Apple II community.

Eventually, my patience was rewarded, and the modem arrived last week. Despite its plastic case, the modem was more substantial than I thought it might be; definitely not the shoddy product that its low price implied. The LineLink is slightly larger than the Apple 5.25" disk drive, making an attractive space-saving modem/5.25" drive/3.5" drive pyramid.

But functionality was the main concern of the users who put up all those posts. One does not fork over \$99 just to have a good looking box; it's got to work too!!

And work it does; at all speeds up to 14,400 baud (underlined because some users were reporting that the max was 9600 baud)! Not only that, but the Mac cable that came with the modem worked with my IIgs straight from the box. Gone were my nightmares of hunting around to find the special "hardware handshaking cable" that some were talking about online!

The manual is brief (28 pages), but gives an adequate overview of the LineLink. It states that the fax upgrade refers to the fact that Mac fax software, not hardware, is necessary to use the modem's fax features. It's fax-ready out of the box; all the Apple II user needs is someone to release Apple II fax software (c'mon, Quality, Econ, and Intrec <g>).

Although it says "Technology Concepts, Inc." on the front, the LineLink is manufactured by Prometheus Products, Inc., a major modem manufacturer. It uses v.42/v.42bis/MNP-5 error correction and data compression, and the manual states that "[p]eak data rates up to 57,600 bps may be attained using v.42bis."

As far as the Control Panel settings go, the IIgs's MODEM PORT must be set to the following parameters and then rebooted:

```
Line Length: UNLIMITED
Delete Line Feed: NO
Echo: NO
Buffering: NO
Baud: 19200
Data/Stop bits: 8/1
Parity: NO
DCD Handshake: NO
DSR Handshake: NO
XON/XOFF Handshake: NO
```

On the software side, the Mac comm software and the Accu-Weather were useless, but I recycled (reformatted) the disk. I use -- and highly recommend -- ProTERM for all Apple II telecommunications. (Although I used ProTERM to evaluate the LineLink, it implements the majority of the industry-standard Hayes AT command set and should operate with every Apple II telecom package on the market.)

In order to correctly initialize the modem under ProTERM, select INSTALL under the MISC menu. Click the MODEM button, and select HAYES SMARTMODEM v9600 (CTS/RTS). Click OK (No, the default Smartmodem init string does NOT need to be "tweaked," but can be if desired). Remember to change your BAUD selections on each entry of your dialing list to 19200 (the closest setting to 14400 on the list).

After playing with it for only one week, I gotta tell ya, this little screamer is a GREAT value! Screens of text that used to spill onto my screen at 2400 baud literally fly by, and off-line reading with the ProTERM scrollbar buffer is now a necessity instead of a convenience; I can only imagine my long-distance savings. My only complaint so far is the length of time that the modem takes to auto-baud when confronted with a carrier slower than 14400 baud. I've logged onto several local and national BBSes and, in some instances, have had to extend my default connect time from 30 to 40 seconds.

At the last time I checked, MacWarehouse was still taking orders. My recommendation to the Apple II user who is thinking about a high-speed modem with fax capability is to call now and order a LineLink 14.4e -- ask for it by name. Quick, while this offer lasts!

[EOA]  
[AII]////////////////////////////////////

APPLE II /

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Apple II History, Part 18  
\*\*\*\*\*

By Steven Weyhrich  
[S.WEYHRICH]

>>> APPLE II HISTORY <<<

\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1992, Zonker Software  
(PART 18 -- SOFTWARE)  
[v1.2 :: 12 Nov 92]

INTRODUCTION In this part of the History, we will go into an overview of  
\*\*\*\*\* software that has been designed for the Apple II, and then  
look further at two of the most influential programs ever written for this  
computer, VisiCalc and Apple Writer.

"WILL SOMEONE PLEASE TELL ME WHAT AN APPLE CAN DO?" One of the most  
\*\*\*\*\* important features to  
a customer considering any computer is, "What can I do with it?" It might  
be an attractive-looking box, with incredible features and potential, but  
if all it can do is run demonstration programs, it won't be very useful.  
In the early years of the microcomputer era, most users had to either write  
their own software or use programs written by some other amateur.  
"Commercial" software written by "professionals" was unavailable, except  
possibly from the company that produced the computer. And unless the user  
knew assembly language AND the internals of the computer intimately (which  
depended on the willingness of the manufacturer to divulge those secrets),  
the only application software available was likely to be written in BASIC.  
Anyone who has used the versions of BASIC available at that time are well  
aware of the quirks and limits placed on the programmer by that language  
and by the small memory sizes available (see discussion in Parts 16 and  
17).

As we have already seen, the Apple II came with few intentional  
secrets; the primary limitation on information distributed with it was the  
time required for Apple to produce a printed manual. When the first manual  
finally did arrive, it included a commented source code listing for the  
entire Monitor and all its supporting routines. This openness had a lot to  
do with the early success of the Apple II. Other manufacturers, such as  
Atari (with their models 400 and 800, based on the same 6502 as the Apple  
II) and Texas Instruments (who made a 16-bit machine called the TI 99/4),  
kept everything very secret and thus tried to maintain some control over  
distribution of software. This MAY have been done to ensure that only high  
quality programs were released, but more likely they were concerned about  
controlling who received royalties on sales of the software. Unfortunately  
for them, it choked the development of amateur software authors (who may  
have later become professional authors).

As an example of this corporate secrecy, one early programmer named  
John Harris wanted to write games for the Atari, but could not get the  
company to release any information on how certain effects were achieved in  
their commercially released games. He was bright enough to eventually  
figure out the secrets himself, and became one of the wealthy software  
"stars" of the late 1970's and early 1980's.<1> Computer producers of the  
time did not yet grasp the principal of the software/hardware loop:

Available software stimulates sales of hardware (computers and peripherals), which further enlarges the software market, which sells more computers, and so on. The industry was too new to know how to do much more than make and sell new computers.

SOFTWARE ON THE APPLE II In the Apple II part of the computer world, the first distribution of software came from home authors. These people were usually first-time computer buyers who were captivated by the excitement of owning their OWN computer, and then had to sit down to actually find something useful or fun to DO with it. They often brought their first programming efforts to show off at the computer store where they had bought their machine. Since the store owners had very little software to offer to their potential customers, some of these authors ended up with the opportunity of having their programs duplicated and made available for sale. Ken and Roberta Williams started their company "On-Line Systems" (later Sierra On-Line) this way with a game called Mystery House, one of the first adventure games featuring hi-res graphics pictures.<2>

Other early software came from the first user groups. These usually developed out of the gatherings that inevitably took place at the computer stores, as mentioned above. Since the people who actually used these computers day in and day out at home had a better grasp of how they worked and what could be done to work around problems, the store owners often ended up referring their new customers to these groups for the detailed help they needed. Not only were there the older groups (like the Homebrew Computer Club), but many newer, more machine-specific groups developed. Names like A.P.P.L.E. (Apple PugetSound Program Library Exchange) and International Apple Core became known well beyond their local beginnings as they began to distribute their newsletters and magazines to a national audience. Later, they became major sources of informational articles, utilities, and application programs that were as yet unavailable anywhere else.

Many of the programs sold by A.P.P.L.E. were popular with Apple II owners. A.P.P.L.E. was designed as a club with dues to pay for the collection of programs, all considered to be public domain, but sold to members at a nominal price to cover the costs of duplication. A.P.P.L.E.'s programs were written by amateur home users who had a unique idea, were able to make it work, and found that they had a product that was useful to others as well. Originally collected on cassettes, and later on disks, some of the programs were eventually made available as commercial products by authors that knew they had something unique that would be in demand by Apple owners hungry for something to use on their computer. A.P.P.L.E. sold many of these as GamePaks, which contained several games on the same tape.<3>

Understanding that a large variety of available programs would help encourage more sales for the Apple II, Apple took some steps to help software authors get their programs on the market. In 1980 Apple employee Mike Kane suggested that Apple help distribute programs that were good, but whose authors couldn't get a publisher to distribute them or didn't have access to computer stores that were willing to sell it for them. Kane formed a division within Apple, called it "Special Delivery Software", and promoted both third-party and Apple-sponsored programs under that label. Between 1979 and 1981 a number of different programs were sold through Special Delivery Software, sporting the Apple logo and displaying a standardized appearance (packages, manuals, etc.), all listed in a catalog

that could be used by dealers for orders. Apple Writer was originally distributed in this fashion, as were other less well-known programs such as Tax Planner, Plan 80, Script II (for Pascal), and MBA (a spreadsheet). Apple also established the Apple Software Bank and used it for special programs through 1980. It was more clearly a set of Apple-sponsored programs than were those sold through Special Delivery Software, and some of them programs, such as Quick File and Apple Plot, achieved strong popularity and were moved more into the mainstream of sales for Apple.<4>,<5>

SOFTWARE EVOLUTION: THE COMMAND LINE INTERFACE      Some of the earliest  
 "....."      programs available for the  
 Apple II had a user interface that was quite similar to the ones available for use with time-sharing terminals on mainframe computers: A command was typed on a line, and the computer would execute that command and return with a prompt for the next command. This method was the necessary way of doing things, because video displays were expensive and not in common use. This was particularly true for those who used remote terminals, which usually consisted of a paper-based glorified typewriter connected by a phone line to a mainframe. This device was physically limited to allowing commands to be entered one line at a time. The concept of displaying things on the screen in any order desired, not necessarily going from top to bottom (as would be necessary if it was being typed on a piece of paper in a teletype) was difficult for many programmers of the time to grasp. Moreover, for design purposes, the software code built-in to a computer (like the Apple II) that handled a command line style of interface was much simpler (and shorter) than what would be needed for a more complex interface. With memory at a premium price, simple would have to do. Thus, the Apple II used the command line interface in both the Monitor and in Integer BASIC. These could be used as building blocks to create more complicated software, once people figured out how to do it.

The command line interface, though simple to implement in a program, had the disadvantage of requiring the user to know (and correctly type) the names of the commands. For example, a word processing program might use the command "LOAD" to get a text file into memory, the command "EDIT" to begin to make changes to that file, and then the command "SAVE" to put a copy of the completed work back onto tape or disk. "SORT", with various pieces of modifying information called "parameters", might be the necessary command to arrange the information in a database file into the desired order. Other commands might be needed to search for a specific word, replace a word, and move lines around. In fact, early word processors were often quite similar to writing a program in BASIC: Each line had its own line number, and inserting new lines often meant having to renumber the lines to make a new line available between two existing ones. If extra text had to be added to a line in the process of editing, making it too long, the end of that line might have to be re-typed into the following line and deleted from the current one.

More sophisticated text editing programs eventually began to appear that took advantage of the fact that the user was not working with a typewriter and paper, but with a video screen. These "full-screen editors" would allow use of the arrow keys (or the IJKM "diamond" on the keyboard) to move the cursor around on the entire screen, and it made text entry and later editing easier. As they were further refined, these newer word processors even allowed what had previously been impossible: Text could be typed in the middle of a line, and the text to the right of the cursor would be magically pushed to the right (even "wrapping around" to the next

line if needed) as things were typed. Deletions were just as easy. What was still cumbersome was the need to have specialized commands, often entered as combinations of the Control key and another letter, to carry out some of the functions of search and replace, copy, and so on. Moreover, these command keys were often different from one program to another, with Ctrl-F in one program being used to begin a "find" process, and in another program as a command to jump to the "first" line of the file. As the full-screen method of text editing became more standard, the command-line type of interface became less commonly used.

SOFTWARE EVOLUTION: MENUS      As mentioned above, one of the problems with  
 "\*\*\*\*\*"      the command-line method was the requirement for  
 the user to have a good memory for the names of the various commands  
 necessary for the program to function. If the command name was typed  
 incorrectly, or if a specific parameter was omitted or given in the wrong  
 order, an error message would appear, causing great anxiety and  
 hand-wringing to those who were still trying to overcome their fear of  
 using a computer. As an alternative for certain functions in a program,  
 the concept of "menus" became more popular (and was actually used as early  
 as the Apple Color Demo program that came on cassette with the first  
 Apple II's). A menu was simply a list of possible functions a program  
 could carry out. It still often used a command style prompt ("Type  
 choice") to allow entry of the desired item on the menu, but gave a little  
 more ease-of-use since a specific command name did not have to be  
 memorized. A further enhancement of this style of program construction was  
 called a "magic menu", after a sample program written in BASIC and  
 distributed by Apple. In this type of menu, the user had the option of  
 typing the number of the desired menu entry at the prompt, OR he could use  
 the arrow keys to move a large inverse bar up and down the menu to that  
 item. After selecting the item with the arrow key, it was executed by  
 pressing the RETURN key. This came to be known as the "point and shoot"  
 method of command selection.

AppleWorks (which will be discussed in detail next month) took the  
 "magic menu" interface to its highest form, adding the metaphor of "file  
 cards". One menu appeared on the screen enclosed in a box, with a "tab" on  
 the top left of that box. This box resembled a 3x5 file card. When a  
 selection was made from the menu, another file card would appear on top of  
 the previous one, slightly down and to the right, leaving the tab on the  
 lower box still visible. This allowed stacking of menus, with a clear path  
 identifying which menu led to the current menu. The ESC (escape) key was  
 used to "back up" one level, erasing the menu card on top and re-drawing  
 the menu card underneath it. Also, prompts were displayed on the top line  
 of the screen that told where ESC would take you, and what function was  
 currently being executed. Part of the success of AppleWorks stemmed from  
 its ease of use in this respect. Not only were there no cryptic commands  
 that had to be remembered and typed, but the use of special command keys  
 was reserved for advanced use of the program. And when such special keys  
 were needed, a standard "help" screen was available for quick reference.  
 It was possible to do quite a bit in AppleWorks without the need of even  
 opening the instruction manual.

SOFTWARE EVOLUTION: GRAPHIC USER INTERFACES      One thing necessary to make  
 "\*\*\*\*\*"      computers easier for people  
 to use was to overcome both the fear problem and the frustration problem.  
 Those who were inexperienced in the use of computers were often afraid that  
 they would press a button that would cause something terrible to happen.  
 If they overcame the fear problem, they still had to face the frustration

of trying to decipher cryptic error messages ("\*\*\* TOO MANY PARENS" or "\$27 Error"), or lack of success in getting the computer program to do what they wanted it to do.

Adding familiar things to the screen, like the file card menus in AppleWorks, made the fear factor diminish. Making the keys that controlled certain features of that program work consistently from the word processor to the database to the spreadsheet decreased the frustration factor even further. But there were still barriers to overcome in making computers easier to use.

When Lisa appeared on the scene in 1983, and Macintosh in 1984, computer users were exposed to a radically new concept in computer software. These computers lacked the previous standard of typed command input to control programs. Instead, they used a bit-mapped graphics screen to represent a desktop, with pictures (called "icons") that represented a program to run or a file to load. It took the "point and shoot" interface to the limit; you used the mouse to move a pointer on the screen onto an icon representing that program, and then "click" on it to start the program! For more complex control, the Mac used a variation on the "magic menu" system: A "menu bar" at the top of the screen gave a list of command words, arranged horizontally on the same line. Pointing to one of the words and holding down the mouse button would cause a menu to "pull down" like a window shade, displaying several further options available. The desired choice on the menu could be highlighted by moving the mouse to that item (such as "Delete") and the command would be executed. This approach made use of the Lisa and Macintosh considerably easier for the novice computer user, although some commands were also given keyboard equivalents similar to the old "Ctrl" key commands, so a more experienced user could execute some of them without having to take his hands off the keyboard. If AppleWorks could be considered easy enough to use without opening the reference book, this graphic user interface (GUI) was even more so. It also provided a standard environment that all programs written for the Mac could use, making it easier to learn how to use a new program.

Although the 6502 processor did not have the horsepower of the 68000 in the Mac, some programs began to appear for the Apple II that tried to make use of the same concept of overlapping windows, pull-down menus, and a mouse- (or joystick-) driven pointer. Quark released a program selector called Catalyst that used a similar graphics-based desktop, icons for files, and the point-and-click method of file execution. It was included with some of the early UniDisk 3.5 drives, and on Quark's hard drives. Another company, VersionSoft (from France) had a program called MouseDesk, which was distributed in America by International Solutions. MouseDesk worked just a bit better than Catalyst, but did not do very well as a standalone product, especially with Catalyst being given away free with the new UniDisk. Eventually, International Solutions made MouseDesk available for only ten dollars via mail-order, hoping to get it into general enough use that their other graphic- and mouse-based products would sell better. Although that did not happen, International Solutions did eventually sell the rights to distribution of MouseDesk over to Apple Computer. Apple then modified the program and included it with as a rudimentary desktop (modeled after the Macintosh Finder) for their first versions of ProDOS 16 System software for the Apple IIgs.

With the release of the IIgs, it became possible for better GUI software to be produced for the Apple II. The 65816 processor had a bit more power, and the IIgs provided a better quality graphics environment

(via its super hi-res mode) and more available memory than was possible on the older 8-bit Apple II's.

SOFTWARE: APPLE'S GREATEST HITS    It is beyond the scope of this writing to  
 "\*\*\*\*\*"                            go into much detail about the many  
 programs released over the years, as the sheer volume of them since 1977 is  
 enormous. Even a brief mention of them all could become a book in its own  
 right, but Appendix A contains a listing (in moderate detail) of popular  
 software released over the years. In this segment here I will address in a  
 little more detail three programs that have been particularly influential  
 in the Apple II world: VisiCalc, Apple Writer, and AppleWorks.

By 1980, the Apple II software market had established itself fairly well. This allowed users of the computer to no longer have to write their own programs, but instead move on to simply being able to USE them. Softalk magazine, which began in that year, had started nearly from the beginning with an analysis of top selling software of the day. In their second issue (October 1980) their bestseller list first appeared, with the top thirty software programs ranked based on actual sales information obtained by polling retailers across the country. In that first list the top selling program was VisiCalc.

SOFTWARE: VISICALC    A major part of the answer to the question, "What  
 "\*\*\*\*\*"                            can I do with this computer?" lies in whether or not  
 the software program in question is so important or useful that it  
 literally sells the computer. Robert X. Cringely, in his book "Accidental  
 Empires", put it this way: "VisiCalc was a compelling application -- an  
 application so important that it, alone justified the computer purchase.  
 Such an application was the last element required to turn the microcomputer  
 from a hobbyist's toy into a business machine. No matter how powerful and  
 brilliantly designed, no computer can be successful without a compelling  
 application. To the people who bought them, mainframes were really  
 inventory machines or accounting machines, and minicomputers were office  
 automation machines. The Apple II was a VisiCalc machine."<6>

VisiCalc offered a way of using a computer that no one had ever thought of before, especially at the time when most computers were mainframes with limited access to the "average" user. VisiCalc was written by Dan Bricklin, a programmer that had decided to enter Harvard Business School in the fall of 1977 and learn a second profession. Because of his programming background, he saw ways in which some of his class work could be simplified through the use of computers. He wrote programs in BASIC on the college time-sharing system to do his financial calculations, but found it tedious to have to re-write the program to deal with each new type of problem.

In a class that dealt with business production, Bricklin learned that some companies used long blackboards (sometimes stretching across several rooms) that were divided into a matrix of rows and columns. Each row and column had a specific definition, and calculations were made based on the contents of each cell (the intersection of a row and a column). If the value of one cell changed, the values of any cell that made use of the first cell's value also had to be changed. Because this was all written on a blackboard, the results had to be checked and re-checked to make sure that something hadn't been missed when changes were made during a planning session. Bricklin conceived of a computerized approach to this production and planning matrix. Even though the computer could not display the entire matrix at once, the video screen could be used as a window on a part of the

matrix, and this window could be moved at will to view any part of it. Best of all, the computer could keep track of all the calculations between the various cells, making sure that a change made in one place would be properly reflected in the result of a calculation in another place.

Over a single weekend he wrote a program in BASIC that demonstrated this concept. This demo program was rather slow and could only display a single screen of cells, but it was enough to illustrate the concept. Bricklin teamed up with a friend from MIT, Bob Frankston, and together they looked for a publisher for the program. They found Dan Fylstra, who had graduated from Harvard Business School a couple of years earlier and had started a small software company called Personal Software, which he ran out of his apartment. Fylstra's primary product at the time was a chess program for the Apple II, and he was preparing to release the first commercial version of the adventure game Zork. After he heard what Bricklin and Frankston had in mind, he agreed to help them out. Fylstra loaned an Apple II to them as a platform on which to develop a more full-featured (and faster) machine language version of Bricklin's program. During 1978 and 1979 they worked together, as time permitted, with Bricklin doing the program design and Frankston writing the code. (One design contribution made by Frankston was the idea of using "lookup" tables, which he wanted so he could use the program to calculate his taxes.) They did most of their development work on an Apple II emulator running on a minicomputer (much as Apple itself had used a local time-sharing computer for development of the original Apple II Monitor program). They named their program "VisiCalc", and by October 1979 it was ready for release.

At first, VisiCalc was not a big hit. When most customers at computer stores were shown what the program could do, they didn't really grasp the concept behind it well enough to appreciate its possibilities. When business customers who had some computer knowledge came in and saw the program, however, they immediately saw that it could simplify much of what they did. VisiCalc actually SOLD Apple II's to many customers, and these businessmen managed to sneak the new computers onto their desks (despite company policies that discouraged use of anything but the company's mainframe). The combination of the Apple II's ability to expand its memory up to 48K, and the new Disk II drive to use for quick and easy data storage and retrieval, made VisiCalc an ideal program to sell potential users on this new computer.

Although executives at Apple Computer had been shown a pre-release version of VisiCalc, they also did not really understand the potential of the program. Trip Hawkins, an Apple employee responsible for developing plans to help sell computers to small businesses, could see that this could become a major selling point for getting Apple II's into those businesses. He negotiated with Dan Fylstra about the possibility of Apple purchasing from Personal Software all rights to VisiCalc (thus locking up the market in Apple's favor). However, Apple's president, Mike Markkula, felt that the \$1 million in Apple stock offered by Hawkins was too expensive and cancelled the deal. If his decision had been otherwise, the future of the microcomputer industry might have been quite different; however, Apple was headlong in their push to create their next product, the Apple III, and a million dollar investment in an untried program for this "aging" Apple II was not in their agenda at the time.

Bricklin and Frankston had themselves formed a company called Software Arts, and it was this company that had contracted with Fylstra's Personal Software. As part of their arrangement, they were obligated to create

versions of VisiCalc for many other microcomputers, from the TRS-80 to the Commodore PET and eventually to the IBM PC. As sales of VisiCalc grew by leaps and bounds, Personal Software (and Software Arts) became quite wealthy. To more closely identify his company with his flagship product, Fylstra changed its name from Personal Software to VisiCorp. He also hired other programmers to write companion software to extend the usefulness of VisiCalc. These included VisiFile (a database system), VisiSchedule (capable of creating critical path PERT schedules), VisiCalc Business Forecasting Model (a set of business templates for VisiCalc), and VisiTrend/VisiPlot (graphs, trend forecasting, and descriptive statistics).

But despite these additional products, VisiCalc continued to be VisiCorp's cash cow. This, ironically, led to the company's biggest problem, centering around a disagreement about money. VisiCorp's contract with Software Arts guaranteed Bricklin and Frankston a hefty 37.5 percent royalty on each copy of the program that VisiCorp sold. VisiCorp was responsible for marketing and distribution of the program, but it was Software Arts who owned the rights to it, and they had no motivation to change their contract to decrease the royalty percent to a number that was more typical for programmers.

The problem escalated when VisiCorp filed a lawsuit seeking damages because Software Arts was supposedly late in providing them upgrades to VisiCalc. Software Arts countersued, and demanded back the rights to distribute the product themselves. Further complicating matters was the fact that the name "VisiCalc" was a copyright of Software Arts, but a TRADEMARK of VisiCorp.<7>

By early 1985, things had worn on to the point where Bricklin decided to end the battle by selling the rights to VisiCalc -- but NOT to VisiCorp. Instead, Mitch Kapor, who ran the Lotus Development Corporation, purchased the program. Kapor had previously worked for VisiCorp, and had helped write VisiTrend/VisiPlot. After he sold the rights for those programs to VisiCorp, he began design on a spreadsheet program that would run specifically on the IBM PC, with the additional features of limited word processing and the ability to create graphs. His program, Lotus 1-2-3, worked as well on the IBM PC as the original VisiCalc had on the Apple II (the ports of VisiCalc to other machines had never been quite as good as the original), and Lotus eventually captured the spreadsheet market on the IBM. In fact, it became the "compelling application" that helped push that computer platform into prominence. It had, however, made a significant contribution to decreased sales of VisiCalc, and after Lotus succeeded in purchasing it from Software Arts, VisiCalc quietly disappeared from software store shelves.

SOFTWARE: APPLE WRITER      This was certainly not the first word processor  
 \*\*\*\*\*                      for the Apple II, but it was one of the most  
 popular. During the four years that Softalk magazine was in print, Apple  
 Writer rarely (if ever) disappeared from their best selling software list.  
 Even if it was not in the Top Thirty, it usually held some spot on their  
 list of top Word Processors.

The original version was released in 1979. Apple Writer 1.0 had to deal with the limitations of the Apple II in the form of its uppercase-only keyboard and 40-column display. Clearly, a document produced on a computer COULD be uppercase only, but it was more valuable if it could look more like that produced on a typewriter. To achieve entry of upper AND lowercase characters, Apple Writer used inverse text to display uppercase,

and normal text to display lowercase. When entering text, an uppercase letter was entered by pressing the ESC key once. This changed the usual cursor box to an inverse caret (^), and the next letter entered would be uppercase (displayed in inverse). If the ESC key were pressed twice in a row, the cursor changed into an inverse plus sign (+), and was now an editing cursor that could be moved through the text.<8> The IJKM diamond on the keyboard was used to move the cursor, just as it was used for moving the cursor for editing lines of BASIC programs. Although the box cursor used in Apple Writer looked just like the flashing box also used in Apple BASIC, this cursor "floated" through the text instead of sitting on top of a character. If you moved it through the word "AND", it would look like this as it went from left to right: \*AND A\*ND AN\*D AND\*.

This original version of Apple Writer actually consisted of two separate binary programs: TEDITOR and PRINTER. The first program was used to actually edit the text, and the second one would print the files created by the TEDITOR. In its first release, Apple Writer had two problems that bothered some early users of the program. One was that the files created by the program were Binary files (instead of Text files), apparently as a means to speed saving and loading files under Apple DOS. Although it worked fine for Apple Writer, the files could not be used by any other program. The other problem had to do with the way in which it used (or misused) the ASCII character set. The Apple II, you may recall, used the upper half (\$80-\$FF) of the ASCII set for its screen display of "normal" characters (much of the rest of the microcomputer world tended to use the lower half), and used the lower half (\$00-\$7F) for flashing and inverse characters. In the upper half, the characters from \$80-\$9F were designated as control characters (generated by pressing the "Ctrl" key with a letter key), \$A0-\$BF were special characters and numbers, \$C0-\$DF contained the uppercase alphabet and a few more special characters, and \$E0-\$FF repeated the characters from \$A0-\$BF (this is where the lowercase letters should have been, according to the ASCII standards). Since the lowercase ASCII characters were unavailable, the Apple II video routines translated any characters in the \$E0-\$FF range into characters in the \$C0-\$DF range, making them displayable on the uppercase-only screen. Apple Writer, for some reason, used the \$C0-\$DF range internally for display of uppercase letters (which WAS standard) and the \$E0-\$FF range for special characters and numbers (instead of using the \$A0-\$BF range). When some users began plugging different ROM characters chips (like the Paymar chip) into their Apple II Plus computer, they found that Apple Writer wouldn't display text properly. The number "3" appeared as a lowercase "s", and "%" as an "e". A special patch was soon developed to intercept Apple Writer's text output to the screen and make the correct translation to display lowercase AS lowercase, and numbers and special characters where THEY were supposed to be.<9>

Apple Writer 1.0 ran from 13-sector DOS 3.2 disks, and the binary files it produced had names that began with the prefix "TEXT." (a file named "LETTER" would appear on disk as "TEXT.LETTER"). Apple Writer 1.1 was released in 1980 when DOS 3.3 became available. It ran under the newer 16 sector format, and contained some minor bug fixes. This version also had available a companion spell checker called Goodspell.

The next version released was called Apple Writer ][. This one came out in 1981, was copy-protected, and still ran on an Apple II Plus under DOS 3.3, but now produced standard Text files instead of the older Binary files, and could properly display 40-column lowercase characters when the character generator ROM was replaced. It also supported 80-column text if

a Sup-R-Term card was plugged into slot 3. In 40-column mode, words would now "wrap" to the next line if they were too long to display on the current line (the older versions of Apple Writer appeared to split the word and continue it on the next line). The ESC key was still used as a pseudo shift key (one press) and to enter editing mode (two presses, displayed as an inverse "@" instead of the "+" in previous versions), but the keyboard SHIFT key could be used to enter uppercase characters if the "shift key mod" was performed (recall that this connected the shift key to the input for button 3 on the game paddles). Other new features included a glossary and the Word Processing Language (WPL). In modern terminology, WPL was a macro or scripting language, making it possible to automate nearly everything the program was capable of. A WPL program could create templates like form letters, or could be used for entry of repetitious text (such as your return name and address for correspondence).<8>

Apple Writer //e, also copy-protected, came next in 1983 with the Apple IIe. This took advantage of the features of the new IIe (such as the built-in 80 column display and full keyboard). It also included improvements in tabbing (since a TAB key was now available on the keyboard), could create larger text files (these could be larger than the size of memory, by loading just a segment of the file into memory at one time), could "print" text files to the disk, could directly connect the keyboard to the printer (to use like a typewriter), and had improvements in the WPL language. When the Apple IIc came out, users of this version of Apple Writer had some problems, as the inverse status line at the top of the screen displayed uppercase characters as MouseText; however, patches quickly appeared to remedy this situation.<10>

The first version to run under the ProDOS operating system was called Apple Writer 2.0. It came out in September 1984, was not copy-protected, and it fixed the MouseText problem. It also allowed the user to set right and left screen margins, giving a closer approximation of the final appearance of the printed text. This version also had the capability of connecting the keyboard directly to the printer OR to a modem, allowing it to be used as a rudimentary terminal program. This version had some problems with properly printing to certain third-party parallel printer cards (such as the Grappler).<11>

One annoying "feature" that was added to this version (and was also present in a couple of other Apple-distributed programs, AppleWorks 1.3 and Instant Pascal) was that it did NOT follow Apple's published protocols in properly handling slot 3 RAMdisks (or other disks). Since some programs used all 128K memory that could be present in a IIe or IIc, Apple had given guidelines in one of their Technotes on how to properly "disconnect" the 64K RAMdisk (which was designated as slot 3, drive 2) so all 128K would be available to the program. Apple Writer and the other two programs mentioned above had been written so that they disconnected ANY slot 3 disk device, whether a RAMdisk, hard disk, or a genuine Apple disk. It is not clear as to WHY this had been done, although it was suspected in publications at the time that someone at Apple had done this so memory cards not made by Apple would fail to work. Some of these memory cards had been made to also work in slot 3 but to not interfere with the official 128K of program memory. Their manufacturers had worked to follow Apple's published standards, and then had been bypassed by what appeared to be programming arrogance. Patches to make these programs work properly appeared when the problem was identified.<12>

Apple Writer 2.1 appeared in late 1985. It contained some minor bug

fixes, including the above-mentioned problem with some parallel printer cards. The 2.0 version had printed characters as low-ASCII (values \$00-\$7F), which caused a problem with some kinds of interface cards and printers. Version 2.1 changed this so characters were printed as high-ASCII (\$80-\$FF), although files printed to a disk file were saved in the original low-ASCII format.<13> This version also was not copy-protected, making it possible to easily install on a 3.5 disk or hard disk.

When AppleWorks appeared on the scene, Apple Writer began to decrease in popularity; however, old time users did not like AppleWorks as well as Apple Writer, primarily because it put a layer of "protection" between the user and the program. This made it easier for the computer novice to immediately put the program to use, and less likely to do something that would "mess up" his printer or interface card internal settings. That same protection also made it harder to do specialized jobs. For example, where Apple Writer would allow entry of control characters (which allowed very specific control of printers and their interface cards), AppleWorks was much more restrictive in this sense, handling more of the details of printer control internally. Apple Writer's power made it possible to even create documents on PostScript laser printers (as demonstrated by Don Lancaster in his Computer Shopper column, "Ask The Guru"), something that all the computer experts claimed was not possible on an Apple II. Where Apple Writer allowed an experienced user to use all features on a printer and interface card to the maximum, AppleWorks was more dependent on the printer and card already knowing how to be cooperative with it. The same thing that gave Apple Writer its power also made it harder to use for less skilled users, who probably found intimidating its nearly-blank screen with no prompts or instructions visible.

For several years, from around 1988 through 1992, Apple Writer was not readily available except as a used program. The exact reason for this is not clear. One reason probably had to do with the better-selling AppleWorks, which had the additional features of a spreadsheet and database. But with its Word Processing Language, Apple Writer was still more suitable for certain jobs than was AppleWorks; and yet, Apple simply stopped upgrading, distributing, and supporting it. But in the summer of 1992, one of the Sysops on GENIE's Apple (A2) Roundtable, Tim Tobin, was successful in contacting Paul Lutus. Tobin was coordinating a project that A2 had started to try to locate and revive the availability of "Lost Classics", programs that had ceased publication (often because their distributor had gone out of business), and recovering Apple Writer was high on his list. Lutus agreed to make his program available on a "freeware" basis: It could be copied freely and given away, but could not be sold for a profit. (This arrangement was quite similar to an earlier program Lutus had written, FreeWriter. He had released this program as freeware in 1984. FreeWriter was very much like Apple Writer, except it did not have a built-in ability to print the documents it created, and it did not have WPL). This new, free distribution was possible because although Apple Computer held the copyright on the Apple Writer documentation, Lutus had retained the copyright on the program itself (Apple had held the copyright on versions 1.0 and 1.1 of the program). Although the program is based on older technology, and does not take advantage of the larger memory sizes frequently available in the Apple II's of today, it still is powerful and is a welcome addition to any software library.

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NEXT INSTALLMENT: AppleWorks  
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//////////////////// GENie_QWIK_QUOTE ////
/ I have a 3.5 drive which spits the disk out if I touch a /
/ metallic happy birthday baloon which hangs (droops) near my /
/ drive! /
//////////////////// T.SMITH59 ////

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[EOA]

[LOG]////////////////////////////////////

LOG OFF /

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GENieLamp Information

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o COMMENTS: Contacting GENieLamp

o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month  
\*\*\*\*\* on GENie page 515. You can also find GENieLamp on

the main menus in the following computing RoundTables.

| RoundTable     | Keyword   | Genie Page | RoundTable    | Keyword    | Genie Page |
|----------------|-----------|------------|---------------|------------|------------|
| DigiPub        | DIGIPUB   | 1395       | Atari ST      | ST         | 475        |
| Macintosh      | MAC       | 605        | IBM PC        | IBMPC      | 615        |
| Apple II       | A2        | 645        | Apple II Dev. | A2PRO      | 530        |
| Macintosh Dev. | MACPRO    | 480        | Geoworks      | GGEOWORKS  | 1050       |
| BBS            | BBS       | 610        | CE Software   | CESoftware | 1005       |
| Mini/Mainframe | MAINFRAME | 1145       |               |            |            |

GENieLamp is also distributed on CrossNet, Internet, America Online, Delphi and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to [genielamp@genie.geis.com](mailto:genielamp@genie.geis.com) OR [jpeters@sosi.com](mailto:jpeters@sosi.com)
- o Our Internet anonymous FTP address is: [sosi.com](ftp://sosi.com). All current versions of GENieLamp are available in the `~/pub/GENieLamp` directory. Due to the added expense involved, we ask that when you get GENieLamp via the anonymous ftp for GENieLamp, that it not be ftp'd during the hours of 9AM and 5PM Eastern Standard Time. We appreciate your cooperation in this matter.
- o Current issues of all versions of GENieLamp as well as back issues of GENieLamp IBM are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform            | Magic Name To Use |
|---------------------|-------------------|
| GENieLamp IBM       | GLIBM             |
| GENieLamp ST        | GLST              |
| GENieLamp A2Pro     | GLA2PRO           |
| GENieLamp Macintosh | GLMAC             |
| GENieLamp TX2       | GLTX2             |
| GENieLamp A2        | GLA2              |

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: [genielamp@genie.geis.com](mailto:genielamp@genie.geis.com)
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet us "live" talk to us every Wednesday night in the Digi\*Pub Real-Time Conference, 9:00 EDT. M1395;2
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the

DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENIE prompt.

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 \*\*\*\*\*

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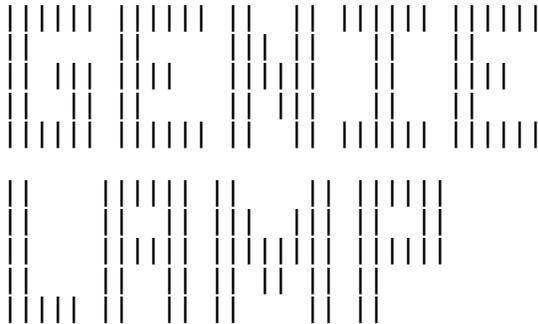
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\\//////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////  
[EOF]

=====
DOCUMENT almp9401.app
=====



Your
GenieLamp Computing
RoundTable
RESOURCE!

~ WELCOME TO GENIElamp APPLE II! ~
\*\*\*\*\*

- ~ POLISHING GREEN APPLES: Hooked on Classics, Part 3 ~
~ PROFILE: Randy Brandt, AppleWorks programmer ~
~ TYPESET on DR's Examining Table ~
~ TECH TALK: More About Apple II Hybrids ~
~ APPLE II HISTORY: Part 19a, AppleWorks ~
~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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.....
Editor.....Douglas Cuff
Publisher.....John F. Peters
Copy-Editor.....Bruce Maples
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~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
~ GenieLamp A2 ~ A2-Central ~ LiveWire (ASCII) ~ GenieLamp MacPRO ~
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////////////////////////////////////

>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
\*\*\*\*\*

~ January 1, 1994 ~

- FROM MY DESKTOP ..... [FRM] HEY MISTER POSTMAN ..... [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE ..... [HUM] REFLECTIONS ..... [REF]
Apple Pie. Telecom Training Centers.
BEGINNER'S CORNER ..... [BEG] REAL-TIME CHATTING ..... [RTC]
Polishing Green Apples, Part 6. WWUG Snapshot, Live!
CowTOONS! ..... [MOO] DR'S EXAMINING TABLE .... [DRT]
Beef Futures. Review of TypeSet.
PROFILES ..... [PRO] TECH TALK ..... [TEC]
Who's Who: Randy Brandt. Apple II Hybrids, Part 2.

WWUG NEWSLETTER ..... [WWU]  
January 1994 Report.

APPLE II ..... [AII]  
Apple II History, Part 19a.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|  
|Name of sender | CATEGORY | TOPic | Msg.# | Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95 for which gives you up to four  
"....." hours of non-prime time access to most GENie services, such  
as software downloads, bulletin boards, GE Mail, an Internet gateway,  
multi-player games and chat lines, are allowed without charge. GENie's  
non-prime time connect rate is \$3.00. To sign up for GENie service, call  
(with modem) 1-800-638-8369. Upon connection type HHH. Wait for the U#=  
prompt. Type: XTX99014,DIGIPUB and hit RETURN. The system will then  
prompt you for your information. Need more information? Call GENie's  
customer service line (voice) at 1-800-638-9636.

.....

```

//////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "To tell the truth, I personally learn more about the /
/ Apple II here on GENie's A2, and I definitely prefer the /
/ courtesy and respect that we have here in A2 a whole lot /
/ more than the chaos and anarchy of the Internet. But, /
/ every day, the Internet both amazes me and amuses me. If I /
/ were looking for some type of arcane bit of trivia on any /
/ subject, I know I'd turn to Gopher or WAIS before I turned /
/ anywhere else. But, if I had an Apple II related question, /
/ I'd ask it here on GENie's A2." /
//////////////////////////////////// J.KOHN //////////////////////////////////

```

[EOA]  
[FRM]////////////////////////////////////  
FROM MY DESKTOP /  
////////////////////////////////////  
Notes From The Editor  
\*\*\*\*\*

By Douglas Cuff  
[EDITOR.A2]

>>> A MIND FOREVER FORAGING <<<  
\*\*\*\*\*

The tale had a familiar theme, but it still unnerved me.

Tim Rogentine was regaling the denizens of GENie's A2 RoundTable with the story of an acquaintance planning to buy a new computer. Mr Rogentine mentioned the Apple II to this acquaintance, who responded with derisive laughter.

"Do you know anything about them?" he asked.

"Enough not to get one!" was the reply.

"I know enough not to need to know any more" is a phrase that scares the willies out of me. It's the beginning of prejudice.

Mr Rogentine's story has a happy ending, for his acquaintance was reasonable enough to allow him to demonstrate what an Apple IIgs can do, and open-minded enough to be impressed by it. Occasionally, though, you come up against someone incapable of understanding the difference between making up one's mind and closing it.

One of my first lessons in keeping an open mind came from a digital watch.

When I was in high school, my best friend and I both thought the digital watch was a pretty neat idea. However, my best friend preferred an LCD (liquid-crystal digital) display similar to the type now found on solar-power calculators, while I had nothing but scorn for anything but an LED (light-emitting diode) display of the sort that now graces our VCR and microwave oven. After some good-natured but heartfelt debate, we approached Mr Hicks, a teacher whose opinion we both respected, and laid the matter before him.

"Which of the two do you prefer?" we asked.

I was confident of a judgment in my favor, a victory. I knew I had right on my side.

"Oh, a liquid-crystal display," Mr Hicks smiled at both of us.

I was sure he had overlooked the ultimate advantage of the LED display. "But with LED, you can check the time in the middle of the night!" I insisted. (For younger readers: LCD watches have not always featured a night light.)

"Yes, of course," Mr Hicks acknowledged. "That's why I have that sort

of alarm clock. But not on my wristwatch."

Before I could rally from my shock and offer a rebuttal (which ran, I believe, "Er--"), Mr Hicks distributed another of his all-friends-here smiles and closed the discussion by leaving us.

I had invested too much emotional energy in my watch to abandon it on the spot; however, some years later I returned to a more traditional watch with a dial face that showed time as a kind of distance instead of a collection of numbers. It took a while, but I had learned a valuable lesson about the way people think when they are convinced they are on the side of the angels.

Such people make up their minds -- and then they close them.

Worse still are those who close their minds on the assumption that they have all the facts. Opinions of one's friends are not facts. One own opinions are not facts. In short: opinion, no matter how widely held, is never fact.

Apple II users are accustomed to those who only know enough not to want to know any more. Occasionally we even find ourselves dismissing the competition without examining it. Or perhaps we perform a grudging examination of the alternatives, paying lip-service to the idea of being open-minded, while determined to remain convinced that the Apple II is superior. "We'll give 'em a fair trial... and then we'll find 'em guilty!" It doesn't matter what your position is -- closing your mind will weaken it.

My Apple IIgs can't do everything, but it does do everything I need it to, and more. This doesn't mean I refuse to recognize the utility of other computers; there are indeed tasks currently beyond the capacity of my IIgs.

However, here's the nub: I don't need to do any of those things!

Many years ago, when computers were just starting to become popular acquisitions, I was given sage advice: counter sales talk of what a computer can do by reminding yourself what you was need it to do. For some reason, people seem eager to persuade themselves that they need something they didn't know existed a minute before. Built-in animation may be impressive, but not terribly useful if you use your computer for word processing and telecommunications. Only once in my life have I need a full-featured desktop publishing program... and that was when I was working for a book publisher.

The responsibility of keeping an open mind involves a lot more work than making a decision and sticking to it, come hell or high water... and of course, there are times when sticking to your decision is the Right Thing. But closing your mind isn't, not ever.

Once when I was in England, I saw a poster advertising beer which simply consisted of the brand name and the slogan "I haven't tried it because I don't like it". I chuckled appreciatively.

That was many years ago... when I was still wearing a digital watch.

[\*][\*][\*]

One or two ancillary matters to deal with before I let you loose on this month's issue.

First, we love for you to reprint GENieLamp articles in your non-profit newsletters, but do be aware that you're required to give us credit. I read a lot of Apple II user-group newsletters and magazines, and most are scrupulous about giving credit where credit is due. Last month, though, I noted with some dismay that one editor had reproduced an article by Darrel Raines and neither mentioned its source nor printed the copyright information. Please... if you reprint us, give us credit. See the end of any issue of GENieLamp for further information.

Second, thanks to Peter J. Paul for responding to the November 1993 plea of Steven Weyhrich, Apple II historian, for a copy of \_Fire in the Valley\_. Thanks also to Dan Cross, who also offered a copy.

-- Doug Cuff

GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

[EOA]

[HEY]////////////////////////////////////

HEY MISTER POSTMAN /

////////////////////////////////////

Is That A Letter For Me?

\*\*\*\*\*

By Douglas Cuff

[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

\*\*\*\*\*

- [\*] CAT2, TOP3 ..... Computers of yesteryear
- [\*] CAT5, TOP3 ..... Recommend an Apple IIgs?
- [\*] CAT9, TOP5 ..... GS/OS disk cache setting
- [\*] CAT10, TOP10 ..... Apple II on the Internet
- [\*] CAT12, TOP6 ..... Best external speakers for IIgs
- [\*] CAT17, TOP9&10 ..... lastPATCH for AppleWorks 4.01
- [\*] CAT20, TOP12 ..... CD-ROM formats supported
- [\*] CAT44, TOP5 ..... At the Apple auctions

>>> A2 POT-POURRI <<<

\*\*\*\*\*

AREA CODE CHANGES Starting tomorrow, our area code will change from (313) to (810). Actually, you will still be able to

get through if you use (313) but you'll get a recording reminding you to use (810) the next time. By this time next year (313) will no longer work.

So if you want to fax something to us, the number is (810) 774-2698. Our BBS number is (810) 774-2652. And our main voice number is (810) 774-7200.

Our toll-free order line remains unchanged at (800) 777-3642.  
(QUALITY, CAT42, TOP1, MSG:9/M645;1)

>>>> North Carolina has added an area code, and mine has changed:  
\*\*\*\*\*

Eamon Adventurer's Guild  
7625 Hawkhaven Dr.  
Clemmons, NC 27012-9408  
(910)766-7490  
(T.ZUCHOWSKI, CAT16, TOP1, MSG:2/M645;1)

BBS DEVELOPMENT PROGRAM FOR SALE      The following came in over the APPLE  
\*\*\*\*\*      echo on Fidonet this morning.

Please sit down and hold on to something before reading it :)

- cut here -

[Apple Users Conference #5]  
[303/307]  
From : Lance Taylor-Warren  
To : All  
Subject: Carry on a Apple II Software tradition...  
Date : 29 Nov 93 16:00

Have I got a deal for you...

Have you ever wanted to be your own boss? Have you often thought about writing your own BBS Program? Now is your chance to do both. I have the following for sale:

- 1 - Apple IIgs ROM 03, RGB Monitor, Extended Keyboard (5mb RAM)
- 1 - Apple IIgs ROM 01, Green Screen, Regular Keyboard (1.5mb+Ram)
- 1 - 3.5" drive
- 1 - 5.25" drive
- 2 - 5.25" drives (w/ controller)
- 2 - ZipGS Accelerators (8mhz & 9mhz)
- 1 - Apple SCSI card1 - RAMFast SCSI card (rev c)
- 1 - Seagate 43mb Hard Drive
- 1 - Quantum 80mb Hard Drive
- 1 - Stereo Card for GS
- 1 - ProDEV DDT 16 Debugging board

And the icing on the offer, all the source code and commercial distribution rights for GBBS Pro (Both ProDOS and DOS 3.3 versions) and the source code and distribution rights for LLUCE as it stands today. This means you will fully own BOTH products. I will also include EVERYTHING I have Apple II related. The systems will include everything on the hard drives. All the sources and other development stuff as well as the DPS Support BBS as it is the day of the sale. Also included is the index cards of all known registered owners of

GBBS Pro.

As you have by most likely figured out, I'm selling all my Apple II stuff in hopes that someone out there has the time and the motivation to finish LLUCE and make a run for the market that's out there for it. I'm tired of looking at it and would love to see someone else run with it.

Our projected marketing figures for LLUCE show that it has the potential to make well over \$100,000 once it's done. All that is really left to finish is the docs and the installation/configure program. Once someone has come up to speed on how things are setup, you could have a new BBS product within a month. With the rapidly declining prices of Apple II equipment it becomes an even better platform to use as a base for a BBS. Why tie up a Mac or a IBM to use as a BBS with that Apple II sitting in the corner collecting dust is just perfect for the task. So now the BIG question...

How much do I want for everything listed above? Well, even tho it's worth well over \$20,000. I'm willing to let it go at a fraction of that price to the right person. If you are interested, please contact me at 702-322-5533 or via the following e-mail address, Internet: lance@dps.com, Fidonet 1:213/312 or 1:213/0. Visa/MC/Discover/AMEX accepted.

- Lance Taylor-Warren

--- GoldED 2.42.G1125

\* Origin: Net 213 NC - Internet Gateway Reno, NV (702) 322-9796 (1:213/0)

- cut here -

My comments? I'm not sure how he was expecting to make \$100,000 off it with METAL being freeware... if it was going to make that much, why didn't he finish it? But then who knows...

Dave

(JUST.DAVE, CAT41, TOP9, MSG:141/M645;1)

BACKDROP PATTERNS CONTEST Send us your original BackDrop patterns by  
"\*\*\*\*\*" January 31, 1994 and we'll pick the best one.  
The winner will receive a shiny new check for \$25 (ok, it's not a lot, but this isn't brain surgery either folks ;- ) AND you'll get your name and pattern published on an issue of Softdisk G-S!!!

You can send your patterns to SOFTDISK.INC or you can mail them:

Softdisk Publishing  
ATTN: Softdisk G-S  
606 Common Street  
Shreveport LA 71101

Good Luck!

(SOFTDISK.INC, CAT34, TOP15, MSG:1/M645;1)

WORDPERFECT WASHES THEIR HANDS, THEN FLUSHES I received WPGS from a  
"\*\*\*\*\*" parent of 1 of my students

when they got a Mac. The WPGS came with manual and 4 disks. . .No program disk. They moved out of town. I sent in the registartion card to Utah and requested a backup copy. WP called me back and said they copied over all GS copies with Mac versions. No more copies available. Nice huh?

(M.SCHOOP, CAT8, TOP8, MSG:84/M645;1)

EASTER EGG IN APPLEWORKS 4 there's even an easter egg in AWKS 4.0 - go to  
"\*\*\*\*\*" the very end of the main menu Help screen and  
press OA-A...

Udo - ... just a IIGS freak -  
(U.HUTH, CAT42, TOP29, MSG:170/M645;1)

TRIVIA DROPS TEXT MODE I would like to know how the TRIVIA board can get  
"\*\*\*\*\*" away with kicking all Apple users off of TRIVIA?  
TRIVIA no longer plays in TEXT format and they do not offer front end  
graphic software for the Apple users IIE, IIC, or GS. They decided a couple  
of weeks ago to stop playing in TEXT mode. I complained in an e-mail to the  
Trivia feed back, and I will admit I called them Creeps for doing it but  
that was after I spoke with customer service and they said they could do  
nothing about it. The answer back to me was that they would not put text  
format back and that my system was obsolete and I should buy a new one.  
That they are not responsible for people who insist on keeping obsolete  
systems. WRONG THING TO SAY TO AN APPLE USER!. They even informed me I  
could buy inexpensive equipment from them. I think that the answer stunk  
and I almost dropped Geanie services. I decided to give it another month  
because Gene from the round table was supposed to get back with me, but I  
have not heard anything. Another person is now investigating, I think her  
name is Pat (I forgot to write it down). I really enjoyed playing trivia  
and had friends that played there. It really isn't fair that TRIVIA is  
allowed to disciminate like this. Please, the powers that be, consider  
putting back Text mode or giving the Apple IIE & C, C+ & GS users front end  
graphic software so we can fully enjoy ALL of Geanies services.  
PeggyTheodorakis

(M.THEODORAKI, CAT3, TOP13, MSG:148/M645;1)

>>>> There are a few multi-player GENie games that require graphic front  
"\*\*\*\*\*" ends where none are available for the Apple II (Air Warrior and  
BattleTech, I think.) But this is the first I've seen of a current game  
that actually removed a text version for no apparent reason.

Most of the games have graphic front ends, but for the most part they  
aren't required. I can't think of a reason why Trivia can't be played in  
straight text unless they've made some major changes.

If you get a response explaining their reasoning, please let us know.

Tony Ward [via GEM 4.21/PT 3.1]  
(A2.TONY, CAT3, TOP13, MSG:151/M645;1)

>>>> <Sigh> I hate this.  
"\*\*\*\*\*" No, what's going on in NTN Trivia is not a "sign of things to  
come." We're still gung-ho on Apple II support here, and plan to be here  
for many years to come, and we're still at work on new products for the  
Apple II to make GENie a better experience.

Why the folks who run NTN Trivia are doing this is beyond me. I'm

offended by the "obsolete computer" line myself.

One of the things we have trouble making people understand is that on GENIE, different people run different areas. We who run the A2 RTs have nothing to do at all with the people who run NTN Trivia. What they say does not go for us, and vice-versa.

I will have a word with them about their choice of language. I can't argue with them about their software choices; apparently they feel that the changes they're making to their own software makes an ASCII version undoable. I can't argue with them about that because I'm not a programmer. But I WILL speak to them about their attitude.

Dean Esmay

(A2.DEAN, CAT3, TOP13, MSG:158/M645;1)

EASTER EGG IN QUICKIE Has anyone else found Quickie's Easter Egg? <G>  
"\*\*\*\*\*" I'm using v3.1 so I'm not sure if it works with  
earlier versions. Once you have a picture on screen (either loaded or  
scanned), click on the empty space in the menu bar right of the Color menu.  
A hidden menu! Now you can change the tone of your picture from Grey to  
Brown, Green, Yellow, Red, or Blue.

-Ken (KEN.GAGNE, CAT40, TOP8, MSG:178/M645;1)

>>>> Congratulations, Ken!

\*\*\*\*\* As the first user to describe the Easter Egg, you get the prize -  
specifically, a congratulatory message from me, the author. (Note  
congratulatory message on first line of this post. :)

I had rather hoped that people would find and enjoy this feature of  
Quickie 3.1, especially since I am a great fan of toning in my own  
darkroom projects. For many images, toning provides character and depth  
that is just not present in a simple gray-scale picture.

Have fun!

Steve

(S.MCQUEEN1, CAT40, TOP8, MSG:179/M645;1)

APPLEWORKS QUICK-DELETE FOR FILES Tonight I inadvertantly discovered  
"\*\*\*\*\*" "expert" mode while in the file-delete  
operations. Which is to say I pressed OA-Return while a file was  
highlighted. I saw the hard drive light flash, suspected the worst and  
immediately exited to ProSel and launched the exhume utility -- which,  
thank Glen Bredon, salvaged a file that had several hours of work in it.

I think this is a dangerous feature, and I fear that a few people  
will lose a few files because of it.

(D.CRUTCHER, CAT42, TOP29, MSG:224/M645;1)

DESKJET OR DESKWRITER Not quite the ONLY difference. The DeskWriter's  
"\*\*\*\*\*" serial port only speaks at a high baud rate  
(56.6k?) meaning you need a special high-speed serial driver to use it on a  
IIGS. Also, the DeskWriter has AppleTalk capability built in (although you  
need a Mac to use this; there are no AppleTalk DeskWriter drivers for the  
IIGS). The DeskJet has a parallel interface (in addition to its serial  
interface) while the DeskWriter only has the serial/AppleTalk interface

(it's one port). Finally, the DeskWriter comes with Mac drivers while the DeskJet does not (may come with Windows drivers; dunno).

The breakdown - DeskJet: IIE, IIC, IIGS with appropriate interface or cable  
Works with GS/OS programs via Harmonie  
Works with 8-bit programs that print plain text  
or which have drivers (Publish It, AppleWorks)  
Serial or parallel interface  
Also the best choice for a PC

DeskWriter: IIGS only via serial cable  
Works with GS/OS programs via Harmonie  
Does not work with 8-bit programs (or any  
programs which do not use the GS/OS  
print manager, e.g. ORCA shell, etc.)  
Also the best choice for Mac

Where I say Harmone, you can also use Independence (similar product).  
(QUALITY, CAT12, TOP8, MSG:203/M645;1)

PICKFONTS WORK-AROUND Pickfonts is not compatible with AppleWorks 4.0.  
I would assume that it will be updated. In the  
meantime, a good workaround is to create a database with three catagories.  
(Font name, recno, and font code)

Place the following formula in the recno field.

@currecno (check the oa-f to be sure I've got it right)

Then put this formula in the font code field.

@join("<",[recno], "=", [font name], ">")

Insert enough blank records to hold your fonts.

for all the fonts that reside in the superfonds standard directory,  
type it's name into the font name field. ex courier.12, courier.10...

If the font resides elsewhere, type the full pathname. ex  
/ql/system/fonts/new.york.24

When the file is complete, save it as Superfonds in an easy accessble  
directory.

Create a glossary in the word processor that lists the font name and  
returns the font code followed by a <rtn>.

There you have it. Pickfonts. You will need to have the database on  
your desktop when you plan to use superfonds.  
(W.CARVER1, CAT42, TOP29, MSG:323/M645;1)

WHO KILLED THE ROM 04 IIGS? One reason Apple supported the II as long as  
they did was that there were some VERY loyal  
people at Apple that still believed in the II -- they just happened to be  
in the minority and weren't the ultimate decision makers.

For example: the fabled ROM 04 GS? From what I understand it was all  
set to go into production and was killed at the VERY last minute by none

other than Jean Louie himself. <sigh>

Bryan

(SOFTDISK.INC, CAT5, TOP3, MSG:292/M645;1)

>>>> Forgive me, but Jean Louis had long since departed Apple when the  
"\*\*\*\*\* ROM 4 was killed. The principle person that killed off the ROM 4  
was Bob (Petute) Puette.

Tyler

(A2.TYLER, CAT5, TOP3, MSG:293/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

QUALITY WILL NOT BUY THE APPLE II I want to lay this one to rest once and  
\*\*\*\*\* for all. There are three chances of  
Quality (or anyone else) taking over the Apple II line: slim, fat, and  
none.

It's not for sale. If it was, it would be priced to drive any  
potential purchaser out of business shortly (or so that the machines could  
not compete price-wise with the Macintosh, which amounts to the same  
thing).

Apple is going to sell us THEIR technology so we can turn around and  
compete with them? I don't think so.

We were able to get AppleWorks because it cost Claris basically  
nothing to give it up. (They are saving enough in tech support staff and  
getting enough in royalties to make it worth their while.) The fact that  
we are selling AppleWorks does not compete with Claris in any way; if it  
did, they never would have allowed it.

(QUALITY, CAT5, TOP3, MSG:205/M645;1)

WHILE AS FOR AN APPLE II POWERPC... Jerry - Could you comment on the  
\*\*\*\*\* remarks in the latest Enhance about  
Quality creating a II or IIGS emulator for the PowerPC?

Thanks...

Joe Kohn

(J.KOHN, CAT5, TOP3, MSG:206/M645;1)

>>>> We're looking into it. An Apple IIe emulator would probably be  
"\*\*\*\*\* pretty easy (actually, we'd likely try to get our hands on the  
Laser ROM code); a IIGS emulator would likely require Apple's cooperation,  
which I don't think we'll get. (We're still studying the technical  
feasibility of that one yet.) And, of course, we're testing the waters.  
If a lot of teachers tell us they'll buy such a thing, it would make us a  
lot more interested in doing it. B)

I'm dubious it will come to pass. But then, I felt the same way  
about the AW4 deal with Claris, so I've been wrong before. B)

(QUALITY, CAT5, TOP3, MSG:207/M645;1)

AUCTION REPORTS I know there is supposed to be a place to put  
\*\*\*\*\* information about the auctions but I can't find it. So  
if this message needs to be moved, please do so.

## Apple II Computer Info

I want to let everyone who might be attending any future Apple Auctions to get the word out loud and wide NOT to keep bidding up. It makes not sense bidding up for items because then everyone pays a higher price.

I got a IIgs, with a color monitor with a Superdrive (is that just a regular 3.5 drive or is it the 1.44 drive?) for \$350. I thought that that was a good deal.

This is the way the auction works:

There is a list of items to be auctioned off and the list just keeps getting repeated throughout the day with a different number of units available each time around.

Here is a list of items and their prices the third time around:

|                                                             |           |
|-------------------------------------------------------------|-----------|
| Quadra 950 8 MB Ram, 400 M HD 2/ 16" RGB, extended keyboard | : \$ 3950 |
| Quadra 700 4 meg ram, floppy same RGB and kb as above       | : \$ 2400 |
| Mac II vx 4/230 14" color monitor                           | : \$ 1300 |
| Mac II vx 4/80 14" color monitor                            | : \$ 1000 |
| Powerbook 170 (didn't get the price)                        |           |
| Powerbook 165 120 hd                                        | : \$ 1550 |
| PBook 160 120 hd                                            | : \$ 1350 |
| PBook 160 80 HD                                             | : \$ 1150 |
| PBook 145 80 HD                                             | : \$ 1050 |
| PBook 145 40 HD (all Pbooks w/ 4meg ram)                    | : \$ 950  |
| PBook duo 210 80 HD w/ floppy adapter & floppy drive        | : \$ 1050 |
| II si, 3M ram, 40 HD, 12" Mon and standard Kb               | : \$ 800  |
| Laserwriter IIF                                             | : \$ 825  |
| Laserwriter IIg                                             | : \$ 1000 |
| Mac Classic II 4 mg ram, 40 HD                              | : \$ 525  |
| IIgs RGB Monitor w/ 1 Superdrive                            | : \$ 350  |
| Personal Laserwriter LS                                     | : \$ 375  |
| Select 310 Laserwriter                                      | : \$ 700  |
| Color Printer                                               | : \$ 400  |
| Color Scanner                                               | : \$ 800  |
| CD Rom 150 Drive                                            | : \$ 150  |

They had other a few other items but I was unable to get those prices. These were the prices for individual units. The prices when sold in lots of 10 or more were lower. I was going to buy the CD Rom drive but two people told me that the price was too high by about \$50. Given some of the bidding I saw and the prices, I wonder if Apple or the auction company had some plants. I saw a few people who keep their cards up on a lot of items until the price got to a certain point then never bid on the item again and did not take any items. Wierd!

Sorry for the long message but I wanted to let people who were planning on attending any future Apple auctions to know what the going prices were, at least in New England. (RON.ROYER, CAT2, TOP4, MSG:355/M645;1)

>>>> Here is a list of the things auctioned off in Boston and the  
"""""" prices as the day went on and different lots were reoffered:

Quadra 950, 8mb Ram, 400mb HD \$4,750 \$3,950 \$3,850 \$3,900 \$3,800 \$3,700

|                                |         |         |         |         |       |       |  |
|--------------------------------|---------|---------|---------|---------|-------|-------|--|
| w/ 16" monitor & Ext Keyb      |         |         |         |         |       |       |  |
| Quadra 700, 4 mb Ram, Floppy   | \$2,400 |         |         |         |       |       |  |
| Drive, monitor & keyb          |         |         |         |         |       |       |  |
| Power Book 170, 4R, 40 HD      | \$1,400 |         |         |         |       |       |  |
| PB 165, 4R, 120 HD             | \$1,550 |         | \$1,450 |         |       |       |  |
| PB 160 4R, 120 HD              | \$1,350 | \$1,350 |         |         |       |       |  |
| PB 160 4R, 80 HD               | \$1,250 |         |         |         |       |       |  |
| PB 145 4R, 80 HD               | \$1,050 | \$975   |         |         |       |       |  |
| PB 145 4R, 40 HD               | \$950   | \$925   |         |         |       |       |  |
| PB Duo 210, 4R, 80HD,          | \$1,050 |         |         |         |       |       |  |
| w/ Floppy adp & drive          |         |         |         |         |       |       |  |
| IIsi, 3R, 40HD, 12"Mon, std Ky | \$800   | \$700   | \$575   | \$675   | \$700 |       |  |
| LW II F                        | \$825   | \$850   |         | \$675   | \$700 | \$700 |  |
| LW II G                        | \$1,000 | \$1,000 | \$1,000 | \$1,050 |       |       |  |
| Classic II, 4R, 40HD           | \$525   | \$525   | \$425   | \$500   | \$525 |       |  |
| IIGS Mon, Super Drive          | \$350   | \$375   | \$300   | \$300   | \$300 |       |  |
| Personal LW w/ Accs Kit        | \$375   | \$400   | \$400   | \$425   | \$400 |       |  |
| Select 310 LW                  | \$700   |         | \$625   | \$650   |       |       |  |
| Color Printer                  | \$400   | \$375   | \$350   | \$350   |       |       |  |
| Color Scanner w/ accs kit      | \$800   | \$800   | \$800   |         |       |       |  |
| CD rom 150 ROM                 | \$250   | \$175   | \$150   | \$140   | \$130 | \$140 |  |
| Apple Speakers (pair)          | \$115   | \$110   |         |         |       |       |  |
| 16" RGB monitor                | \$800   | \$800   | \$775   | \$775   |       |       |  |

I missed a couple of prices here than there that's why the blanks. The kidneys only last so long. Also the back in those fold up chairs.

My feeling was about the best price you were going to get was wholesale. There was quite a few dealers there and if the prices were to low they would keep bidding because it was a real good buy and where trying to get the merchandise for there business. Once the price was no long attractive the buyers would stop buying and the general public took over. There was around 4,000 bidders there.

A good example of this was the MAC Classic at \$425. Normally with the price was in the \$500 range and a lot of different people bought them at this price. But the classic was bid on right after a comment from the Ross-Davis people that no one was bidding up prices and they didn't care what the prices were. This was in a direct response to a flyer passed around saying Ros-Davis was trying to artificially inflate the prices either in their own interests or Apple's interest. (I don't feel that was happening) The bid on the Classic stopped at \$425 and everyone was all set to get a great price, but low and behold when the auctioneer asked the high bidder how many machines he wanted the bidder replied "all of them". No doubt a buyer who also knew a good price.

I think the individual buyer some times got caught up in the heat of the auction and where not using there head. A lot of the time there were hundreds of the items being bid and the price was bid to high by some one and there ended up only be a few items sold and the rest ended up being sold in large lots. Also people had there minds set on a particular product and paid the price.

I sat next to a guy who wanted a Quadra but he had gotten a quote from a local dealer several hundred dollars less than what the machines went for.

Probably on the best bargains were the GS's. It was a Rom 3 machine



balance of a GS lot that included 18?

We (Apple II users) should have met at one place in the auction room. One of us could have brought a sign that said something like "Apple II Users Meet Here!" or something. That would have been cool.

(J.NICOLETTE1, CAT44, TOP5, MSG:45/M645;1)

>>>> Yes, that was him. I was setting right across from him with my "\*\*\*\*\*" wife. I wish we Apple II users had meet in one place. If not to do anything but meet the people we talk to online everyday. 8-)

He told me that he had been to all three of the Ross-Dove Actions, so that most likely was him. When I talked to him he told me he had 800 IIGSS in a warehouse back home. 8-) His portable was back in his hotel room. He offered to let me come by and see it, but I had to get back on the road after the auction for the 6 hour drive back home.

(GS.OZONEMAN, CAT44, TOP5, MSG:50/M645;1)

AUCTIONS END The party's over. There were only three Apple auctions. "\*\*\*\*\*" I called Ross-Dove to ask about what will happen to whatever's left, and left a message, but they didn't return my call (I'm not too surprised). I suppose:

- 1) Apple will decide to hold another auction sometime in the future
- 2) Apple will take a steam roller and roll over whatever's left
- 3) Apple might take back whatever's left to keep a small inventory

Someone better check the dumpsters in Herndon, VA, site of the last auction. :(

—|  
|  
|

Terrell Smith  
tsmith@ivcfnsc.fullfeed.com  
(T.SMITH59, CAT44, TOP5, MSG:55/M645;1)

>>>> No WAY. They'll probably wind up with Sun Remarketing.  
\*\*\*\*\*

(GARY.UTTER, CAT44, TOP5, MSG:57/M645;1)

LASTPATCH CONTROVERSY I talked with John Link today to inquire about the "\*\*\*\*\*" lastPATCH arrangements. He explained that initially he was only going to release it on his own SuperStuff bulletin board. Then, persuaded by his good friendship with John Connelly, he conceded to letting John release it in his NAUG area on AOL, and granted NAUG the rights to duplicate the disk for their members.

So this did not start off as an anti-GENIE move at all, and was only released to AOL and NAUG after some hefty negotiations with a good friend.

lastPATCH is a freeware gift from John to the Apple II community in appreciation for the interest and support of the past. It represents about forty hours of work and is thoroughly copyrighted. lastPATCH is an AppleWorks 4.0-specific patch program offering the following options:

- 1. No return after pressing the number of the menu selection (hot keys).
- 2. Defeat automatic form feed in Apple-H screen dumps.
- 3. Overstrike cursor instead of insert at startup.
- 4. Change error tone on any Apple II.



that onfiguration is fully supported by discQuest.

Jawaid

(PROCYON.INC, CAT20, TOP12, MSG:83/M645;1)

APPLEWORKS 4.01 UPDATES GOOF <Sigh> Apparently, in the fray of stuffing all of those little white mailers, we ran out of disks and one of the assembly line folks ran back to the duplicator for a new set of disks. Sadly, they must have picked up a box slated for re-duplication that contained v. 4.0 instead of the newly duplicated 4.01 disks. We think this only affects a small number of the updates sent out.

It would help us out a lot if any of you could report the version number of AppleWorks that you get when you get this update. It comes in a small white mailer, and it should arrive at your doors anytime from today till mid next week.

Needless to say, we extend our apologies for the mixup.  
(W.ARCHER2, CAT42, TOP29, MSG:265/M645;1)

OUTLINER FOR AW4 DELAYED I had hoped to finish Outliner by Christmas, but it's becoming obvious that it won't be done until 1994 (maybe not started until then). AfterWork is getting close, but I haven't been able to work on it for a few days. I hope to get back to it tomorrow, and I expect we'll be shipping before Christmas.  
(BRANDT, CAT42, TOP29, MSG:313/M645;1)

RECORDING MACROS IN AW4 Three or so people have mentioned limited recording. As Steve pointed out, that's because you're using the default set, which only has a handful of bytes free, thanks to Steve packing it full of features. You can remove the macros you don't need and then recompile and resave the default to leave free space, or if you just want easy playback of temporary keys, use macro 0.

The reason you can't use OA-X to replace an existing macro is because of the way commands like "next", "rpt" and "()"x work. This change was made in AW 3 with Ultra 4 to allow maximum speed and to eliminate the old problems with some "bad" numbers causing problems inside of loops. You can record over any temporary recorded macros, but macros which were compiled and are part of the set can't be replaced by OA-X.  
(BRANDT, CAT42, TOP29, MSG:335/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

SPECTRUM SHIPS! Spectrum is a new graphics-based telecommunications program written specifically for the Apple IIgs. It uses the standard Apple IIgs "desktop interface" so it's easy to learn and use. And you don't need to sacrifice speed or features.

Spectrum supports baud rates from 50 to 57,600 and includes many file transfer protocols (including Zmodem and CompuServe B+, both of which support auto-receiving and auto-resuming interrupted file transfers).

A powerful, yet easy to use, scripting language lets Spectrum be tailored specifically for individual use. Scripts can do almost anything, ranging from emulating a bulletin board to the daily automatic logging, sending and retrieving of mail.

A rich text editor is built-in for convenience (supports text, TeachText, and AppleWorks Classic file formats).

Spectrum requires System 6.0 (or later) and is compatible with The Manager v1.1 (not available yet).

The retail price of Spectrum is \$129.95.

Special Introductory Offer Through January 31, 1994 Spectrum is available ..... at the VERY special introductory price of only \$50 plus \$3.50 shipping and handling. To order call 904-575-0566, M-F, 9-5 ET, or just submit your order via e-mail (provide your name, address, phone number, and Visa/Mastercard/Discover number with expiration date).

Thanks, --Dave

(SEVENHILLS, CAT43, TOP15, MSGS:1&2/M645;1)

<<<<< AAAAAA! Well, after creating the master Spectrum disks we did a "AAAAA" test Install to make sure the Installer scripts were working right. Sure enough they did and SP ran on our system. HOWEVER, our system already had a required file installed...Spectrum REQUIRES the "Hierarchic" INIT, but this file was overlooked in our installation scripts, and it is not included on either Spectrum disk.

SO, unless you already have Hierarchic (from owning Kangaroo, TransProg, The Manager, or Super Menu Pack) this means you will not be able to run Spectrum until you get Hierarchic. :( I will upload a copy of Hierarchic into the A2 libraries and post the file number when I do. In the meantime you can download Hierarchic (along with some extra tech info) from the A2Pro library:

Type: M530;3 (A2Pro software library)  
Then select option 6 (download a file)  
Then specify file number 3552

I really apologize for this major oversight.

Thanks, --Dave

P.S. All disks shipped on 12/17/93 or later have this problem corrected.  
(SEVENHILLS, CAT43, TOP15, MSG:10/M645;1)

DANGEROUS BUG CONFIRMED IN HARDPRESSED There have been a few (two or ..... three) cases where somebody has reported that HardPressed + LZSS has flat-out trashed their files. I've gone around in circles trying to duplicate it, but wasn't able to.

Well, finally somebody determined that if you use a profile that compresses everything with the unlikely combination of differential + LZSS + adaptive Huffman (supposedly great for MODs), compressing and uncompressing the same file a couple of times will leave you with a hosed file. Guess what, I made it happen. :-(

The fix required is a replacement LZSS module, which I will upload as soon as I verify that I haven't introduced any new problems. I'll be sending a copy of it immediately to everybody who has had problems with it before (assuming I still have their e-mail addresses), so they can verify

that the problems are gone.

In the mean time, turn "verify" on. It WILL catch any problems with LZSS trashing a file. The nature of the bug is such that, if you haven't seen any problems before now, you probably won't, but there's no telling whether adding a new INIT to the system will shift things around enough. The bug has been in there since HP v1.0, and VERY few people have reported problems.

I'm glad we finally got this one... I've been worried about these mysterious file trashings.

- Andy

(FADDEN, CAT37, TOP3, MSG:151/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

NO GENIE MASTER FOR APPLEWORKS 4? There is a legal holdup right now, so I  
\*\*\*\*\* can't say when, if ever, we'll be  
releasing an update to GEM to work with Appleworks 4. There's not much  
more I can say about it at the moment.

Dean Esmay

(A2.DEAN, CAT29, TOP3, MSG:74/M645;1)

NEW COPILOT SCRIPTS BEGIN \_SERIOUS\_ BETA Okay, it's time for plan B.  
\*\*\*\*\*

The ProTerm scripts, while very CLOSE to being ready, just won't be in shape for a 12/22 release.

The modified Installer (to handle Spectrum) is ready, but has not had ANY Beta testing, which makes it a very iffy proposition to haul off and attempt to produce a new version of CoPilot based on it by 12/22.

SO, here is what we are going to do.

On 12/22 I will upload the new scripts for TIC and Spectrum, complete with all files needed to run Spectrum/CoPilot as an OPEN BETA. That means that we have already run a Beta cycle, and things look pretty good, but we are going to use y'all for guinea pigs for a couple of weeks.

The new PT scripts will also go up, with installation instructions, as Open Beta, as soon as they are ready. (Very soon, but NOT on 12/22.)

After those of you who choose to download them and use them for a couple of weeks, and after we have thoroughly tested the other stuff we need to include, we will THEN put together a new release of CoPilot.

This will allow us to put out a better product in the long run.

Those of you who don't HAVE CoPilot should hold off for a few weeks longer and download the new version when we have it all complete. (That is a VERY strong suggestion...)

Those of you who are getting Spectrum, and want to use it with CoPilot, will need to download CoPilot and install it for use with TIC,

then download the new Spectrum scripts and install them over the files you just installed. I'll give instructions here for anyone who needs thme.

Gary R. Utter (GARY.UTTER, CAT29, TOP13, MSG:84/M645;1)

HARDWARE MYSTERY UNDER WRAPS Joachim Lange (J.Lange7) of SHH Systeme has  
"\*\*\*\*\*" contacted me to handle doing some beta testing of a new peripheral for the Apple //e and //GS that is in the final phases of development. I now know exactly what this product is, and what hardware it supports (and is capable of supporting). There isn't (to my knowledge) any product currently available for the Apple // series that does what this card does, or even comes close to it. I believe that it will be of great use to many Apple //e and //GS users (myself included) once it has passed some further real world testing and has had some further development work done on the associated driver code (which exists but needs some minor work done to fully support the capabilities of the hardware). I expect to have a beta revision of this hardware in my hands soon, along with the source code for the drivers. When this "vaporware" is firmly in my hands (err... in my //GS :), I'll post a message confirming it's arrival.

-Harold

(using the new CoP/TIC scripts :)

(H.HISLOP, CAT2, TOP4, MSG:118/M645;1)

>>>> > BTW, my guess is a device to use ISA cards in a GS. I've been  
"\*\*\*\*\*" > told Derek Taubert is working on one, too.

Derek would like to, but I have him quite busy working on something else that will make FAR more money :-)

Jawaid

(PROCYON.INC, CAT13, TOP23, MSG:26/M645;1)

>>>> Joachim gave a few hints in this topic a few messages back - was  
"\*\*\*\*\*" last week if I remember correctly. He said: what can be connected to this gizmo is usually cheap(er) and you can connect more than one.

Udo - ... just a IIGS freak -

(U.HUTH, CAT13, TOP23, MSG:57/M645;1)

>>>> The clues thus far,  
"\*\*\*\*\*"

> what can be connected to this gizmo is usually cheap(er) and you  
> can connect more than one.

> There isn't (to my knowledge) any product currently available for  
> the Apple // series that does what this card does, or even comes  
> close to it.

> development work done on the associated driver code (which exists  
> but needs some minor work done to fully support the capabilities of  
> the hardware). I

Usaully cheaper; existing driver code. The only thing I can come up with is a card that allows you to use 1.2 and 1.4 drives. They are the only periphral that is cheaper and we already have 5.25 and 3.5 drivers.

(J.FENSKE2, CAT13, TOP23, MSG:64/M645;1)

WAITING SIGNATURE UPGRADE AND Q-FAX We'd hoped to have some Signature  
\*\*\*\*\* upgrade or other by now, but D. Proni  
(the program's author) had his hands more than full with his own company,  
Econ. If we can get Q Fax finished up, maybe then we can start looking at  
some new features for Signature. B)  
(QUALITY, CAT42, TOP2, MSG:76/M645;1)

MULTI-LINE BBS FOR THE IIGS? > I think that most sysop's whould jump on  
\*\*\*\*\* > that wagon, if the option for a multiline  
> BBS's systems got serius.

The existing GS hardware permits at least a 3-node BBS: two incoming  
data lines and one local login. When my GS was at 8 MHz, it handled a  
simultaneous console login and dialup login at 2400 bps very easily. I  
doubt that a second 2400 dialup would affect performance noticeably. The  
GNO serial drivers are quite efficient, so I would be interested in seeing  
how fast I push both serial ports at the same time, while logged in myself.  
(B.TAO, CAT13, TOP23, MSG:38/M645;1)

>>>> One of the reasons Andrew (Roughan) and myself wrote Eclipse  
\*\*\*\*\* (BBS package with language), was to everntually get a multi-line BBS  
running, on ONE machine. I believe it is possible, although in those days  
the line speeds were slow enough to alow multi-threading etc. without the  
user noticing any slow downs. I don't have GNO, so I don't know how it  
performs, but a custom threader...

If anyone is interested, drop me some mail. We may just continue from  
where we left off.

Regards,  
Richard

(RICHARD.B, CAT13, TOP23, MSG:61/M645;1)

WILD RUMOR DEPARTMENT You know, I heard someone say that Apple Inc. has  
\*\*\*\*\* just came out with another new computer. But this  
one is different. It's a 486 clone???

If this is true, then their either desperate for \$\$\$ or they don't  
have much faith in the Macs!

Tim Rogentine

(T.ROGENTINE1, CAT5, TOP3, MSG:245/M645;1)

IIGS STEREO GIZMO I'm wondering...  
\*\*\*\*\* How many people here would be intrested in an  
inexpensive (under \$30.00 + shipping) gizmo that would provide two (stereo)  
"line level" outputs from the GS?

This would require an external amplifier and speakers (or cables to  
your stereo system) to complete the setup. Absolutely no adjustments,  
simply plug it onto the Molex connector (next to the Ensoniqs chip) and  
hook up the cables.

If only so-so intrested, say so here, if really intrested, and  
willing to commit to a purchase, say so in e-mail. If enough people commit  
to purchase, I'll start making them. (NO up-front money is being asked  
for!)

If a "poor mans digitizer" is also desired, I can add that to the design fairly easily, guestimate another \$5.00. (you supply a mike, or other audio source)

-Harold  
(Running the NEW CoP/TIC scripts)  
(being released RSN :)  
(H.HISLOP, CAT12, TOP26, MSG:26/M645;1)

\$200 REWARD FOR PRINT SHOP/HP UTILITY   Regarding the offer of a reward for  
"....."   a Print Shop driver, utility,  
program or whatever that will allow printing of Print Shop generated  
letterheads, greeting cards, signs, etc to Hewlett-Packard brand  
printers...

The reward has been doubled, and it now stands at \$200!

Softdisk Publishing has agreed to match the \$100 reward offered by  
Shareware Solutions II.

I'm sure Softdisk will post some type of official press release in  
their category, and print their offer in an upcoming issue of Softdisk.

In any case, Shareware Solutions II would like to offer a great big  
thank you to Softdisk Publishing (THANK YOU Lee, Bryan and Dean) for your  
additional and continued support!

Joe Kohn                   (J.KOHN, CAT28, TOP4, MSG:109/M645;1)

>>>>   How about really sweetening the pot? I will contribute \$20.00 bucks  
"....."   to the reward. I am sure that there are others out there willing  
to put up \$20.00 for such a desperately needed "shareware solution." How  
about it folks. Maybe if we have a big enough reward, it will get done a  
lot quicker!

Pax!   --Plato--  
(A.HUTCHINSON, CAT28, TOP4, MSG:114/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
"....."

Category 28,   Topic 4  
Message 365           Sat Dec 04, 1993  
L.DEVRIES [Lloyd]           at 08:29 EST

I've suggested this to Quality Computers and I'll suggest it here: I  
think we're all miss the bulk of current Apple II users.....teachers. I  
don't think most subscribe to on-line services or Apple magazines and  
newsletters. I don't think they know the rest of us exist, or that there  
is any place to buy anything for the Apple II's any more. Every classroom  
in my sons' elementary school has a IIe; none of their teachers yet has  
known where she can get software.

So, if I were promoting an Apple II publication or service, I'd  
advertise and publicize in teachers' publications. There are two national  
unions (the National Education Association and the American Federation of  
Teachers), and I'm sure each has its own publication for its members. Most

stations have a state union (a branch of NEA, probably), and each probably has ITS own publication. Then there are the local newsletters (where I grew up, it was the "Ossining Teachers Association.") And of course professional journals.

What this means is that an advertiser like Joe (or QC or anyone else) could start with some of the smaller, cheaper publications and build up to the bigger ones. Publication advertising is usually less expensive than direct mail.

<<<Lloyd>>>

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////  
HUMOR ONLINE /  
////////////////////////////////////

Apple Pie  
\*\*\*\*\*

By Steven Weyhrich  
[S.WEYHRICH]

(profuse apologies to Don McLean)

A long, long time ago,  
I can still remember how those programs  
Used to make me smile.  
And I knew if I had my chance,  
That I could make those users dance  
And maybe they'd be happy for a while.  
November breezes made me shiver  
With every upload I'd deliver  
Bad news on the desktop  
I couldn't make the text stop.  
I can't remember if I cried  
When I read about our faltered pride  
But something touched me deep inside  
The day  
    the IIe  
        died.

So, bye, bye to my Apple II pie  
Hooked my RamFAST to the SCSI  
But the SCSI was fried  
And hackin' boys drank Mountain Dew and sighed,  
Typin' "This'll be the day that I die.  
This'll be the day that I die."

Do you know your Apple's core?  
Do you have faith in Woz's lore  
If the Red Book tells you so?  
Do you believe in ROR and ROL  
Can BASIC save your mortal soul  
And can you tell me why Pascal runs so slow?  
Well, I know you love that Lisa hack  
'Cause I saw you mousin' in the back  
Well, MacWrite was big news  
But AppleWorks got great reviews, oooh  
I was a twenty-something computer fan  
With a loaned assembler and some program plans  
But I knew I'd be just an "also-ran"  
The day the IIe died.

I started singin'  
Bye, bye to my Apple II pie  
Hooked my RamFAST to the SCSI  
But the SCSI was fried  
And hackin' boys drank Cola Jolt and sighed,  
Typin' "This'll be the day that I die.  
This'll be the day that I die."

Now for twelve years we've been on our own  
The software comes on my telephone  
But that's not how it used to be  
When ol' Steve Jobs planned a brand new box  
With designs he borrowed from Xerox  
And the cash, well it came from you and me  
Oh, and while our Woz was looking down  
Steve Jobs stole his designer's crown  
The /// plan was adjourned  
No money was returned  
And while Wagner wrote "Assembly Lines"  
We liked our BASIC programs fine  
And most thought ProDOS was devine  
The day the IIe died.

We were singin'  
Bye, bye to my Apple II pie  
Hooked my RamFAST to the SCSI  
But the SCSI was fried  
And hackin' boys drank Dr. Pepper and sighed,  
Typin' "This'll be the day that I die.  
This'll be the day that I die."

HUFFIN, PUFFIN, move files with MUFFIN  
Single drive, lots of disks I'm stuffin'  
Eight piles high, and fadin' fast...  
With Macs out landing in the grass  
The Pirates tried for a forward pass  
Moving IIe to the sidelines, in a cast  
Now, the IIc Fair was sweet perfume  
And "Forever!" was our marching tune  
We all got up to dance  
Oh, but we never got the chance  
'Cause the Mac-heads tried to take the field  
Our Apple II's refused to yield

Do you recall what was revealed  
The day the IIe died?

We started singin'  
Bye, bye to my Apple II pie  
Hooked my RamFAST to the SCSI  
But the SCSI was fried  
And hackin' boys drank Diet Pepsi and sighed,  
Typin' "This'll be the day that I die.  
This'll be the day that I die."

And there we were all in one place  
An online conference lost in space  
With no bucks left to start again  
So come on, Tom be nimble, Tom be quick  
Uncle-DOS made all our Apples tick  
'Cause Merlin is the hacker's only friend  
Oh, and as I watched him on the stage  
My hands were clenched in fists of rage  
No one that I could tell  
Could break that Sculley's spell  
And as the flames climbed high into the night  
To light the sacrificial rite  
I saw Sculley laughing with delight  
The day the IIe died

He was singin'  
Bye, bye to my Apple II pie  
Hooked my RamFAST to the SCSI  
But the SCSI was fried  
And hackin' boys drank lemon tea and sighed,  
Typin' "This'll be the day that I die.  
This'll be the day that I die."

I met a girl who sang of Blues  
And I asked her for some Apple news  
But she just smiled and turned away  
I went to the computer store  
Where I'd seen the Apple years before  
But the man there said the IIe couldn't play  
And in the schools the children screamed  
The teachers cried and the hackers dreamed  
But not a word was spoken  
The disk drives all were broken  
And the news mags that I'd liked the most  
Softalk, inCider -- were all toast  
They'd grabbed the last train for the coast  
The day  
    the IIe  
        died

And they were singin'

Bye, bye to my Apple II pie  
Hooked my RamFAST to the SCSI  
But the SCSI was fried  
And hackin' boys drank Snapple soda and cried,  
Saying, "This'll be the day that I die.

This'll be the day that I die."

They were singin'  
Bye, bye to my Apple II pie  
Hooked my RamFAST to the SCSI  
But the SCSI was fried  
And hackin' boys drank Snapple soda and cried,  
Saying, "This'll be the day that I die.  
This'll be  
    the day  
        that I die."

~~~~~  
(c) Copyright 1993 by Steven Weyhrich

[EOA]

[REF]////////////////////////////////////

REFLECTIONS /

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Thinking About Online Communications

\*\*\*\*\*

By Phil Shapiro

[P.SHAPIRO1]

>>> SOME THOUGHTS ABOUT TELECOM TRAINING CENTERS <<<  
\*\*\*\*\*

Our society values learning enough that we spend 200 billion dollars each year on our public school system. Likewise, in the interest of promoting learning, we subsidize a large and robust public library system.

As we walk through the portals of the information age, thoughtful people have been spending time thinking about the role that government and industry can play in helping bring more of our nation's population online. What types of social institutions can we construct that can help people learn how to use communications software? Learn how to use bulletin boards? Learn how to use the national information services? And learn how to use the Internet?

Currently, just a small fraction of the nation's population is online. This fact is drive home by considering that fewer than 10 percent of all home computers are connected to a modem. Furthermore, market studies have shown that the penetration of personal computers in the home is approximately 35 percent of the nation's households. Taking one tenth of 35 percent yields a paltry 3.5 percent.

The bare truth is that the vast majority of the nation's population is not yet online. It behooves the nation as a whole to work vigorously to train our fellow citizens in basic telecommunications skills. The more people that can be reached online, the more each one of us can benefit from communicating with them.

I can recall distinctly my own first faltering forays into the online world. A leader in my local user group, Ken DeVito, spoke in an animated voice about connecting up his computer to the online networks. This kind fellow generously offered to take phone calls at his house to help people get connected up themselves.

After buying a modem and communications software, I hesitantly called Ken at his home. Having heard that telecommunications can be a complicated subject I went out of my way making sure I had my modem and communications software all set up correctly. Cautiously, timidly, I made my first phone call. Lo and behold, the word CONNECT bounced up onto my screen.

I imagine that most of us who are already online had similar help and encouragement from friends and colleagues the first few times we went online. That type of informal learning was fine in the 1980s when online communications was largely the province of computer hobbyists. But as we plunge headlong into the information age, the time is long overdue for our society to set up more formal channels for teaching online communications skills. We cannot continue to rely on the goodwill of the Ken DeVitos of the world to help everyone get connected.

What existing social institutions are best suited to take up this task? Schools, for sure, can help train our younger population. User groups, certainly, can help give online demonstrations and tutorials at their meetings.

But neither schools nor user groups are equipped to handle the huge numbers of people we need to train. The most suitable social institution to help train our nation's populace is public libraries.

Public libraries already have a mandate to promote the dissemination of knowledge and information. Calling upon our libraries to help train our nation in online skills makes even more sense when you consider the great overlap between basic telecommunications skills and basic research skills. The skills of searching and capturing information from an online database is closely parallel to the skills of searching and capturing information from a CD-ROM database.

While public libraries serve as the perfect venue for training sessions in online communications skills, no one for a moment would think that libraries have the funds to initiate such services on their own. What is obviously needed is a partnership between the private and public sectors to help bring telecommunications skills to the masses.

Phone companies, naturally, can play an important role in giving reduced rates for the installation of new phone lines in libraries. All that would be needed would be about eight to ten new phone lines for each library. Computer manufacturers should obviously step forward to make donations of computer hardware for telecom training purposes. These donated computers need not be an onerous expense since low-end computer systems work perfectly fine for telecommunications purposes.

Modem manufacturers, obviously, have a social duty to make their immensely useful devices available for use at library training centers. Here again, the low-end slower modems serve eminently well for training purposes.

It goes without saying that the national information services should step forward to donate accounts that could be used in training centers. Many of the national information services have probably already given thought to how they could help support publicly funded telecom training centers.

Larger software publishers could step in to provide communications

software and general financial support for the training centers. Mitch Kapor, Steve Wozniak, and other luminaries in the computer world have already taken bold steps to promote social causes with the Electronic Freedom Foundation. The participation and support of these luminaries would go far in making the training centers successful social institutions.

Finally, the public sector can assist by providing tax incentives to the phone companies, computer companies, modem manufacturers, national information services, and software companies that donate in-kind goods or services to the telecom training center. The public sector could also help with the issuance of "Online Citizen" certificates for those persons who show mastery of basic telecommunications skills.

Few North Americans are aware that the public library systems in the United States and Canada are held up as model systems in other nations around the world. Early in our two country's histories the people of our nations gave strong support to funding and promoting schools and libraries.

For the good of our nations, we need to take the next step to help bring more of our citizens online. The time for a public/private telecommunications skills initiative is long overdue. For the good of our nations, we need to create social institutions that can take over the supportive role of those who helped get the first 3.5 percent of us online.

After we're able to get the first 10 percent online, the momentum will be strong enough that we can pull another 50 percent online before the turn of the century. And with 60 percent of the population online by the year 2000, our countries will then be well positioned to move forward with the exciting possibilities of the information age.

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENIE at P.SHAPIRO1; on Internet at: p.shapiro1.genie.geis.com; on America Online at: pshapiro

[EOA]

[BEG]////////////////////////////////////

BEGINNER'S CORNER /

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Polishing Green Apples

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By Steve Weyhrich

[S.WEYHRICH]

>>> HOOKED ON CLASSICS (Part 3) <<<

\*\*\*\*\*

STILL MORE CONTROL PANEL BASICS Yes, we are STILL slogging our way through the IIgs CDA Control Panel. This month, as you look at ways to lose that holiday weight, pay those holiday bills, and shovel that holiday snow, why not take a break and join me as we learn about "Options" (ROM 01), or "Keyboard"/"Mouse" (ROM 03). Scrape the ice off your monitor, and turn on that heater (this time of year it would probably be NICE to have a Pentium-based computer; they generate a LOT of

heat... :-) )

KEYBOARD/OPTIONS Here is another difference between the ROM 01 and ROM 03 versions of the Apple IIgs. At this point in the CDA Control Panel, the ROM 01 version is called "Options", and the ROM 03 version is called "Keyboard". They look something like this when you select them:

|                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>(ROM 01)</p> <p>Control Panel</p> <p>Options</p> <p>~ Display Language: U.S.A.<br/> ~ Keyboard Layout: U.S.A.<br/> ~ Keyboard Buffering: No<br/> ~ Repeat Speed:  -----*----- <br/> ~ Repeat Delay:  -----*----- <br/> ~ Double Click:  -----*----- <br/> ~ Cursor Flash:  -----*----- </p> <p>-Advanced Features-<br/> Shift Caps/Lowercase: No<br/> Fast Space/Delete Keys: No<br/> Dual Speed Keys: Normal<br/> High Speed Mouse: No</p> | <p>(ROM 03)</p> <p>Control Panel</p> <p>Keyboard</p> <p>~ Display Language: U.S.A.<br/> ~ Keyboard Layout: U.S.A.<br/> ~ Keyboard Buffering: No<br/> ~ Repeat Speed:  -----*----- <br/> ~ Repeat Delay:  -----*----- <br/> ~ Cursor Flash:  -----*----- </p> <p>-Advanced Features-<br/> Shift Caps/Lowercase: No<br/> Fast Space/Delete Keys: No<br/> Dual Speed Keys: Normal</p> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Select <- -> V ^ Cancel: Esc Save <-|

(The "Double Click" and "High Speed Mouse" entries for the ROM 01 version will be discussed below.)

Display Language/Keyboard Layout The intent of the top two entries, ..... Display Language and Keyboard Layout, was to simplify the manufacture and use of the IIgs for foreign countries. Older models of the Apple II would require a different character generator chip for each country where it was sold, to account for local differences in characters (for example, in Great Britain the character produced with a Shift-3 was the British stylized "L", for "pound", whereas here in the U.S. Shift-3 produces an octothorpe, which looks like the tic-tac-toe board). Manufacturing and stocking all these different ROM chips increased the cost of producing the computer. To have it built into the IIgs, selectable through this Control Panel, simplified things considerably. A separate keyboard is still necessary to be consistent with regional differences around the world, and the Keyboard Layout needs to be adjusted to match the type of keyboard that has been connected. In any case, the modular design of the IIgs still makes that easier than on previous models of the Apple II.

If you make changes in the Display Language you will see some unusual characters substituted for characters like "{", "\", and so on. For users in the U.S. this would be primarily a curiosity; however, if you are developing software that might be used by IIgs owners in other parts of the world, you should change the Display settings to ensure that you are not using some characters that will not show properly with other language layouts. (AppleWorks, for instance, may not show proper screen characters with certain features when other Display Languages are selected).

One of the other uses of the Keyboard Layout would be to change from the standard (also called "Sholes" or "QWERTY") keyboard to the Dvorak system. This takes the arrangement of the letters on the keyboard and moves them into something that can be much faster to use--once you become accustomed to it. All of the most frequently used characters in English are placed in the home row (where it currently holds "ASDFGH", etc.). If you make this change and don't change the keycaps on the keyboard, you will find that typing a "D" causes an "E" to appear on the screen.

I actually changed my Apple IIc keyboard layout years ago (via the "Keyboard" switch in the upper left corner) to the Dvorak layout, and used a typing program called MasterType to teach myself to use it. And I do admit that my typing began to get faster and a little more accurate. However, using a Dvorak keyboard is like being left-handed in a right-handed world. If the ONLY keyboard you are ever going to use is YOUR keyboard, you'll have no problems, once you get used to Dvorak. But since there was a Dvorak keyboard at home, and a QWERTY keyboard at work, my brain became too confused to keep making the switches, and so I went back to the old standard.

On the IIc it was not TOO much trouble to pop the caps off of all the keys and rearrange them into the Dvorak layout. However, I've never tried this on my IIgs, and do not know how difficult it would be. If you want to make this change, just be careful not to FORCE anything as you try to remove the keycaps. If you break something, you'll probably have to pay SOMEONE to have it repaired (or replaced).

**Keyboard Buffering** Keyboard buffering allows the user to continue typing ..... while the computer is busy doing something else, and will save up the keystrokes until the program running is again ready to accept them. I have not personally seen that this works very well in the programs that I regularly use. IBM-type computers seem to buffer up nearly EVERY keystroke that is entered, regardless of what else the system is doing. If you know ahead of time which type of keystrokes will be needed to carry out a certain function, this can be a time saving feature. However, the IIgs buffer doesn't seem to be designed the same way, and you will just have to try it out yourself to see if having this turned on helps out in YOUR situation.

**Repeat Speed/Repeat Delay** Repeat Speed and Repeat Delay refer to the ..... auto-repeat of keys pressed on the keyboard. On the Apple II Plus, a separate key was included on the keyboard to allow a key that was held down to repeat. On the IIe and IIc, an AUTOMATIC repeat is built-in; if you press the "A" key and hold it down, it eventually begins to repeat and continues to do so until the key is released. The IIgs does the same thing, but lets you modify it to suit your style. The Repeat Speed is a relative measure of how fast the repeated keypresses are generated, and the Repeat Delay refers to how long a wait there is until a pressed key begins to repeat. If you are a heavy-fingered typist and have the Repeat Delay turned down too low, you may find some accidental reeeeeeeeeetition of some keypresses. If you don't like the default settings for these options, play with them until you find something more suitable.

**Cursor Flash** This should be self-explanatory. If that pulsating cursor ..... is not at a speed that seems comfortable for you, use this to make it faster or slower.

Shift Caps/Lowercase    The various advanced features in this next section  
 ..... of the Control Panel are primarily for those who  
 have become very accustomed to the feel of the keyboard, and want to work a  
 bit faster. Shift Caps/Lowercase changes the function of the Caps Lock key  
 slightly. When this feature is set to "No", the keyboard will generate  
 uppercase letters when the either the Caps Lock key or the Shift key is  
 down. If this feature in the Control Panel is set to "Yes", the Caps Lock  
 key will still cause letters on the keyboard to come out as uppercase;  
 however, pressing the Shift key while the Caps Lock key is DOWN will cause  
 letters to come out in lower case. In other words, the Caps Lock key will  
 now change the function of the Shift key--but for the letters A-Z ONLY.  
 Other characters on the keyboard (such as numbers and the symbols on the  
 number keys) will STILL require the Shift key be pressed to generate them.

Fast Space/Delete Keys, Dual Speed Keys    These features allows more rapid  
 ..... movement of the cursor if the  
 Control key is pressed along with certain other keys. If Fast Space/Delete  
 is set to "Yes", Ctrl-Delete causes the Delete key to erase text twice as  
 fast as other keys repeat, and Ctrl-Space causes you to insert spaces twice  
 as fast. When Dual Speed Keys is set to "Fast", Ctrl-Up, Ctrl-Down,  
 Ctrl-Left, and Ctrl-Right (arrow keys) will move the cursor twice as fast  
 as usual. If the Repeat Speed setting further up in this Control Panel is  
 set to the top speed possible, these particular features will appear to do  
 nothing, since it will not repeat faster than the fastest speed.

MOUSE    On the ROM 03 IIgs, the ability to make the keyboard simulate mouse  
 "....." movements was built into the firmware code. This was intended to  
 make it easier for handicapped users who could not easily use a mouse still  
 handle software that needed one. Because of this, the mouse-related items  
 in this Control Panel were moved to a separate entry, which looks like  
 this:

(ROM 03)

Control Panel

Mouse

```
~ Mouse Tracking: |*-----|
~ Double Click : |-----*-----|
```

-Keyboard Mouse-

```
~ Delay To Start: |-----*-----|
~ Acceleration : |-----*-----|
~ Maximum Speed : |-----*-----|
```

Select <- -> V ^ Cancel:Esc Save: <-|

Notice that the setting in the ROM 01 version (under "Options") calls  
 Mouse Tracking a "High Speed Mouse". Setting that option to "Yes" makes  
 any movement of the mouse on your table top to cause the cursor on the  
 screen to move twice as far as usual. On the ROM 03, you have some finer  
 control over the specifics of the mouse tracking.

With enhancements the in System Software made available in System 6,  
 the distinction between a ROM 01 and ROM 03 became less apparent, as now  
 BOTH versions of the IIgs can make mouse movements accessible to

handicapped users that cannot handle a standard mouse. However, if a program that does not run under GS/OS (or under System 6) needs this type of access, a ROM 03 GS will still be necessary.

Double Click items are present with both versions of the IIgs firmware. The Double Click control adjusts how quickly two clicks must be made in order to be properly registered by programs that use them for shortcuts (such as selecting and launching a program from the Finder). If your double clicks aren't always being accepted, you may have this set too high or too low for the speed you use. Try adjusting it and see what works better for you.

The remaining items are specific for the keyboard mouse feature. This is activated by pressing the Open-Apple (Command) and Shift keys at the same time, and then pressing and releasing the Clear key. After you've done this, the numeric keypad can be used to control the position of the cursor on the screen, and the center key ("5") [15is used to] simulate the button on the mouse. Other features involved in controlling the keyboard mouse can be found in the ROM 03 IIgs Owner's Reference or the System 6 User's Reference.

Back to the Mouse Control Panel: Delay To Start is similar to the Repeat Delay on the Keyboard Control Panel; this refers to how long the keypad keys have to be held down before the mouse cursor will move. Acceleration controls the speed at which the mouse cursor moves under keyboard control, and Maximum Speed refers to how fast the cursor moves.

As mentioned above, if you are running System 6.0 or 6.0.1, you have these features available on ANY version of the IIgs. The adjustable Control Panel settings would not, of course, be available from this CDA Control Panel. Instead, a ROM 01 user will need to access the NDA Control Panel (from the Apple in the upper left corner) in a GS/OS program, and make the changes in how the keyboard mouse works from there.

NEXT MONTH Well, the heater finally kicked in, and my monitor is not  
"\*\*\*\*\*" fogging up any more from the melted ice. We are approaching  
the end of this examination of the Control Panel Classic Desk Accessory.  
Communication with your printer and modem like you've never seen it before,  
RS-232 serial interfaces, and more--next time, on "Polishing Green Apples"!  
Don't miss it!!

[\*][\*][\*]

Steve Weyhrich is a family physician from Omaha, Nebraska. He has been using Apple II computers since 1981, and writing about them since 1990. He follows closely the events that continue to shape the destiny of the legendary Apple II and IIgs computers, and writes a monthly column called the "A2 News Digest" for A2-Central disk magazine. He is also the author of the "Apple II History", available on fine BBS's everywhere. Add water and simmer until well done.

[EOA]

[RTC]////////////////////////////////////

REAL TIME CHATTING /

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WWUG Snapshot, Live!

\*\*\*\*\*

By Gina E. Saikin  
[A2.GENA]

[ The World Wide Apple II User's Group meets every Sunday. This month, we though it would be fun to present you with the highlights of the WWUG meeting, live, as they happened. There's only space for a short extract with featured guest Jerry Kindall of Quality Computers, so drop in on the WWUG meeting this Sunday to find out just how widely the conversation ranges! -- Ed. ]

Room 1, Bewitched, Bothered & Bewildered

Notice on door: Come on in..new? Never fear...we'll help you unlock the secrets of A2 & GENie with a few swipes of his magic lamp! Don't forget...starting at 4 p.m. eastern, will be our 3rd meeting of the WWUG...featuring AppleWorks 4.0!

[ We join this RTC in progress -- Ed. ]

<[Carl] C.MANUELIAN1> I started with an AII + in 79

<[GENa] A2.GENA> I've got about 3-4 working II+'s in my basement... plus a LOT of software, and other parts...

<[Paul] PMP> didn't get my ][+ until 82

<[Carl] C.MANUELIAN1> I still have programs on CASSETTES!

<[GENa] A2.GENA> This is stuff from A2.Susan's store...over the next several Sat's (after the holidays), I'm going to be taking a box at a time, inventorying it, and then posting it up in the bb

<[Paul] PMP> but its an OLD ][+... a reconditioned ][

<[GENa] A2.GENA> Wow, Carl! Those ARE old...they're antiques!

<[Paul] PMP> oh, I actually have OFFICIAL Apple cassettes... like Hoppalong Cassidy, Lemonade Stand, etc

<[Carl] C.MANUELIAN1> My gs cant load them and I sold my old IIe. I should have put them on disk

<[GENa] A2.GENA> Well...would they work on a II+?

<[Carl] C.MANUELIAN1> Yes--They were written on a II+

<[GENa] A2.GENA> i.e., you could use the II+ to transfer them over to disk? I would suspect they're old dos3.3 programs, right?

<[Carl] C.MANUELIAN1> I never thought of trying that

<[Paul] PMP> no o/s at all if they're on tape...

<[GENa] A2.GENA> Carl...someone with more expertise than I would have to say if it would work, but...

<[Carl] C.MANUELIAN1> Tey were written before DOS 3.3. They work with original ROM Applesoft

<[Paul] PMP> i used to save my BASIC and machine language programs on cassette... used to mess up all the time, which annoyed me to no end then I took the leap and spend \$350 + \$99 for the controller for a 5.25" disk drive...

<[Carl] C.MANUELIAN1> I would just start up the computer and cue up the cassette and type load

<[GENa] A2.GENA> You could pose this ? in the bb... cat 2, topic 4

\*\* <QUALITY> is here.

<[GENa] A2.GENA> Hi, Jerry!

<[Paul] PMP> Greetings, Jerry. How's it going?

<[Jerry] QUALITY> Hi all

<[Carl] C.MANUELIAN1> HI Jerry

<[GENa] A2.GENA> So, shall we begin? Jerry, I'm going to make a few announcements, then give it over to you. Since there's not a crowd, I don't think listen-only is necessary...

<[Jerry] QUALITY> Oh, OK

<[Carl] C.MANUELIAN1> Jerry--Love Quality--Thanks for your Apple II support

<[Jerry] QUALITY> Announce away. (Thanks, Carl.)

<[Fred] F.GREATOREX> Hello Jerry.

<[GENa] A2.GENA> Alright...as you know, WWUG was the brainchild of Lunatic, while we were sitting in a dorm room at kfest...and as Jeff and myself were the leaders of the BBB, we were appointed to get this group off it's feet. We figured that getting Apple II support out there was becoming more andmore difficult, so we'd try to help with an online support group!

Our first area is "What's New in Appledom" -

As we all know...AW4.0 is now shipping and becoming very popular. In a few moments, Jerry here will be telling us all about it!

Also, Spectrum is soon to come off the drawing board and into production...it's a desktop communciations program...will undoubtedly please those who use Manager and SwitchIt on a regular basis!

ANSITerm has come out with a new version, which will be shipping soon. Paul didn't stick around too long for me to have him tell us a little about it, but... as soon as I can find the time, I'm gonna abstract our interview with him last month...all about ANSITerm!

Now, for a few previews of some library files I've found quite cool. For holiday pics, file #21761 has christmas and Hannukah stuff... File #21778 is the December Disk of the Month...loaded with goodies. File #21740 is a real nifty little program - it is an auto-trash thing...that is, when you dump something in the trash, it automatically erases it

without you having to hit OA-T. File #21728 is a general GS file utility, and file #11631 is a real nice program to play sounds in the background. Right now, I can't get it to work, but I suspect it doesn't like one or more of my myriad da's/inits, and I haven't had time to find out which one is offensive...

Does anyone have any questions???

<[Fred] F.GREATOREX> Are any of those files duplicated on the A2 Dom disk?

<[GEna] A2.GENA> Fred, I'm not certain...haven't looked at the contents yet of the Dec. DOM...got most of those files from the Dean's List :) I can't dl the DOM right now until I can get my 3.5" drive working :(

<[Fred] F.GREATOREX> Cool.

<[GEna] A2.GENA> Alright...Here's (said in my best Johnny Carson announcement voice <grin>) Jerry! We're going to open the floor to questions...you all know the basics of AW4.0, right?

<[Jerry] QUALITY> Well, as you know, AppleWorks 4 has been shipping for about a month and a half... A lot of people are already using it and enjoying it. B) Anything I can help clear up about AW4?

<[GEna] A2.GENA> Jerry, I know that it incorporates many of the time-outs...which ones are they?

<[Carl] C.MANUELIAN1> What has been added since VERS. 3?

<[Fred] F.GREATOREX> can you send me a free copy?

<[GEna] A2.GENA> :)

<[Jerry] QUALITY> The majority of things that have been added are new database features, GEna. TotalControl is now built in. Also, UltraMacros is built in...

<[Carl] C.MANUELIAN1> What is total Control?

<[GEna] A2.GENA> I haven't played around too much with TO's myself...but...

<[Jerry] QUALITY> TotalControl is an add-on Randy Brandt developed... It allows one data base to access data from another data base, or from a spreadsheet. It also lets you use formulas in the data base.

<[GEna] A2.GENA> That would have been a BIG help in the job I was on earlier - at home!

<[Jerry] QUALITY> Similar features were added to the spreadsheet...

<[GEna] A2.GENA> I had multiple db's - one for each customer...and had to make reports on totals (customer = client)

<[Carl] C.MANUELIAN1> Can you set up separate calc fields in the data base for reports?

<[Jerry] QUALITY> Reports no longer have calculated fields... all the calculations are done in the data base itself... You can even set up

auto-calculate categories so that when you change one category, the calculated category is automatically updated.

<[GENa] A2.GENA> In the DB, too? that could be done already in the ss, right?

<[Jerry] QUALITY> Right... the data base has gained a whole bunch of spreadsheet-like features

<[Carl] C.MANUELIAN1> Is this similar to the way AWGS handles the DB?

<[GENa] A2.GENA> Cool! I was using DB's exclusively, due to the fact that I had to cull out stuff...

<[Jerry] QUALITY> The spreadsheet remains the best place for number-crunching and what-ifs, the data base is the best place for keeping lists of things. Actually, I'm not sure if it's at all like the AWGS data base. I've never used the AWGS data base. (Believe it or not <g>)

<[GENa] A2.GENA> Actually, the SS WOULD have been better for me (number crunching), but I HAD to take out specific things, say, all records of a given merchandiser from an entire list of merchandisers who worked for one client

<[Carl] C.MANUELIAN1> It's hard to explain how I use the data base for customer order. But I need something that calcs tax and shipping after culling the order from the inventory DB

<[Jerry] QUALITY> In the Word Processor, you get Glossary functions. Which allow you, basically, to do mail merge one record at a time...

<[GENa] A2.GENA> Jerry, when I worked on the old xerox 860's - glossary function was like a macro...i.e., type one letter, and a phrase would pop up...that's what THEY called glossary

<[Jerry] QUALITY> In other words, you want to write a letter to someone, so you pull up your name and address glossary; it gives you a list of the people in your address data base... When you pick the name, it inserts the name and address into the WP document

<[GENa] A2.GENA> Wouldn't the new formula thing in the DB fill Carl's "order"?

<[Jerry] QUALITY> Yes, you can probably do that all using the data base now, Carl. The data base supports 60 categories instead of 30... so there will be lots more room.

<[GENa] A2.GENA> Indeed! (for my vendor database, how nice!) Jerry, one thing...does it support, like the ss, sideways print for the db?

<[Jerry] QUALITY> You still need Sidespread for that... Unless of course you have an HP Deskjet 500

<[GENa] A2.GENA> I thought SideSpread only worked with the ss!

<[Jerry] QUALITY> True... but you can easily copy the data base records to the spreadsheet

<[GEna] A2.GENA> True...

<[Jerry] QUALITY> The DJ 500 driver lets you print sideways from any application, but that's only because the DJ can print sideways.

<[GEna] A2.GENA> Question...until I get my hands on AW4.0 (which may be a while financially), can I copy the records from the DB into the SS in 3.0?

<[Jerry] QUALITY> Yes, you can... anything from one module can be copied to any other module, starting with 3.0

<[GEna] A2.GENA> (there are NO calculations...just data) (now, if I can just find my 5.25" version of SideSpread <grin>)

<[Jerry] QUALITY> Let's see... AW4 also has three independent Desktops... and three Clipboards. Built-in disk and file utilities... Better mail-merge... Many of the most popular AppleWorks patches (for example, cursor shape and blink rate) have their own option on the configuration menu. There's a built-in clock display and screen blanker. Lots of other stuff. B)

<[GEna] A2.GENA> Alright...anyone have any questions??? Don't all speak at once :)

<[GEna] A2.GENA> Jerry...I think you've left them speechless :)

<[Carl] C.MANUELIAN1> what are the prices for upgrade

\*\* <PMP> is here.

<[Jerry] QUALITY> Upgrades from 3.0 are \$79.95...from 2.x, \$99.95... From 1.x, \$119.95... Or if you don't have AW already, you can get the package for \$179.95. To upgrade, you just need to send your original disks (or photocopies) to us...

Quality Computers, 20200 Nine Mile Rd., St. Clair Shores, MI 48080

<[Carl] C.MANUELIAN1> What original Time Outs are now part of the new 4.0 package?

<[Jerry] QUALITY> Hmmm, TimeOut Paint... There aren't really any TimeOuts included per se... that is, you don't activate them from the Apple-Escape menu... It's more like AppleWorks ate 'em for lunch

<[GEna] A2.GENA> Oh...speaking of TO's...what about original TO's...are they compatible with 4.0?

<[Jerry] QUALITY> For example, FileMaster is now incorporated...but you access it from the Other Activities menu, not from the TimeOut menu

<[Carl] C.MANUELIAN1> I uderstand--Waht features I should say--I understand they have been incorperayted into the core program

<[Paul] P.JANETZKE> When's the world conf.

<[GEna] A2.GENA> NOW!

<[Paul] PMP> what about macros? Does 4.0 have something like UltraMacros

built-in?

<[Jerry] QUALITY> It has an UltraMacros 4 player built in...

<[Paul] PMP> cool!

<[Jerry] QUALITY> You need UltraMacros 4.3 or later to compile and record your own

<[GENa] A2.GENA> What about compatibility with present TO's..? i.e., side spread, etc.

<[Jerry] QUALITY> Some of them will work without modification. AW4 comes with an updater which will update many of them. We hope to have more working early in 1994.

<[GENa] A2.GENA> Is there a list of those that will/will not, and those that can or cannot be updated, or is it mainly "hit/miss"?

<[Jerry] QUALITY> I don't have the list handy, but it's been posted in Cat 42 Top 29.

<[GENa] A2.GENA> Ah....alright!

<[Jerry] QUALITY> Sidespread has been, I think

<[Paul] P.JANETZKE> Hey, I know it's probably been asked already but what is the status on the AWGS update Jerry???

<[GENa] A2.GENA> Actually, not, Paul :)

<[Paul] PMP> good question...

<[GENa] A2.GENA> Indeed!

<[Jerry] QUALITY> Well, we've got Jim Merritt as project manager... And we're in the process of getting the source Claris sent us to compile... and looking at the suggestion lists to see what we can do in a reasonable time frame

<[Paul] PMP> :) thats always a problem...

<[Jerry] QUALITY> We hope to have something released next spring.

<[GENa] A2.GENA> Great! oh, and make it like system 6.0.1, too :) right?

<[Paul] PMP> one feature, if it hasn't been mentioned yet... having the spell checker work in PL...

<[Jerry] QUALITY> That might be doable, depending on how closely the two data structures resemble each other

<[Carl] C.MANUELIAN1> I am mostly using AWGS--I am also in the AWGS Upgrade

<[Paul] PMP> and having 360 degree rotations of objects and text would be nice :)

<[GEna] A2.GENA> I like AWGS for page layout...with an old imagewriter I, print quality is better than Publish It...

<[Jerry] QUALITY> If you're going to rotate something 360 degrees, what's the point?

<[GEna] A2.GENA> Besides...can't use Pointless with Publish It!

<[Paul] PMP> :/ 0-360 degree... like having angled text, etc.

<[Jerry] QUALITY> Not sure how feasible that is, but I'll add it to the list Anyone else got any pet suggestions for AWGS? B)

<[Paul] PMP> oh... and having boxes with widths that scale properly in condensed mode sorta like how GWIII does it... i always have to add additional lines at the top and bottom to make them the same width as the sides

<[GEna] A2.GENA> Since mine doesn't seem to like 6.0.1, I don't use it...

<[Carl] C.MANUELIAN1> I would like to see a better telecomm modual for AWGS such as an outo logon modual

<[GEna] A2.GENA> Yes!...I'm certain that a LOT of people echo that, Carl... and better "split-screen" capability?

<[Paul] PMP> oh... and a BIGGY... make it IPC-compatible with an "Extras" menu kinda like the Finder for external/TimeOut-type programs

<[Jerry] QUALITY> I'm not sure how much effort we'll be putting into the telecomm module, to be honest. Most AWGS users don't have modems, so the telecomm is kinda low on our priority list.

<[GEna] A2.GENA> Interesting note, Jerry, about users v modems

\*\* <A.RAHIMZADEH> is here.

<[GEna] A2.GENA> Hi, Auri

<[Auri Man] A.RAHIMZADEH> Hey Gena!~

<[Carl] C.MANUELIAN1> I'm just looking for a good window (GS) interface for my telecomm program

<[GEna] A2.GENA> Spectrum, Carl, when it comes out!

<[Jerry] QUALITY> My suggestion right now is to investigate AnsiTerm or Spectrum

<[Carl] C.MANUELIAN1> That sounds great jerry--

<[GEna] A2.GENA> ANSITerm, though excellent, is not a GS program, right? er desktop, that is

<[Paul] PMP> right, its not a desktop program

<[Jerry] QUALITY> A stand-alone telecomm program is always going to be more powerful than the one in an integrated package

<[GEna] A2.GENA> Hint, hint...Paul...for your next update :)

<[Paul] PMP> :/

<[Paul] P.JANETZKE> Well I'm probably going to get FLAMED for this but as far as I'm concerned you can ditch the telecom altogether unless you make it something that the GS can really use like full color ANSI and stuff like that. That's my \$.02 worth.

<[GEna] A2.GENA> Poor Paul...he's gotten SO many suggsetions for his next update :)

<[Paul] PMP> :) hey, 2.1 just came out, gimme a break!

<[GEna] A2.GENA> Well...maybe if we badger Paul...hehehe

<[Jerry] QUALITY> Paul: Sure, are you willing to pay \$50 more for a better telecomm program?

<[Carl] C.MANUELIAN1> Jerry--I saw your ad for spectrum--is it out yet?

<[David] D.PIERCE8> Has Quality received any shipments of Spectrum from Sevenhills?

<[Auri Man] A.RAHIMZADEH> I'm using Spectrum :) It should be out soon!

<[Paul] PMP> Jerry, what about the "Extras" menu idea? I'm sure this has been brought up before, since it would be a GREAT advantage for AWGS

<[Jerry] QUALITY> ANSI is a good way to slow down your baud rate. B) The good thing about the AWGS comm module is that it will serve to get modem novices online

<[Paul] P.JANETZKE> Well Jerry, my point is if it;s not the best why worry about it when the best can be had elsewhere. If a major update to the telecom would cost too much in time and/or money then find something else. I'm happy with PT 3.1.

<[GEna] A2.GENA> So am I, Paul, but if I can use a 'com program that is desktop, a good wp desktop program, etc., then I could use some of the other goodies, like SwitchIt, The Manager and HardPressed...

<[Paul] P.JANETZKE> I mean Megaterm isn't slow and it does excellent color ANSI for the GS.

<[Auri Man] A.RAHIMZADEH> Wait for MultiGS 2.0 Gena :)

<[Paul] P.JANETZKE> Good point about novice users, but the package deals that are offered with modems usually provide a telecom package/

<[Jerry] QUALITY> It might get zmodem..

<[GEna] A2.GENA> True, Paul, but most of the modem packages nowadays offer Mac and ms-dos com ware

<[Paul] P.JANETZKE> No Megaterm starts as P8 but then uses superhires for complete ANSI emulation.

Hey Jerry is Quality working on some sort of FAX software for the GS, I think I remember reading about this somewhere. If so what's its status??

<[Jerry] QUALITY> I think the Q Fax software's gonna be a wash. Unless we can get the author to finish it...

<[Jerry] QUALITY> Unless someone has some more questions about AW4 or AWGS, I think it's time for me to move along.

<[Paul] PMP> what about the "Extras" menu, Jerry? :)

<[Jerry] QUALITY> It's a suggestion many have made, Paul

<[Paul] PMP> thought so :) thanks

<[GEna] A2.GENA> Alright! Thank you very much Jerry for your informative talk!

<[Paul] PMP> Thanks for the info, Jerry. I'll be looking forward to the new AWGS update!

<[Paul] P.JANETZKE> Thank for the answers Jerry!!

<[Jerry] QUALITY> Thanks for having me, GEna!

<[GEna] A2.GENA> You're welcome, Jerry!

<[Jerry] QUALITY> Randy has done a phenomenal job with AW4. I'M impressed... and that's not easy. See y'all later.

<[GEna] A2.GENA> Later, Jerry

<[Auri Man] A.RAHIMZADEH> l8rness Jerry! looking forward to my next II Alive! :)

<[Paul] PMP> has anyone received the new II Alive yet?

<[Auri Man] A.RAHIMZADEH> not here... can't wait tho! :)

<[Jerry] QUALITY> New II Alive mailed the 7th so it's on the way.

<[Auri Man] A.RAHIMZADEH> awesome!

\*\* <[Jerry] QUALITY> has left.

<A2.GENA> I suppose this concludes the formal part of the meeting :) I'm going to TRY to get Brian for January - Internetting

[EOA]

[MOO]////////////////////////////////////

CowTOONS! /

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Beef Futures

\*\*\*\*\*

by Mike White

[MWHITE]



of `_GS+ Magazine_` fame, and is distributed by WestCode Software.

TRUETYPE TECHNOLOGY    A little over a year ago, many Apple II computer  
"\*\*\*\*\*"                users were surprised and pleased to find when  
TrueType technology arrived for the Apple IIgs. With the introduction of  
Pointless, Apple IIgs owners could use scalable fonts with many most  
popular software packages.

TrueType fonts are available from a variety of sources. They only  
limitation to the number of typefaces available from Pointless is the disk  
space that a person is willing to allow his font collection to eat up.  
Once the typeface definition exists and is visible to Pointless, the  
software can generate a font in any size (point) that the user wants. You  
can probably guess that many people find themselves with more fonts than  
they know what to do with.

When WestCode Software updated their Pointless package this year,  
they made many significant improvements. Some improvements will allow a  
user to have even more typefaces available. The trade-off is that it can  
be confusing to find all your typefaces and to remember what they look  
like. It is at this point that TypeSet enters the picture.

PROGRAM DESCRIPTION    TypeSet claims to be a tool that will let you do  
"\*\*\*\*\*"                three things:

- 1) You can see a sample of each typeface in the pull-down Font menu.
- 2) You can choose which of the typefaces will be available from  
pull-down Font menus.
- 3) You can print four types of reports to a printer or the screen.

TypeSet can be installed using the Apple Computer's Installer program  
with scripts written for that specific purpose. The first item that the  
installation process requires is the name of the user. The original can  
then be copied -- there is no copy protection -- and used to install the  
TypeSet program on a hard drive or on your favorite floppy system disks.  
You can also simply take the appropriate file (that's right... only one!)  
and put it in the System folder of your boot hard drive. If you gather  
from this that installation is a snap, then I have described the process  
correctly.

The TypeSet software works as a New Desk Accessory (NDA). This type  
of program is available under the Apple pull-down menu within any standard  
desktop program. From here, the software can set up and change the way  
that other software gets information about the Font pull-down menu.

When you select the TypeSet NDA, you are presented with a number of  
choices concerning how the Font menu appears under desktop programs. A  
button is also available that will take you to the report menu for other  
choices. When you have made your selections, the TypeSet NDA can be closed  
and put away until the next time that you want to customize the Font menu  
look.

Under the title of "Settings" you are given the option of whether or  
not you want What-You-See-Is-What-You-Get (WYSIWYG) Font menus. You may  
also choose the size of the typefaces displayed. Another nice feature on  
this page is the ability to change the keyboard selection sequence to your

own preference.

The main feature of TypeSet is available on the main page. You are given the opportunity to create and manage typeface "Sets" that can be selected on the fly. A set consists of any number of typefaces that have been previously established under Pointless. Any typeface that Pointless knows about is available; however, you can select which typefaces are shown as a Font menu selectable item. Any number of sets can be created and the set membership is available for editing on the first page. When you make a set active on this page, then only those typefaces are shown on Font pull-down menus until you change the set.

One of my favorite features of the TypeSet package is the ability to print typeface reports. Four different reports are available: All characters, key equivalents, various sizes (same typeface), and line samples (multiple typefaces). The first three reports are meant to display important information about any single typeface. The final report is meant to be used for giving examples of many different typefaces in a small space. About eight typefaces are shown per page on the line sample report. These reports can be shown on the screen or sent to the printer using your favorite print driver. This NDA, in conjunction with Harmonie or Independence, provides fantastic reports on an HP IIP compatible laser printer.

PROGRAM PERFORMANCE    The first and last thing that hits me about this  
 "\*\*\*\*\*"                    package can be summed up in one word: speed.  
 TypeSet is too slow.    I do not mean just a little pokey; I mean that you  
 can eat a heavy snack during some of the operations available in TypeSet...  
 even on my system, which has a 8 MHz Zip card and a RamFast SCSI  
 controller.

My major reason for buying the software was the promise of the ability to handle many TrueType typefaces without having to go into Pointless to change what was available. I wanted to be able to create sets and use those sets to limit the typefaces shown on my menus.

TypeSet seems to slow down in direct response to the typefaces that have been defined under Pointless. Therefore, the very reason that I bought the package turns out to be its weakest point. WestCode indicates that TypeSet is the perfect solution for managing large typeface selection situations. I have to disagree.

The problem is not even limited to using the TypeSet NDA. Because TypeSet is active whenever a desktop program is executing, some unexpected delays quickly become apparent. Every time you start a new desktop program with a Font pull-down menu, TypeSet sets up the list of typefaces that will appear on that menu. During the initial setup time (i.e. before the menu titles appear at the top of the page), there is an extended delay while the Font menus are created. This was an unexpected event! I have put together some typeface sets that caused the Finder to take an extra two minutes to start up. (It may be that this is due to slowness of the system software's List Manager. However, this is only my personal theory.)

Another area that relates to overall speed concerns the Font menu using WYSIWYG names. It takes a long time to move through the menu in this mode. This happens because Pointless has to create the typeface on the fly -- TypeSet's manual even suggests a way to speed this up. You must create a fixed point size font for each TrueType file that you list on a menu.

This alternative takes up about 10-25 extra blocks for each typeface. It can take more than 30 seconds to display a 20 item typeface menu.

During testing, TypeSet proved to be unstable; a serious concern. By this, I mean that I have had the software crash a number of times while trying to create sets, change sets, create reports or print reports. I have never had a problem with stability in connection with the WYSIWYG Font menu. The only pattern that I can glean from my testing indicates that the more typefaces available from the Pointless setup, the more likely that I am to crash the system. This "feature", combined with the speed problems that I have listed, have made for some slow and frustrating evenings using TypeSet.

My last concern may be related to the system crashing -- I cannot honestly rule out that possibility; however, it seems to me to be a different problem: I have had set definitions disappear from one session to another. I will have created a set that has a few of the typefaces for use with a particular type of program. Once I go to another desktop program and reenter TypeSet, the set definition is gone. This tends to serve as yet another area of frustration.

I do not want to leave this review without listing one of the outstanding features of this package. The typeface reports are an outstanding facet of the TypeSet NDA. It is extremely nice to be able to choose a list of typefaces and have TypeSet print out a group of professional-looking reports; however, I have found a few areas of instability in this area also. There have been times -- though relatively few -- when the system will crash while printing reports. On the whole, this is the strongest feature of TypeSet in its current state.

RECOMMENDATION I cannot really recommend the purchase of TypeSet at this time. I feel that additional testing is needed to iron out some of the problems that I experienced. I also think that the program needs to be significantly speeded up.

The only reason that I would recommend TypeSet at this time is for its reports feature. However, this is an expensive way to handle that task. Even when the software is used exclusively for reports, the speed problems will still be a concern. Most people will want to wait and see what WestCode Software does to address these problems. With some fixes for the most serious defects, I should be able to recommend this software at some point in the future. Until then, I will use Pointless to manage my typeface selection.

[\*][\*][\*]

Darrel Raines is an electrical engineer who works during the day as a contractor to NASA building simulations. During the evenings, he plays with his Apple IIgs computer and writes articles like this.

[EOA]  
[PRO]////////////////////////////////////  
PROFILES /  
////////////////////////////////////  
Who's Who In Apple II  
\*\*\*\*\*  
By Tara Dillinger

[TARA]

>>> WHO'S WHO? <<<  
\*\*\*\*\*

~ GENieLamp Profile: Randy Brandt ~

GENieLamp> Randy Brandt is the programming wizard behind AppleWorks 4  
\*\*\*\*\* by Quality Computers, and he has his own software company  
called JEM Software. He was one of the people that worked on AppleWorks  
3.0 and also worked for Beagle Bros.

Well, Randy, let's start from the beginning... where were you born  
and where did you grow up?

BRANDT> I was born in Morris, Manitoba and grew up in Kamsack,  
\*\*\*\*\* Saskatchewan and Kola, Manitoba. Kola had a population of 80 (7  
in my family). Kamsack was [named for] an Indian chief. My parents are  
back in Kamsack. I have a sister in Phoenix and the rest are in Canada.

GENieLamp> What is your educational background?  
\*\*\*\*\*

BRANDT> I have a degree in Sec Ed/English from Christian Heritage College  
\*\*\*\*\* in San Diego. Circa 1983.

GENieLamp> What had you originally planned to do with your life?  
\*\*\*\*\*

BRANDT> End it. Just kidding. I was going to be a scientist.  
\*\*\*\*\*

GENieLamp> In what field?  
\*\*\*\*\*

BRANDT> I went to CHC as a Biology major. I dropped that after an "A" in  
\*\*\*\*\* Genetics. I loved the theory, but hated the lab work. My virgin  
female fruit flies kept multiplying.

GENieLamp> How and when did you get started with computers?  
\*\*\*\*\*

BRANDT> I started with computers in college. In 1980 my school,  
\*\*\*\*\* Christian Heritage College, got an Apple II, and I started  
hacking. My first program was a grading package for my girlfriend Joanna.  
She is now my wife and pregnant with kids #4 and 5.

GENieLamp> That first program must have impressed her, then! :)  
\*\*\*\*\*

BRANDT> Joanna wasn't impressed until I started making some money.  
\*\*\*\*\*

GENieLamp> What was your first programming job, and when was that?  
\*\*\*\*\*

BRANDT> Beagle hired me in 1984.  
\*\*\*\*\*

GENieLamp> What have you directly worked on for Beagle Bros?  
\*\*\*\*\*

BRANDT> My Beagle products were ProByter (a disk zap package) and  
\*\*\*\*\* Extra K, doing docs and a bit of software. Then I wrote Big U,  
followed by numerous others from MiniPix to MacroWorks.

GENieLamp> What was it like to work at Beagle Bros?  
\*\*\*\*\*

BRANDT> Working at Beagle was great, although I was only there a month or  
\*\*\*\*\* so, since I actually have worked at home for the last 8.5 years.  
It was great at Beagle Bros because Bert Kersey is hilarious and everyone  
got along. Bert was always pulling pranks, making phony ads, etc. He's  
just a funny person.

His house had a trapdoor-looking pattern at the front door, with a  
sign that said "Press doorbell once for trapdoor, twice to ring." At  
Hallowe'en he had a battery-powered hand clawing at the window.

GENieLamp> Who did you work with there?  
\*\*\*\*\*

BRANDT> I worked with Mark de Jong, Mark Simonsen and Alan Bird. Later,  
\*\*\*\*\* in the Simonsen era, I worked with Mark Munz, Matt Reimer and  
Dan Verkade. We used to get together every Friday for lunch since we all  
worked at home.

GENieLamp> No office to go to?  
\*\*\*\*\*

BRANDT> None of us wanted to go to the office to work.  
\*\*\*\*\*

GENieLamp> Tell us about each of your co-workers.  
\*\*\*\*\*

BRANDT> Alan is the genius. He's the only one with as many kids as I  
\*\*\*\*\* have. Mark Simonsen is a good guy as well, and a very good  
programmer, especially with graphics and printers. Mark de Jong didn't  
program as much, but he loved messing with little SuperMacroWorks  
programs, and even did a text-based game and paint program. Dan was a good  
friend of mine before Beagle days, and I got him hooked up with Beagle.  
Matt was a high school student and I met him while subbing his chemistry  
class. Years later we found out his grandfather and mine had been buddies  
in Canada in the 1930s. All the more amazing is that we met in San Diego.

GENieLamp> You taught chemistry?  
\*\*\*\*\*

BRANDT> I subbed chemistry. I taught English, Geometry, History, Math  
\*\*\*\*\* and Comp Sci.

GENieLamp> For how long did you teach?  
\*\*\*\*\*

BRANDT> I student-taught a semester, then I taught a year, then I did  
\*\*\*\*\* some subbing. Computers were my love and I couldn't land the  
comp sci job at my school, so I left.

Rob Renstrom is another Beagle friend. He wrote PowerPrint and TimeOut  
Graph and now owns WestCode. John Obberick of WestCode and Jon Simonsen  
are also Beagle friends.

GENieLamp> I didn't realize that an ex-Beagle Bros alumni owns WestCode.  
\*\*\*\*\*

BRANDT> Yes, John and Rob started out at Beagle.  
\*\*\*\*\*

GENieLamp> How much were you involved with the AppleWorks 3.0 project for

\*\*\*\*\* Claris?

BRANDT> AppleWorks 3.0 was developed by Alan Bird, Rob Renstrom and I. I  
\*\*\*\*\* did a lot of design and my share of programming.

GENieLamp> How did Claris approach you guys with this?  
\*\*\*\*\*

BRANDT> Claris contacted Mark and said it was between us and Pinpoint.  
\*\*\*\*\* After lengthy acrimonious negotiations, the lawyers made a deal.

GENieLamp> Was it a difficult project?  
\*\*\*\*\*

BRANDT> Hard to say. It had tough times and easy times, but was weird  
\*\*\*\*\* because we were used to doing our own thing. AppleWorks 4 was  
easier in that I had complete control, but harder because of the added  
responsibility and pressure. However, Claris wasn't paying us much so the  
motivation was lower: we got a flat fee. With AppleWorks 4 I get a  
royalty. AppleWorks 3.0 is basically the only non-royalty project I've  
done since 1985.

GENieLamp> When did you start your own company?  
\*\*\*\*\*

BRANDT> I started JEM Software before my Beagle days, back in January  
\*\*\*\*\* of 1984. My first products included Commodore 64 hardware and  
my grading package. I came up with name in college using Joanna's  
initials. I told her it might get somewhere someday, but she just laughed.

GENieLamp> How has having your own company been for you?  
\*\*\*\*\*

BRANDT> JEM has been fun, but I'm really doing everything through  
\*\*\*\*\* Quality now, except for one MS-DOS program.

GENieLamp> So is JEM defunct now?  
\*\*\*\*\*

BRANDT> No, it's been around since 1984, just not very active at the  
\*\*\*\*\* moment. To me, I am JEM Software, so everything I do is JEM.  
I don't have plans for any JEM-published products at the moment.

GENieLamp> What are some of the products that you have at JEM Software?  
\*\*\*\*\* Or had?

BRANDT> My MS-DOS package is called the Volunteer Management System.  
\*\*\*\*\* Past products included TotalControl, DoubleData, PathFinder, Mr.  
Invoice, Late Nite Patches, DB Pix and probably a few I've forgotten.  
Outliner and Ultra 4 were originally JEM products. OmniPrint is another.

GENieLamp> JEM has been doing okay, then?  
\*\*\*\*\*

BRANDT> Well, we've been busy. That doesn't always mean there are  
\*\*\*\*\* revenues. However, I'm supporting a big family on Apple II  
income.

GENieLamp> That's pretty amazing in itself! :)  
\*\*\*\*\*

BRANDT> My wife hasn't worked outside of the home since 1985.  
\*\*\*\*\*

GENieLamp> Anything that you haven't done that you'd like to try?

\*\*\*\*\*

BRANDT> Anything I'd like to try? Good question. Skydiving looks  
\*\*\*\*\* interesting, but I have 5 kids now... I love playing hockey, so  
I'll stick with that. I'd like to travel to Europe someday.

GENieLamp> Which brings up the next question.... You seem to be a very  
\*\*\*\*\* competitive person. Why is that? Do you think that helps or  
hinders you personally and professionally?

BRANDT> I am competitive. I guess part of it is because I was a little  
\*\*\*\*\* wimp all my life. I started high school as a 4'11" 85 pounder  
who had just turned 13. Now I'm a 5'10" 155 pound brute! :)

I never shied away from the hitting in hockey and football, but I was  
always small, wore glasses, and was called "runt" or "professor." Maybe I  
decided to make up for it.

I always loved sports, so maybe that made me competitive, or maybe I  
loved sports because I'm competitive. Hey, is this a therapy session?

GENieLamp> What, besides computers and hockey, do you do?  
\*\*\*\*\*

BRANDT> I play church league softball. I play with my kids. I teach an  
\*\*\*\*\* adult Sunday School class in my church. I read a lot. I mess  
with computers a bit.

GENieLamp> Fill us in a little on the background of the AppleWorks 4.  
\*\*\*\*\* How were you approached about this?

BRANDT> I wasn't. I approached Joe [Gleason, president of Quality  
\*\*\*\*\* Computers].

GENieLamp> How did that go?  
\*\*\*\*\*

BRANDT> Well, he had approached me to work with Quality, then I proposed  
\*\*\*\*\* AppleWorks 4. He liked it. We did it. Claris was a pain, but  
they finally came to an agreement.

GENieLamp> Who else worked with you?  
\*\*\*\*\*

BRANDT> Dan Verkade, the author of ReportWriter and DoubleData. He was  
\*\*\*\*\* an accountant when I met him.

GENieLamp> Do you two have a good working relationship?  
\*\*\*\*\*

BRANDT> Very good. He's one of my best friends. Dan is the nicest guy  
\*\*\*\*\* you could meet.

GENieLamp> Was it a difficult project?  
\*\*\*\*\*

BRANDT> Yes. It still is. But I liked it (old man voice).  
\*\*\*\*\*

GENieLamp> How do you like working with Quality Computers vs Claris?  
\*\*\*\*\*

BRANDT> No comparison. Claris was a pain. For example, I put in a  
\*\*\*\*\* spelling dictionary option so users could set the location, but  
they said that was confusing and made me remove it. Then users accused me

of leaving it out so I could sell SpellCopy (another JEM product).

GENieLamp> Really?  
\*\*\*\*\*

BRANDT> Really. I had total control of AppleWorks 4 since I was the  
\*\*\*\*\* project manager.

GENieLamp> And you like having total control?  
\*\*\*\*\*

BRANDT> YES. I'M POWER MAD! I HAVE A NAPOLEONIC COMPLEX!!!!  
\*\*\*\*\*

GENieLamp> Is the current version of AppleWorks 4 a stable, bug-free  
\*\*\*\*\* program?

BRANDT> AppleWorks 4.0 isn't stable. AppleWorks 4.01 is. Debugging is  
\*\*\*\*\* torture! There are bugs in every big piece of software on every  
platform. There are a few in 4.01, but nothing too scary yet.

GENieLamp> What did you use as a development system for AppleWorks 4?  
\*\*\*\*\*

BRANDT> I used a Centris 610 to develop AppleWorks 4. I use MPW with the  
\*\*\*\*\* IIgs assembler connected to my IIgs via AppleShare.

GENieLamp> Can you let us know ordering information and prices for  
\*\*\*\*\* AppleWorks 4?

BRANDT> Call 1-800-777-3642 (810-774-7200 if not in the US/Canada),  
\*\*\*\*\* or send your order to Quality Computers, 20200 Nine Mile Rd.,  
P.O. Box 665, St. Clair Shores, MI 48080. Prices: \$79.95 for an upgrade  
from AppleWorks 3.0, \$99.95 from AppleWorks 2.x, or \$119.95 from 1.x.

GENieLamp> Are you working on AppleWorks 5?  
\*\*\*\*\*

BRANDT> AppleWorks 5 is not being worked on. It might [be] some day.  
\*\*\*\*\*

[EOA]  
[TEC]////////////////////////////////////  
TECH TALK /  
////////////////////////////////////

Apple II Hybrids  
\*\*\*\*\*

By Jay Curtis  
[J.CURTIS8]

>>> THE APPLE II AND MS-DOS <<<  
\*\*\*\*\*

Gregg Keizer may have said it best in a 1991 inCider/A+ article about the Macintosh LC: "The best bridge is one you can't see."<sup>(1)</sup> An ideal AppleII hybrid would be one that allowed the user simply to stick a foreign operating system's disk into a disk drive, open the directory and either perform file maintenance or launch programs by clicking icons or by highlighting menu items.

Many Apple II owners have discovered that something close to that ideal is possible on a Apple IIgs equipped with a PC Transporter. Until

recently, owning an Apple IIe or IIgs with Applied Engineering's PCT card was more like owning two computers inside one box, rather than one integrated machine. Except for Applied's excellent file transfer utility -- which runs only on the PC side -- there just wasn't much communication between the PCT and the Apple II. The advertisements that introduced the PCT card in 1988 claimed, "With PC Transporter, MS-DOS programs see your Apple hardware as IBM hardware. You can use the same hardware you have now."(2) While truthful, many claims made in Applied's ads could be somewhat misleading. Users have often found that owning a PC Transporter provided less convenience and integration than they imagined.

To be certain, the PC Transporter can (and did) make use of Apple II peripherals. For example, users can store MS-DOS files on standard ProDOS devices and on the PCT's own (MS-DOS) "Transdrives." Similarly, ProDOS files can be stored on the Transdrives as well. However, both kinds of data storage are nonstandard, and users have found that these nonstandard disks cannot be read in disk drives on other machines. Users have also discovered that MS-DOS files, even those stored on ProDOS devices, were inaccessible in Apple II mode. Additionally, ProDOS files that had been stored on the PCT's Transdrives, could only be read in those drives and not in standard ProDOS drives.

Despite these limitations, a PCT card can also offer certain advantages. For example, all 768 kilobytes of the PCT's RAM can be made available to an Apple IIe or IIgs as a RAMdisk in ProDOS mode. With Applied Engineering's special ProDOS software, the PCT's RAMdisk can be used as expanded desktop for programs like AppleWorks. Additionally, PCT users fortunate enough to own a PCT Transdrive system have found that they can store up to 360K of ProDOS data on a single 5.25 floppy disk, a much nicer alternative to the 143K available on standard Apple 5.25 floppy drives.

An Apple IIe equipped with a PCT card and Transdrive system, remains a formidable tool. Besides it's MS-DOS capability, it has nearly 1MB of RAM available in ProDOS mode. With the additional disk drive storage available through the PCT's Transdrives, all of AppleWorks can be run from a single 5.25 or 720K floppy. Add in Mac file transfer programs for the Apple II such as HFS Link, plus similar Mac file transfer programs for MS-DOS (available from GENIE), which will run on the PCT side, and an Apple IIe shares files with both Macintosh and MS-DOS systems with ease. Today's Apple IIe, running with AppleWorks 4.0, a PCT card, and MS-DOS 5.0 can keep up with the best of them.

**FILE TRANSFER** In recent months, the Apple IIgs has received a major boost "\*\*\*\*\*" as a "GS/PC" through the development of GS/OS System 6.0.1's MS-DOS file system translator. To make use of this FST, however, you need at least one of the following: a Floptical disk drive, a Superdrive, or a PC Transporter card. With the right equipment, the FST opens and displays MS-DOS volumes right on the GS desktop in the same way that it can open and display any standard GS/OS or ProDOS volume.

With the FST, you can copy files from MS-DOS volumes and subdirectories to ProDOS volumes and subdirectories by dragging and dropping icons -- in the same way that you can copy files between ProDOS, GS/OS and HFS volumes. You can also open and display MS-DOS text files on the GS desktop with utilities like ShadowWrite or Teach, simply by clicking their icons. You can modify these files like any text file and save them back to ProDOS. Besides being able to work with standard MS-DOS

diskettes, the FST can also open and display those special PC Transporter MS-DOS floppy disk volumes that have been created on standard ProDOS drives.

There are, however, some limitations. Using the FST you cannot, for example, copy ProDOS files to MS-DOS volumes or delete MS-DOS files from MS-DOS volumes. The FST is a read-only translator. Additionally, the FST won't recognize PC Transporter hard drive volumes. The FST does not have a complete icon set and will not identify most file types under the "Icon Info" menu bar selection. Blank page icons for unknown file types, text icons, and directory folders are all that appear to be available. Fortunately, MS-DOS filename conventions takes care of part of this problem -- the three-character filename extension can help signal the contents of a file.

Further refinement is called for. An ideal FST should have its own set of icons for most of the important MS-DOS file types. COM, BAT, and EXE, for example, are among those which need their own icons. The FST should be able to open and display hard drive volumes on the desktop, and it should be able to perform some basic file maintenance (i.e. copy, move, delete) upon MS-DOS files. Such an FST should permit both reading and writing. In view of the fact that Apple has discontinued the Apple IIe and IIgs including plans for the Ethernet card, it seems most unlikely that any refinements of the MS-DOS FST will be produced by the Apple II development team. That task will be left to Apple II enthusiasts who have the necessary programming skills to finish Apple's work.

If a full read/write desktop FST is ever developed for GS/OS, it seems probable that the FST will be created as a system extension, NDA, or separate utility program, rather than being fully integrated into the GS desktop. Hugh McKay, an Apple II programmer who had an MS-DOS copy program available for the IIgs before Apple's team had released their own FST, is one likely candidate to write a full set of MS-DOS desktop utilities for the IIgs. You can download Hugh's MS-DOS file copy program from the GENIE A2 Library (file #20669: MSDOS12.BXY). Another likely candidate is Australian Peter Watson. In fact, Watson already has a nearly full set of MS-DOS utilities which run under GS/OS (file #21414: MSDOSUTILS.BXY).

Watson's utilities were written as a set of integrated executable files that will run under a GS desktop shell such as ProSEL-16, or under Watson's own minishell which he has named, appropriately enough, COMMAND.COM. The utilities use the text screen display rather than the GS desktop. These 16-bit utilities will not run under ProSel-8 or as 8-bit ProDOS utilities -- bad news for IIe owners.

Watson's utilities are good news, however, for PCT-equipped AppleIIgs owners. The utility's shell program can be launched from the GS desktop like any ProDOS system file. The utilities can poll all IIgs devices online, searching for MS-DOS capable volumes. They can display files in any MS-DOS volume, including PC Transporter hard drive volumes. Watson's command-line display is nearly identical to the MS-DOS command line display. When the directory command "MDIR" is typed, the standard MS-DOS header with MS-DOS drive designation, serial number, and directory are displayed first, followed by a list of files for the directory by file name and attribute, number of bytes, date and time -- just like MS-DOS. The only difference for diehard MS-DOS users is that the Apple II's standard text screen characters do not greatly resemble the funky MS-DOS font.

The program's command-line syntax is a bit difficult for the beginner, but online help is available for all commands. The user has a definite sense that this is a transitional interface between MS-DOS and ProDOS. The syntax is MS-DOS-like syntax. Command capabilities include format, copy, delete, directory display, rename and type. The most obvious advantage to this program is that the user has considerable control over MS-DOS volumes and files without leaving ProDOS. The program offers more control than that given by the GS/OS FST.

Watson claims that he wants to add "make directory" and "remove directory" commands plus an "undelete" command and a "read-only version" of FDISK, which would provide hard disk partition information. He also says, "I want to make this a full desktop interface program -- Real Soon Now!" As they stand right now, the utilities are solid and, at \$15 for the shareware fee, they are a real bargain.

PROGRAM LAUNCHING Applied Engineering improved on its software for the "PC Transporter" since its introduction. One upgrade provided a BASIC utility called PC.LAUNCHER. This utility creates task files that allow the user to directly launch any MS-DOS program from GS/OS or ProDOS. On the Apple II side, each task file can be given names like "DBase.IV," "MicroSoft.Works" "ProCOMM.Plus," or whatever applies. The user simply double clicks icons for each of these files in GS/OS and the corresponding MS-DOS programs are launched. The task files can be installed anywhere on your hard drive, or you can create aliases of them under 6.0.1 and place them in a launching menu right alongside ProDOS or GS/OS applications.

Apple IIe users with PCTs are also able to take advantage of this launching capability. Because the task files are ProDOS files, they can be run from any 8-bit ProDOS launcher or desktop management program, such as Byrd's Better Bye, Sneeze, or Copy II+. MS-DOS programs are launched like any ProDOS program, by simply highlighting the selected file and hitting <Return>. Because I use both AppleWorks classic and Microsoft Works, I have Applied Engineering's MS-DOS File Translation program patched to my AppleWorks TimeOut Program Selector with a PC.LAUNCHER task file. This allows me to access the PCT's file translation program from within AppleWorks, translate files directly into AppleWorks format from MS-DOS, and then return directly to AppleWorks and call up the files. Of course, I can also move things the other way (from AppleWorks to Microsoft Works) when needed.

Launching an MS-DOS program occurs almost as smoothly as launching an 8-bit ProDOS program from GS/OS. The only difference is that (in contrast to the GS's "One moment please...") the "PC Transporter" announcement screen is flashed briefly on the screen, and then the traditional DOS memory counter runs before the selected program itself is run. If you're running MS-DOS from a hard drive with RamFAST interface, the time to load MS-DOS is, subjectively, little more than it takes to run a ProDOS session from GS/OS. If you're booting into MS-DOS from other devices (such as a 3.5" disk, much slower than the average hard drive), the wait will be longer. Through use of another executable file on the MS-DOS side of things, PCT.QUIT, it is also possible to quit back to the IIgs or IIe desktop by simply typing BYE at the MS-DOS prompt.

While running MS-DOS, IIgs users will especially like the fact that the IIgs control panel and all Classic Desk Accessories are always



ANSITerm 2.1 has just started shipping. It's an update to Paul Parkhurst's ANSITerm 2.0 with a lot of added features.

And, of course, the long-awaited update to the very popular AppleWorks 3.0, Appleworks 4.0 is now shipping. December's meeting featured Jerry Kindall who told us all about AW4.0, and the cool updates it has!

DECEMBER'S FEATURE Jerry Kindall of Quality Computers was our featured  
"\*\*\*\*\*" guest at the December meeting of the WWUG. He gave us a very thorough look-see at AW4.0 - and told us of it's many new features. I'll give you a brief outline here.

AW4.0 incorporates many of the time-outs that now have to be manually patched into AW3.0, including TotalControl, which gives you the ability to pull data from several databases and/or spreadsheets for a report. Time-Out Paint and Time-Out Filemaster are two more TO's that have been incorporated into the AW4.0 package. These TO features will be accessed from the "Other" menu rather than the open-apple-control-escape method used now.

Most of the external Time-Out features will be compatible with AW4.0, and some that are not, will be able to be updated by the included Updater. The rest will soon be made compatible.

There is also the added feature that allows you to use formulas in databases, and will increase the number of categories to 60, up from the 30 now. This is a very handy tool for those who must use databases, in lieu of spreadhseets for number-crunching, particularly if they have to pull out specific peoples, places or things...when making a final report!

Another neat feature will be in the Word Processor. It's called Glossary, and will allow you to merge letters individually from any database of names/addresses...rather than having to tweak the database, when you want to send only one or two letters out, as you do now!

Jerry also told us that an update to AppleWorks GS was in the offing.

For ordering AW4.0, here are the prices:

|                 |          |
|-----------------|----------|
| *****           |          |
| Update from 3.0 | \$79.95  |
| Update from 2.0 | \$99.95  |
| Original        | \$179.95 |

NEWS FROM THE A2 LIBRARY There are several excellent files in the  
"\*\*\*\*\*" library that I'll recap here, but there are thousands of files available...and all are good!

File #21778 is the December DOM - loaded with goodies.

File #21740 is called AutoTrash - wherein your trash will automatically be dumped, when you drag it into the trashcan. No more having to hit OA-T to do that! But, be careful!

File #21728 File Passage - a great little GS utility program.

File #11631 BGSound - plays music in the background - even in 8-bit programs (like ProTERM), as it is a CDA

NEWS FROM A2 What's new? New files, new faces and much valuable
information for the users of Apple II's! We are the best
online support for Apple II's of all the commercial online services! Come
visit us - we're on page 645 and have a bulletin board chock full of
informative stuff, a library with over 21,000 files, and nightly RTC's for
you to come in and either just talk or ask questions about any problems
you're having. See ya there!

[EOA]

[AII]////////////////////////////////////

APPLE II /

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Apple II History, Part 19a

\*\*\*\*\*

By Steven Weyhrich

[S.WEYHRICH]

>>> APPLE II HISTORY <<<

\*\*\*\*\*

Compiled and written by Steven Weyhrich

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(PART 19a -- APPLEWORKS)

[v1.3 :: 10 Dec 93]

INTRODUCTION With all the news recently about the latest version of
AppleWorks, it seems appropriate to reach the part of the
History that deals with this long-lived and popular program. In this part
we will deal with the earlier incarnations of the program, and discuss some
of the enhancements made to it in the past.

APPLEWORKS There is one program in the Apple II world that has not only
showed amazing staying power in a world where this year's
software hit is next year's yawn, but has also gone on to spawn a number
of software companies and magazines that do nothing but sell products for
it. That program is AppleWorks. Originally released in 1984 by Apple
Computer, it has gone on to become one of the best selling computer
programs of all time, on ANY computer. Although few seem to mention the
influence it has had, it is evident in the number of computer programs that
have come out for the IBM and Macintosh that have the "Works" name on them
(Microsoft Works, ClarisWorks, Beagle Works, and others). AppleWorks was
one of the first "integrated" software packages, preceded on the Apple II
only by The Incredible Jack (published by Business Solutions in 1983; this
program ran under DOS 3.3). It put modules that performed word processing,
database management, and spreadsheet calculations into a single
environment, using similar commands in each module. Previous software
programs specialized for each of those jobs had their own unique keyboard
commands that were often very different from each other. If you went from
Apple Writer to VisiCalc, or from VisiCalc to DB Master, you had to learn a
completely different method of controlling the program. Furthermore, the
data files created by those programs were usually not compatible with each
other, making it difficult and awkward to move information directly from
one program to another. AppleWorks not only created a continuity between
these modules, but went a step beyond in allowing them to share data with
each other via a space of memory called a "clipboard". This clipboard was
part of a larger memory area called a "desktop", which could hold data for
up to twelve different files at the same time, which made data sharing even
more convenient.

AppleWorks was written by Rupert Lissner (who later changed his first name to "Robert".<1>) Its earliest incarnation was in another product sold by Apple, called QuickFile. QuickFile was an Apple III database program written in Pascal. It was flexible and easy to use, and Apple agreed to market it for Lissner in 1980. It was later translated into a version for the Apple IIe (also in Pascal) called QuickFile IIe. As a database program it was flexible and powerful, but somewhat slow due to the inherent limitations of the UCSD Pascal system that Apple favored at the time.

After seeing the Office System on the Lisa computer, Lissner conceived the idea of a single program that would put word processing, database, and spreadsheet capabilities together, and run on an Apple II. It was originally called "Apple Pie", and he began work on it in 1982. Lissner took two years to complete his program, and did it entirely in assembly language to achieve better speed. He wrote versions of the program to work on both the Apple II and Apple III computers, making use of the same filetypes and data structures. Apple Pie files created on an Apple II could be used on an Apple III, and vice-versa.

Apple decided to market the Apple II version themselves, and called it "AppleWorks". Lissner was left with the rights to the Apple III version. He sold those rights to Haba Systems, who brought it out under the name, "/// E-Z Pieces". That program continued to be compatible with the AppleII version up until Claris (the software company formed by Apple in 1987) upgraded the Apple II AppleWorks to version 3.0 in 1989.

A STAR IS BORN When it was finally released, AppleWorks was one of the most comprehensive programs ever written for the Apple II. Although neither of the three modules were significantly more powerful than other standalone programs, they had enough power for the average computer user to do what was needed. The memory management system was the extremely flexible, eventually being able to handle not only the basic 128K on a IIe or IIc, but also several different types of memory cards used on those computers and on the IIgs. Far larger than the memory of the 64K Apple IIe on which it would run (as a minimum memory configuration), the program was smart enough to swap in or out from disk the parts it needed to carry out its various functions. Considering that it would run on a computer whose microprocessor could address only 64K of memory at one time, the power achieved by this program is remarkable. There are few other software packages ever released that have as smoothly and seamlessly made up to two megabytes of memory on an 8-bit computer appear to be one contiguous space.

AppleWorks' user interface was designed with menu bars, rather than the older command line interface (such as the one used in Applesoft, Integer BASIC, and the Monitor). Apple's own researchers had put human subjects in front of a computer keyboard to learn what was easiest to use. They designed an interface that was based on using arrow keys to move a cursor (or "bar") to different choices in a list, and then using the return key to make the selection. They also came up with the concept of the "desktop" (represented in text rather than in graphics as on the Lisa and Macintosh), and a "clipboard" for transferring data between files. Apple shared this information with Lissner, and he went on to use it in his program design.<2>

APPLE'S "PROMOTION" OF APPLEWORKS The marketing decisions made concerning AppleWorks have not been very clear to the outside observer over the years. At the time that AppleWorks was ready

for release there was a considerable amount of company money and time being spent in trying to make the Macintosh sell in the computer marketplace. Those who had the most influence at Apple were not very interested in a "simple" text-based program, when the Mac and its graphic interface was the "cutting edge" in technology. Those people believed that the Mac represented the future of Apple, and were not interested in wasting time with old Apple II technology in any form.

Another problem was Apple's past record in selling software. Tom Weishaar made these comments in the November 1987 issue of Open-Apple:

"...Apple was trying very hard to get the big MS-DOS developers to work with the Macintosh. One of the reasons these developers gave for their reluctance to work on the Mac was their fear that Apple itself would compete with them -- Apple, obviously, had tremendous advantages in terms of distribution and access to inside information. Apple had a reputation for developing applications software for its machines that would kill the market for similar software -- Apple Writer (which was at the top of the Apple II software charts at the time) and a complete set of applications software for the Lisa being major examples. Powerful voices inside Apple wanted the company to get out of the applications software business."<3>

However, despite the concern about Apple selling AppleWorks, the decision was eventually made.

"Apple's punishment for its indiscretion was immediate -- within six weeks its illegitimate child sat at the top of the Apple II best-seller list. AppleWorks achieved this without the benefits of a mother's love -- it succeeded in spite of, not because of, Apple's meager marketing efforts in its behalf. Since AppleWorks was released, for example, Apple has run 26 pages of ads in A+ magazine. The word 'AppleWorks' appears in those ads exactly zero times. Four of the ads show screen shots of AppleWorks ... the Apple IIgs ad in the September 1987 A+ [shows a screen shot of] AppleWorks ... in the gutter between the pages and is the only one of the 23 programs shown that isn't mentioned by name. This is typical of the treatment Apple's bastard child gets from its mother. [Del] Yocam, [Apple's Executive Vice-President in 1987], didn't mention it or Lissner in his birthday speech [at the 1987 AppleFest, celebrating the tenth anniversary of the Apple II], and John Sculley, Apple's president, doesn't mention it or Lissner in his ... book, Odyssey."<3>

When it first appeared on the market, AppleWorks STARTED at number 2 on Softalk's top thirty list. It moved to the number one spot in Apple sales by the following month, and stayed there for a LONG time. By the end of 1984, AppleWorks had moved into the number one spot in monthly retail software sales for ALL computers, overtaking the MS-DOS best-seller Lotus 1-2-3 (a spreadsheet program with graphics and rudimentary word processing capabilities). Some reports estimate that it was selling thirty to forty thousand copies per month at one time.<10> But since it was not their beloved Macintosh that put an Apple program into first place, corporate Apple ignored the milestone. Since that time, though no longer in first place, AppleWorks has continued to do very well, despite an absence of advertising on the part of Apple, and minimal advertising on the part of Claris.<3>

APPLEWORKS REVISIONS     The first change to AppleWorks came with the  
"\*\*\*\*\*"                 released of version 1.1 in 1985, which was a  
modification to help overcome problems with non-Apple printers and

interface cards. Later that year version 1.2 came out with the ability to use more easily even more of this non-Apple hardware. Both relatively minor updates were made available free of charge to existing owners of the program.

Version 1.3 of AppleWorks came out in early 1986 for a \$20 update fee. It provided a bit more functionality for those users who had larger capacity disk drives. Specifically, it better supported the new UniDisk 3.5 for file storage and made it possible to format disks on that device. Previous versions could load files from 3.5 disks only by specifying the ProDOS pathname; version 1.3 could access these disks with the more familiar slot and drive numbers. Also, since Apple now sold a large memory card which would plug into any free slot on the Apple IIe, this new version of AppleWorks could expand the size of the desktop to as much as 1,012K. By this time, Applied Engineering and other companies had already been doing quite well selling RAM cards for the auxiliary slot on the IIe, and had also included special software that patched previous AppleWorks versions to allow a larger desktop. They went further than Apple, however, in also allowing larger word processing and database files to be created.<4>

Up through the release of AppleWorks 1.3, the only changes that had been made were bug fixes and enhancements to work better with new hardware. In September 1986, along with announcements about the new Apple IIgs, Apple released version 2.0 of AppleWorks. It now required a minimum of 128K (previous versions would work with 64K, but allowed only a 10K desktop). In exchange for the greater memory requirements, it gave users a built-in ability to do mail merge, added more functions to the spreadsheet, and supported Apple memory cards even better than v1.3. Furthermore, word processing, database, and spreadsheet files could be larger than in previous versions. Existing users were able to upgrade to v2.0 for \$50, which included a completely new manual, a very reasonable price considering the extra abilities of this new version.<5>

July 1987 saw one change that had an impact on future distribution of AppleWorks. Apple decided to create a separate company, named "Claris", to handle some of the popular software that they had released for their AppleII and Macintosh computers over the years. As mentioned above, products released by Apple had a tendency to be the "kiss of death" for third-party companies trying to market similar programs. For example, after the outstanding success of AppleWorks, virtually NO text-based work processors released for the Apple II made much of an impact on the market. Claris had the responsibility of handling AppleWorks, Apple Writer, and the various Macintosh programs that had been available from Apple for that computer.

Claris has publicized AppleWorks via only three major ads since they took the product over from Apple (as mentioned above, however, AppleWorks had previously received NO advertising space). Their first promotion, run in 1987, stated that AppleWorks 2.0 had received a unique upgrade -- its own company. This was primarily a plug for Claris, of course. The second ad was rather clever. This one had a white background with a red sports car up on blocks with its wheels missing. The caption read, "There are still some Apple II users who don't have AppleWorks", suggesting that working without that program was like owning a sports car without wheels. Beagle Bros did an even more clever followup to that ad, by using another double-page spread with a white background, and four tires in the same location as the blocks in Claris' ad. Their ad read, "There are still some AppleWorks users who don't have TimeOut", suggesting that the sports car in

the Claris ad was AppleWorks, and TimeOut was the wheels for that car. The third promotion run by Claris for the program was to announce the v3.0 upgrade in 1989. This one showed an old worn tennis shoe (representing the old version) and a new running shoe (representing the new version).

A free update of AppleWorks to version 2.1 was released by Claris in September 1988. It provided IIgs users some bug fixes that made it work better on that computer, plus it was supposed to support a desktop as big as eight megabytes, if that much memory was installed. However, because of the way in which desktop memory in AppleWorks was handled, this turned out instead to be a maximum of two megabytes. No further functionality was added to AppleWorks at that time.

APPLEWORKS 3.0 In 1988, while Claris was issuing its minor update to "AppleWorks, they were making plans to do some major improvements to the program. Since they primarily had Macintosh programmers working for them, they first asked Robert Lissner, the original author. He wasn't much interested, since he had already made good money off the program and didn't really have the motivation for such a major project. Claris then decided to turn to a third-party company to do the work for their project, which was given the code-name "Spike". There were planning to hire a company named Pinpoint Publishing to do the work. Pinpoint was selling an enhancement package for AppleWorks that gave users some features that MS-DOS users had available on their computers (a "pop-up" calendar, terminal program, and other modules), and seemed to be making a major effort to promote their product and stimulate more sales of AppleWorks. By this time, however, Pinpoint was financially getting into trouble, with sales of their products (AppleWorks-related and otherwise) below what was needed to support the large user support network they had set up. Consequently, they were eager for the chance to contract out to Claris for the AppleWorks upgrade. However, they planned to make very minimal changes to it, staying exclusively within Claris' specifications.

During this time, Claris kept hearing from AppleWorks users who were much more loyal to Beagle Bros, who had a series of products called TimeOut. These products worked in a fashion similar to those from Pinpoint. After some complicated negotiations that nearly fell through several times, Beagle finally took on the job to do the AppleWorks project for Claris. Beagle programmers Alan Bird, Randy Brandt and Rob Renstrom worked on it for almost a year, in between a few other projects that were going on at the same time. They did their work on Macintosh II computers running the MPW (Macintosh Programmer's Workshop) cross-assembler, primarily for the sake of speed.<6> As enthusiastic Apple II programmers who also knew AppleWorks inside and out, Beagle's team added a lot of power Claris had not planned on in their original specifications. Occasionally they called on Lissner for help in understanding why certain parts of the code were written as they were, but all of the work came from these "Beagle Boys". Viewing it almost as a labor of love, they went beyond what they were asked to do, and enjoyed making AppleWorks into a program that they would want to use. Randy Brandt stated, "I think it's safe to say the AppleWorks 3.0 project yielded the worst hourly rate I've ever made in AppleWorks-related programming, but it did give me a lot of insight which came in handy on future projects."<7> Additionally, they fixed over one known hundred bugs in AppleWorks 2.1.<8>

In June 1989, Claris announced the AppleWorks 3.0 upgrade at the National Educational Computing Conference in Boston. The features that were added or improved are too numerous to describe here; in brief, it

added nearly all the things users had wanted the program to do. It was easier to use, it took better advantage of extra memory (going beyond the two meg limit on the IIgs), and it was easier to customize special printers to work with it. And it included a new feature that was becoming standard in many commercial word processors: A built-in spelling checker. Because of these extra features, the maximum desktop size on a standard 128K AppleII was now reduced to about 40K (down from the original 55K). Also, the program now loaded from TWO double-sided 5.25 disks (or a single 3.5 disk), instead of the previous one double-sided 5.25 disk.

Apple had for years included registration cards with their products, both hardware and software, to identify the user in Apple's files as an owner of that product. Unfortunately, although they had done a good job at including those cards with everything they shipped out, they had done a somewhat less satisfactory job of actually compiling the data from those cards. Consequently, Claris really had no available information about who was and who was not a "registered" owner of AppleWorks. They decided that they would make an initial upgrade offer of \$79 for customers that owned ANY previous version of AppleWorks (from v1.0 to v2.1), and through A2-Central magazine they even made available a special \$99 offer: An A2-Central subscriber could get the program from Claris for that price, even if he could not prove previous ownership of AppleWorks.<9> Later, owners of previous versions could still upgrade for \$99 if they wanted.

Since that time, unhappily, Claris has concentrated exclusively on Macintosh products and apparently has no plans for further updates or upgrades to AppleWorks. This was unfortunate, since there were several known bugs in the program, and Beagle Bros programmer Mark Munz eventually decided to release his own AppleWorks bug-patcher program into the public domain to correct these known problems. Rather than take the hint and make a v3.1 release to officially acknowledge and correct these problems, Claris' policy was to simply wait until a customer complained about them and then to direct them to Mark's Patcher program.

ENHANCEMENTS: PINPOINT AppleWorks has been such a major influence in the  
 "\*\*\*\*\*" Apple II world that the program has itself spawned a number of related products that act to enhance or expand its usability for different purposes. This is a reflection on the widespread penetration of the program, as well as the desire of Apple II users for more and better features.

One of the first customization features that appeared for AppleWorks was from Pinpoint Publishing. They had originally been called Virtual Combinatics, and had sold a program for the Apple II called Micro Cookbook. Suddenly in 1985 they burst upon the market with a new name and a significant new product. Their Pinpoint Desk Accessories was primarily an enhancement for AppleWorks, though it was also possible to install its features for use under Applesoft, and eventually Apple Writer and Word Perfect. Taking after the popularity of "pop-up desktop" programs for the IBM PC like Sidekick, Pinpoint added some similar features to AppleWorks. These features were available at any time, simply by pressing solid-apple and P (option-P on the IIgs). At this point a little "Accessories" menu would pop-up onto the screen, drawn using MouseText characters, and the desired feature was selected by moving the cursor bar up and down the list, pressing RETURN for the one you wanted (working just like AppleWorks). The accessories included Appointment Calendar; Calculator; Communications (a small terminal program for use with a modem, which could send AppleWorks word processing files or save incoming text as a WP file); Dialer (just

highlight on the screen the number you wanted to call, and it would be dialed for you via the modem); GraphMerge (which allowed you to print a word processing document with all or part of a double hi-res picture included with the text); Notepad (a miniature word processor, holding up to 32 lines of text and saving notes in AppleWorks WP format); QuickLabel (take an address off the screen and place it on an envelope template for printing); and Typewriter (type and print lines one at a time). This was all very exciting at the time, multiplying the abilities of AppleWorks beyond what it was built to do. Because of disk-space requirements this was more convenient to use from a 3.5 disk or hard disk, but actually could be used from 5.25 disks without TOO much trouble. Eventually a spelling checker was also made available to use with Pinpoint.

[\*][\*][\*]

NEXT INSTALLMENT: Magazines  
\*\*\*\*\*

NOTES  
\*\*\*\*\*

- <1> Weishaar, Tom. "Miscellanea", OPEN-APPLE, Nov 1986, p. 2.74.
- <2> Williams, Warren, and Carlton, Steve. "AppleWorks", THE APPLE II GUIDE, Fall 1990, pp. 36-45.
- <3> Weishaar, Tom. "Reality And Apple's Vision", OPEN-APPLE, Nov 1987, pp. 3.73-3.74.
- <4> Weishaar, Tom. "Does Your Mother Love You?", OPEN-APPLE, Jan 1986, p. 1.97.
- <5> Weishaar, Tom. "New \$999 Apple IIgs Arrives", OPEN-APPLE, Oct 1986, pp. 2.65-2.67.
- <6> Deatherage, Matt. "Who's Who In Apple II", GENIE LAMP, Aug 1992.
- <7> Brandt, Randy. (personal mail), GENie, E-MAIL, Jul 1991.
- <8> Brandt, Randy. GENie, A2 ROUNDTABLE, Jun 1992, Category 13, Topic 16.
- <9> Weishaar, Tom. "AppleWorks 3.0 A Blockbuster", A2-CENTRAL, Jul 1989, pp. 5.41-5.46.
- <10> Brandt, Randy. "Enhancing AppleWorks" (video tape), Jul 1993, Quality Computers.

```

// GENIE_QWIK_QUOTE //
/
/ "I was originally developed in FORTRAN in the late 1960's."/
/
/ "My God! And I thought you were human! :-)" /
/
// A2.TIM & W.NELKEN1 //

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[EOA]  
[LOG]////////////////////////////////////  
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 GENieLamp Information  
 \*\*\*\*\*

- o COMMENTS: Contacting GENieLamp
  - o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month  
 \*\*\*\*\* on GENie page 515. You can also find GENieLamp on  
 the main menus in the following computing RoundTables.

| RoundTable     | Keyword   | GENie Page | RoundTable    | Keyword        | GENie Page |
|----------------|-----------|------------|---------------|----------------|------------|
| DigiPub        | DIGIPUB   | 1395       | Atari ST      | ST             | 475        |
| Macintosh      | MAC       | 605        | IBM PC        | IBMPC          | 615        |
| Apple II       | A2        | 645        | Apple II Dev. | A2PRO          | 530        |
| Macintosh Dev. | MACPRO    | 480        | Geoworks      | GEOWORKS       | 1050       |
| BBS            | BBS       | 610        | CE Software   | CESoftware     | 1005       |
| Mini/Mainframe | MAINFRAME | 1145       | Windows       | (Coming Soon!) |            |

GENieLamp is also distributed on CrossNet, Internet, America Online, Delphi and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to [genielamp@genie.geis.com](mailto:genielamp@genie.geis.com) OR [jpeters@sosi.com](mailto:jpeters@sosi.com)
- o Our Internet anonymous FTP address is: [sosi.com](ftp://sosi.com). All current versions of GENieLamp are available in the `~/pub/GENieLamp` directory. Due to the added expense involved, we ask that when you get GENieLamp via the anonymous ftp for GENieLamp, that it not be ftp'd during the hours of 9AM and 5PM Eastern Standard Time. We appreciate your cooperation in this matter.
- o Current issues of all versions of GENieLamp as well as back issues of GENieLamp IBM are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform                  | Magic Name To Use |
|---------------------------|-------------------|
| GENieLamp IBM .....       | GLIBM             |
| GENieLamp ST .....        | GLST              |
| GENieLamp A2Pro .....     | GLA2PRO           |
| GENieLamp Macintosh ..... | GLMAC             |
| GENieLamp TX2 .....       | GLTX2             |
| GENieLamp A2 .....        | GLA2              |

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: [genielamp@genie.geis.com](mailto:genielamp@genie.geis.com)

## Apple II Computer Info

- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
  
- o If you would like to meet us "live" talk to us every Wednesday night in the Digi\*Pub Real-Time Conference, 9:00 EDT. M1395;2
  
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

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 \*\*\*\*\*

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Apple II Computer Info

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 //////////////////////////////////////  
 [EOF]



APPLE II ..... [AII]  
Apple II History, Part 19b.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX] "....."

READING GENieLamp GENieLamp has incorporated a unique indexing  
"....." system to help make reading the magazine easier.  
To utilize this system, load GENieLamp into any ASCII word processor  
or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM]. If  
you want to scan all of the articles, search for [EOA]. [EOF] will take  
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages re-printed  
"....." here in GENieLamp, you will find all the information you  
need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_  
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic 1.

A message number that is surrounded by brackets indicates that this  
message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95, which gives you up to four  
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as software downloads, bulletin boards, GE Mail, an Internet gateway,  
multi-player games and chat lines, without charge. GENie's non-prime time  
connect rate is \$3.00. To sign up for GENie service, call (with modem)  
1-800-638-8369 in the USA or 1-800-387-3880 in Canada. Upon connection  
type HHH. Wait for the U#= prompt. Type: XTX99014,DIGIPUB and hit  
RETURN. The system will then prompt you for your information. Need more  
information? Call GENie's customer service line (voice) at 1-800-638-9636.  
.....

```

////////////////////////////////////// GENie_QWIK_QUOTE //
/
/ "I hadn't tried it, you understand. Just thought it
/ sounded neat."
/
/ "Oh, it does! It just doesn't work. :)"
/
////////////////////////////////////// BYTEWORKS & M.DEATHERAGE //

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[EOA]  
[FRM]//////////////////////////////////////  
FROM MY DESKTOP /  
//////////////////////////////////////  
Notes From The Editor  
.....

By Douglas Cuff  
[EDITOR.A2]

>>> EVERYBODY OUT OF THE GENE POOL <<<  
\*\*\*\*\*

Details are still a little sketchy, but the spring catalog from Resource Central notes that there will be an ICON Summer Conference this July in Kansas City. Since it's sponsored by the International Computer Owners Network, it might not be exactly the same KansasFest of old, but you can bet that it will attract the Apple II community. (For those of you just tuning in, ICON runs the Apple II, Macintosh, and PowerPC RoundTables on GENie. The Resource Central empire seems to be changing and expanding.)

The upcoming conference, whatever its name, started me thinking. What with one thing and another -- poverty, and formerly living on an island, in a city within five miles of Canada's easternmost point, being chief among them -- I've never looked in on Uncle DOS and the usual suspects when they gather in Kansas City during the summer. Therefore I don't really know what happens and who turns up.

From what I hear, however -- chiefly through reports in Shareware Solutions II, in our sister publication, GENieLamp A2Pro, and "live" on GENie itself -- the event attracts old-timers and newcomers. It attracts people who are online and those who aren't.

Both these points strike me as being extremely important. We of the Apple II community need to meet newcomers and to be introduced to people who don't own a modem... if only to persuade them to buy one! Otherwise, the Apple II gene pool will become extremely limited. It's not as if we represent any serious threat to computing as it is, but unless we seek out those just lurking outside the light of our campfire, things are going to get mighty incestuous.

When I bought my first modem, I started looking for a local BBS. Because of their unofficial nature, there weren't any listed in the telephone directory, so I was forced to cast my net widely. I started on a multi-national information/communication network much like GENie. From there, I tracked down a private BBS in Toronto -- Canada's equivalent of Detroit, New York, or Chicago... depending on who you ask. The BBS in Toronto, Ontario led me one province east to a BBS in Montreal, Quebec. The BBS in Montreal led me to one much closer to home, in Canada's Maritime region. (All this time, my phone bill was mounting.) I got as close as Halifax, Nova Scotia, but could not get beyond that... and there was no way I could afford to call long-distance for my daily telecommunications fix. I gave up.

Some months later, I picked up a local teacher's newsletter, and discovered that there was a local BBS within about two miles of my house. Once I had made that first call, I soon found half a dozen other BBSes being mentioned, and learned the first rule of BBSes: BBSes concentrate on advertising themselves on other BBSes. Instead of looking for new customers, they try to poach users from other system operators.

The lesson is, I hope, clear. Before you open that important first door, you think you're alone in the house. Once you open the right door, though, you'll find a party going on.

"Yes, but surely, by now, everybody knows about at least one Apple II magazine or on-line service?" I hear you say. (Well, when I'm the one writing the editorials, I jolly well hear you say it.)

"Not by a long shot," I reply.

Just two months ago, quite by chance, one poor, lost soul with an Apple II Plus, two Disk ][ drives, and a barbarically slow DOS 3.3 application program happened to meet one of our local Apple II experts. Upon learning of a ProDOS version of the same program -- even of the existence of ProDOS itself -- this individual's eyes reportedly became as wide as salad plates, and said eyes were close to filling with tears. This person's reaction to the news flash that there was an Apple II user's group close by, I leave to the reader's imagination.

With that insularity very much in my mind, I'm pleased to announce that this issue contains an article from a Apple II enthusiast outside the GENie network... Ron Higgins has contributed a piece on a bug in the Apple Super Serial Card. I'd like to thank Ron for helping us dispel the myth that GENieLamp A2 is only for those on GENie. Not only are GENieLamp A2 readers found on networks other than GENie, but our contributors are sometimes outside the fold too. We welcome your submissions, no matter where you are! It's wonder to receive an article from outside the GENE pool -- I hope the first won't be the last.

-- Doug Cuff

GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

REPRINTING GENieLamp

If you want to reprint any part of GENieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

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NEW HARDWARE RTC Starting last night, and every Wednesday night
henceforth, from 11pm till 1am EST (or maybe even later?
:) I will be hosting a new RTC devoted mainly to hardware questions,
problems, etc. (of course other questions are always welcome, particularly
from newcomers :)

If you have some obscure piece of hardware, or some kind of \_strange\_
hardware problems, or just want to learn a bit about what makes your Apple
tick, stop on by and pull up a chair (not that one, thats where my hot
soldering iron is! :) Smokers are welcome, we have special air handling
equipment for the comfort of non smokers :)

If you have any questions about hardware, the care and feeding
thereof, modification tips, etc. please bring them to the RTC next
Wednesday night. If we run out of hardware stuff, one never knows what the
topic will turn to... (last night it was ASCII art, which Bird does quite
nicely :)

-Harold
(Wed Night RTC 11pm 1am EST)
(Hdwr probs handled live!)
(H.HISLOP, CAT2, TOP7, MSG:231/M645;1)

HOW \_DARE\_ WE OUTPERFORM AT LOWER COST? This is a MAJOR COMPLAINT about
AppleWorks 4.0. I use a Mac at
work and AppleWorks 4 is making it look bad. Most of the people at work
have either a Mac or Apple II at home, the ones that have computers anyway.

They keep coming up to me and asking why the \$500 Mac program, they
just purchased, can't do some of the stuff AppleWorks 4.0 can do. What
should I tell them? Although this posting is mostly "toug 'n cheek", it
is based on fact. I know your name is "Quality", but can't you just
slack-off a little until the people at Apple give the Mac an AppleWorks.

Transmitted via
CoPilot & ProTERM
From Universal City, CA

(S.IMMERMAN, CAT42, TOP29, MSG:456/M645;1)

...ESPECIALLY SINCE WE'RE DEAD! Thanks for expressing your appreciation.
BTW, I'm still self-employed. I'm
working with QC on this project and others, but they haven't hired me.
(That means I keep my freedom, \_and\_ get to pay lots of self-employment tax
and medical insurance.) It's been a very enjoyable arrangement for me, and
hopefully for them as well. People have warned me about the dangers of
writing Apple II software (it's a dead market!) since 1984. I started at
Beagle back then with just a wife and an apartment. By May we'll have five
kids living in our house, with virtually all payments being made by
Apple II software sales. While it's true no one is getting rich from the
A2, I'm happy just to make my payments on time and avoid commuting. It
beats working for a living!

(BRANDT, CAT42, TOP29, MSG:461/M645;1)

DISCQUEST MINI-REVIEW > If anyone has purchased DiscQuest, it would be
> really nice to leave a message here about it's
> strengths and weaknesses.

I have been using the DiscQuest software with a RamFAST (with latest SS ROM) and an Apple PowerCD. Everything works as advertised with the CD-ROM that was sent with the package, The Family Doctor. The graphics are not in color but much more detailed than I expected. My only complaint is the selection of currently available CD-ROM software does not really interest me. If I could get an encyclopedia CD-ROM, it would go from being a good purchase to a great purchase. I would be happy to answer any other specific questions.

Rick Light (R.LIGHT4, CAT20, TOP12, MSG:134/M645;1)

SUGGESTIONS FOR THIS SUMMER'S CONFERENCE Joe Kohn leaping out of a huge  
"Apple-II cake and starting a  
song and dance number featuring popular songs of the 60s?

Matt Deatherage and Stevie Wonder playing a "We are the World, We are DTS" duet?

Tom Weishaar swipes Evil Knieval's bike and defies death by jumping through a flaming loop over a dozen old Apple Profiles?

Roger Wagner gets shot out of a cannon and grabs a three story tall tie while flying through the air swinging up onto the top of Ridgeway dorm?

Bryan Pietrzak recites all 423,000 routines names of GSLib in two minutes without pausing to take a breath?

Dean Esmay morphs into a 500 ft tall Jerry Garcia and terrorizes downtown Kansas City?

Naaah, too drab.

Nate (A2PRO.GELAMP, CAT23, TOP10, MSG:49/M645;1)

PONGLIFE LOOKING FOR INPUT PongLife will attempt to prove that our  
"computer is NOT dead. Through reviews of FW,  
SW, and PD software, to interviews with Apple programmers, as well as  
programming tips, and databases of all available software, WE WILL BRING  
IBM TO ITS KNEES.

ps. I'm not a nut. So, you want to help out, eh? PongLife is looking for program reviews, programmers to interview, programming tips, and various Apple II specific bits of info. Such as Apple BBS's, etc.

Post a message here, or E-mail, if you'd like to help out.

Thanks, Ben Johnson

(B.JOHNSON17, CAT13, TOP19, MSG:1/M645;1)

BEST-KEPT SECRETS OF 1993 (#1) > Also, I understand MECC has published a  
" > similar program where kids can construct  
> a dinosaur park. Some of their stuff is on the GS platform

I don't know why MECC doesn't get more publicity. They continue to produce some wonderful software for the IIe/IIgs. If you are not on their mailing list, you can call (800) 685-MECC. In Canada, you can call (800) 663-7731.

I was told by one of their operators that they plan to continue to release 6 new titles for the IIe/IIgs yearly. Not bad, if true.

Pax! --plato--

(A.HUTCHINSON, CAT6, TOP3, MSG:220/M645;1)

SWIM CHIP I need a bit of help...  
"\*\*\*\*\*" I have a PCT here for repair, I beleive it has a dead drive controller chip on it... What does this have to do with SuperDrives?? Simple, the chip in question is an Apple chip! I strongly suspect that AE obtained these from Apple, and that they may be the same chip used on the SuperDrive controller cards.

The Apple part number is:010-0101-1 (c) Apple 1987 It is a 44 pin PLCC (about 3/4" square surface mount chip)

If someone with a SuperDrive controller could check for a chip with this number (it might end with -2 or higher) I'd appreciate it. (It would at least give me an idea of where I might be able to find a chip to fix this PCT)

Thanks!

-Harold

(Wed Night RTC 11pm 1am EST)  
(Hdwr probs handled live!)  
(H.HISLOP, CAT11, TOP7, MSG:67/M645;1)

>>>> ]-[arold, that chip is indeed the same chip as used on Apple's "\*\*\*\*\*" SuperDrive controller card. It's the SWIM (Super Wozniak Integrated Machine) chip, which replaced the IWM (Integrated Wozniak Machine -- yes, they switched the "I" and the "W" because "SWIM" sounds better than "SIWM" :) chip on Macs sometime after the Mac SE came out. Applied Engineering purchased a number of those chips from Apple for use on their PC Transporter cards, to enable the PCT to have Apple drives connected directly to it and read and write data in MFM format with them (they had to do some tricks in microcode to get them to do all that on 800K drives designed only for GCR, though, and as people with PCTs know, it's not perfect).

-- Lunatic (:

(A2.LUNATIC, CAT11, TOP7, MSG:69/M645;1)

TEXAS II WORD COUNTER

\*\*\*\*\*

Labels

.Word.Counter

\sa-A TimeOut Word Counter // (c) 1994 Kingwood Micro Software

start

```
a:<all x=28 y=7:m=x+4:n=y+3:o=y+5:d=7:b=d+y+1:
k=peekword $0c6e:posn c,l:e=.eof:e=e+1:
.titlebox x,y,24,d,2,"TimeOut Word Counter":
.Writestr m,b,"(c) 1994 TEXAS II":
.Writestr m,o,"Please wait... ":
s=peek $0f18:poke $0f18,4:display 0 oa-v poke $8d1a,$80: rtn:
w=peekword $a751: esc:poke $0f18,s:
.Writestr m,n,"Word Count: " + str$ w:n=n+1:
.Writestr m,n,"File size: " + str$ k + "k":n=n+1:
```

```
.Writestr m,n,"Current line: " + str$ l:n=n+1:
.Writestr m,n,"Total lines: " + str$ e:
k=key:oa-q display 1 go:$95="Word.Counter":launch "Seg.um":>!
```

Contents of TEXAS II on Disk vol.8: TimeOut Word Counter - TimeOut QuickFonts - TimeOut Catalog to DB - TimeOut Catalog to WP - TimeOut Catalog to SS - TimeOut File Finder - TimeOut Tree Directory - TimeOut Vital Info lists all your Standard Settings. PEEKS for the Environment - How to use PutBlock and Relblock - Very small macros that do a very big job: Number to Text (\$15.00 to "Fifteen and 00/100 Dollars" ), QuickPathchange. And so much more, I can't remember.

In order to be notified about TEXAS II on Disk vol.8, you must be a TEXAS II subscriber. This is the last week we'll be asking for it... so please subscribe now. 6 issues (+ 3 free issues of TEXAS II on MACROS), \$15 US, \$18 overseas. Thanks. Last time. I promise.

Kingwood Micro Software, 2018 Oak Dew, San Antonio, Texas 78232-5471  
(B.CADIEUX, CAT13, TOP15, MSG:119/M645;1)

DOS 6.2 AND PC TRANSPORTER For anyone interested, I got my PCT to work  
" with DOS 6.2 and my Hard Drive.

To do it, I had to create the Hard Drive Partitions from scratch and do an Fdisk and Format. After doing and re-doing it a few times, it appears that you cannot redesignate your hard drives or floppies for that matter using the PCT control panel once you've created your boot drive. After a small amount of anguish, I have two 6.2 partitions on my Hard Drives and they work fine. Not sure I would recommend this to anyone--didn't have this problem with 3.3.

John Stankowski  
(J.STANKOWSKI, CAT14, TOP12, MSG:155/M645;1)

A WORD TO THE WISE I won't go into the ugly details but take my word for  
" it:

DON'T EVER use Optimizer when you are using Prosel 16 with TheManager active. B-(

Randy (Still has one partition de-activated) Chevrier  
(R.CHEVRIER, CAT30, TOP2, MSG:252/M645;1)

EDUCATION, MODEMS, AND THE APPLE II I received an e-mail letter this  
" morning related to the education survey that I uploaded recently. I prefer not to identify the writer, but I would like to share with you my response to something in the letter because I think it relates to this topic.

+++++

In your letter you said, "I think it is fair to say that education is not interested in this medium." referring to online communications.

I have to disagree. I believe that educators do not frequent online services because (1) they do not have access to the necessary equipment, (2) they do not

know what is available and the possibilities that exist, (3) generally they do not have the time or money necessary to explore online communications on their own, and (4) educational institutions, particularly public ones, do not encourage such activities for many of the same reasons list above.

Case in point: This fall I made it possible for two teachers at my school to have their students participate in an exchange of writings with students in other parts of the country. This was through the ScrapBook USA writing project headed by Emery Roth on America On Line. I handled all of the online work from my home because our school does not have access to a modem and phone line to do this at school.

The teachers and the students were excited about the project and put a lot of effort into it. As it came to a conclusion, I heard the same comments from many, "It would be nice to be able to do more of this!"

However, they won't unless I make it possible. Neither of the teachers have a modem at home. The school is not prepared to spend the money needed to make online communications a possibility at school. The costs involved include long-distance phone bills since there are no local numbers for us and we have not been able to convince those who control the purse strings that it is worth the expense.

Within five years I believe you will discover that educators will be using online communications to great advantage, because by that time education will have caught up with today's business world and the difficulties I mentioned above will have been overcome.

The interest is there, and it is growing. The problem for online services is to anticipate it and be there waiting.

+++++

Charlie (C.HARTLEY3, CAT2, TOP11, MSG:11/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

APPLEWORKS 4.01 HAS SHIPPED Nightly (or somewhat nightly) status report:  
\*\*\*\*\* All copies of the dual pack AW 4.01 updates were shipped to the Post Office today! (yay). Unfortunately, the post office sent them back. It seems they wanted us to print 'Third Class' on all of the packages. To put it politely, they were being picky on this run.

The good news is that all 500 of the last updates are packaged, labeled, and posted, and will be in the mail as of tomorrow. That should do it for AppleWorks. We also cleared lots more backorders today.

(W.ARCHER2, CAT42, TOP29, MSG:465/M645;1)

BUG IN SSC CHIP FIXED As I promised, I have received, installed and  
"\*\*\*\*\*" test the new Harris CDP 65C51AE1 replacement chip  
for the standard 6551 on the Apple brand SSC. I ordered it from Lightning  
Systems, P.O. Box 4, Mukwonago, WI 53149-0004. (414) 363-4282

As you know, the standard 6551 has a problem, when using CTS hardware  
handshaking, with trashing the character being sent when the CTS flow  
control line is asserted.

I have personally experienced this problem on my SSC, using hardware  
CTS handshaking, driving a serial printer. (I use CTS handshaking rather  
than DTR or XON/XOFF for reasons I won't explain here.)

I am pleased to report that the new chip has solved this problem, all  
for \$4.00.

But, there's more.

With the chip, I received info about a \$27 replacement chip for the  
6551 on the SSC, that supports additional baud rates of 38.4K, 57.6K,  
115.2K and 230.4K.

From personal experience, I know my Zipped //e has enough trouble  
keeping up at 19,200 baud with ProTerm, so I have seriously to wonder about  
the practical effect of being able to use the higher bauds rates. Anyone  
care to speculate?

FWIW, here is what the sales sheet says:

-----

Turbo ASB

Do you have a high-speed modem, or other  
high-speed serial communications device? Did you know  
that most Serial Interface Cards for the Apple II are  
limited to only 19.2k bps?

Well, they don't have to be anymore. The Turbo  
ASB can blow away that nasty 19.2k bps barrier. With  
the Turbo ASB, your serial communications can run as  
fast as 230,400 bps!!!

The Turbo ASB replaces that pokey old 6551 chip  
on your Serial Interface Card and transforms it into a  
speed demon.

The Turbo ASB supports all the standard bps rates  
you are used to (slow...) and adds 38.4k, 57.6k, 115.2k  
and 230.4k!

The Turbo ASB is available from Lightning  
Systems. Order product "Turbo ASB". \$27.00 each plus  
\$3.00 S&H in the States, \$10.00 S&H everywhere else.

-----

Can the IIE handle 230,400 bps? For that matter, can the IIGS?

Hugh... (H.HOOD, CAT12, TOP5, MSG:170/M645;1)

>>>> Hmmm.... "dis 'ere chip sounds neat" :)  
"""""" I know, from experience, that a stock //e can handle 19.2KBps, as long as minimal screen handling is done. (ie: feeding a bunch of stuff to a printer, or some other device) Receiving 19.2KBps is also doable, the catch again is trying to keep a screen updated...

I would think that if the slick code was written for this new chip, and used on a //e with an 8Mhz Zip Chip, that the max baud rate it could handle (in bursts) would possibly be as high as 230.4KBps.

The biggest bottlenecks in handling the serial port is trying to keep the screen updated properly, and the \_long\_ delays for disk I/O, should they be needed. The disk I/O problem (for the most part) goes away with a RamFast (Hello cached DMA, Goodbye huge overhead times :) but the screen still needs some real special handling... It's do-able, but somewhat tricky to program (due to the 80 col screen being held in two separate banks of memory.) This screen handling would require hard coded line address lookup tables, with even / odd bank information being extracted from the horizontal posn.

PMP, (Paul) should be able to comment on what he's found as far as high speed serial goes, after all he wrote AnsiTERM (and it handles some high speed stuff :)

-Harold  
(Running the NEW CoP/TIC scripts)  
(They're Here!!!)  
(H.HISLOP, CAT12, TOP5, MSG:171/M645;1)

>>>> Hugh, why can't your Zipped //e keep up at 19,200 Bd? This is  
"""""" strange, as I operate a stock IIGS with 2.8 MHz at 38,400 Bd (transferring files from and to an AMIGA via null modem cable - the AMIGA 500 can't go any faster, I suppose the IIGS still has reserves at that speed ;-)) )

Udo - ... just a IIGS freak -  
(U.HUTH, CAT12, TOP5, MSG:177/M645;1)

<<<<< I received the following response from Ron Higgins at Lightning  
"""""" systems concerning using the //e with his Turbo ASB replacement chip for the 6551 in the SSC.

=====

My Apple //e has got a Zip Chip 8000 (8 MHz) in it, so may results may be better than others.

I've been able to use ProTERM v3.1 running at 57,600bps without any problems. 115,200bps overruns it though.

The need that I see the Turbo ASB filling is those that have modems faster than 14.4k (V.32bis).

The reason for this is that compressed files (the most commonly transferred) achieve about 1650cps (16,500bps), but as modems get faster and faster (I've got a 21.6k USR) the transfer rate starts to exceed the 19.2k limit of the SSC.

I feel that 38,400bps should be just about right for those high-speed modems. (At least for now) But I've also provided for 57,600 and 115,200 if we need them.

=====

Hugh... (H.HOOD, CAT12, TOP5, MSG:273/M645;1)

NEW CARD FROM SSH SYSTEME... Finally, a picture is available in the A2 library. Now you can see how much vapor we have produced. Even better, the vapor never disappears! Kind of a high-quality, solid-state vapor.

Sorry that my talking often is irony, but a not-too-long time ago some important persons here on GENIE claimed that we are producing nothing than vaporware ("...nobody has seen the card...", see category 21, topic 6).

Joachim (J.LANGE7, CAT13, TOP23, MSG:96/M645;1)

...CALLED THE BLUEDISK CARD Vapor-Ware Leak: We have shipped the first two beta boards of our new project to the US testers. We are pleased to announce that the purpose of our new product is to allow the Apple II community to utilize the inexpensive disk drives available to the IBM compatible user.

Specifically, this card is intended to allow standard MFM floppy disk drives to be used by the Apple IIgs and IIe, directly by the Apple operating systems (ProDOS and GS/OS) for storage of all Apple II compatible programs and data.

We have completed both the hardware and software allowing use of Double Density, High Density and Extra Density floppy disks in a variety of capacities, and are continuing work on the software utilites that will be shipped with the card. In addition, software for using inexpensive MS-DOS style floppy streamers is planned but not complete.

When the first beta tests are finished, we will come up with specs and information about availability.

The information given here refers to our uploads (see A2 library):

21878 NEWHARDWARE.BXY  
Desc: A picture of a new Apple II product  
(Apple Preferred Super Hires)

21899 NEW.HW.GIF.BXY  
Desc: GIF pict. of an upcoming product  
(higher resolution than #21878)

SSH Systeme, Joachim Lange

(J.LANGE7, CAT13, TOP23, MSG:134/M645;1)

<<<< >> Any preliminary guesses as to cost yet? <<  
"\*\*\*\*\*"

Cheap!

Cheaper than a Turbo IDE Card, cheaper than a RamFAST SCSI, cheaper than Apple's floppy controller. Special introductory offer! Watch for the specs.

Joachim (J.LANGE7, CAT13, TOP23, MSG:153/M645;1)

>>>> Very simply, the BlueDisk controller card allows owners of Apple  
"\*\*\*\*\*" //e's and Apple //GS's to:

- 1) Use darn near any MS-Dos machine type floppy drive (these are quite inexpensive, and very easy to find)
- 2) Read & write MFM format disks at 720k, 800k, 1.44Mb, 1.66Mb, 2.88Mb (amongst others) Even more densities may be supported (the hardware already supports all possible densities that exist, the driver code is currently going thru beta & enhancements)
- 3) Allow any Apple //e or //GS to read or write darn near any MS-Dos disk.
- 4) Seamlessly works with GS/OS applications (and many P8 apps) and provides up to three times the data storage available on 800k disks.
- 5) Other "floppy connector" type PC related hardware may be supported in the future.

There it is in a nutshell. (note that this is an abbreviated list of whats already in existance, future enhancements (driver code) will add more features :)

-Harold (H.HISLOP, CAT13, TOP23, MSG:210/M645;1)

>>>> BlueDisk slot requirements:  
"\*\*\*\*\*" Any slot other than slot 3. (a minor bug is preventing use in slot 5, this will be fixed before public release)

The control panel needs to be set to "Your Card" to access the BlueDisk.

So, in my setup (BlueDisk in slot 6, which is probably where most people would place it) I can either have access to MS-Dos type disks OR Apple 5.25" disks, but not both at the same time.

Please remember that this product is still going thru beta testing, so it's normal that Doug and I are running into some minor bugs, annoyances, etc. (it's not only normal, it's to be expected at this stage of the game) The information here is accurate for the ROM & GS/OS driver we have at the moment. However, we are expecting new ROM code and a new GS/OS driver to arrive shortly from Joachim (bug fixes, etc).

-Harold (H.HISLOP, CAT13, TOP23, MSG:222/M645;1)

KOHN HIRES HEINEMAN TO CREATE PRINT SHOP UTILITY      Bill Heineman has  
"\*\*\*\*\*"      proclaimed to me that he  
will be able to create some type of program patch for Print Shop GS so that  
greeting cards, signs, banners, etc can be printed to Hewlett-Packard  
DeskJet 500, DJ500c, DJ550c, LaserJet and DeskWriter printers, as well as  
to Apple's StyleWriter I printer.

Now that Bill has had a chance to look at PSGS, and knows what would  
be involved and how much time would be needed to complete the project, he  
was able to give me a revised quote on the cost.

It's a lot higher than previously estimated.

So, thinking again out loud...the pledges that have come in so far  
will only cover a small percentage of that cost. So, maybe that's not quite  
the way to go?

I wonder if a more realistic scenario might be that I just pay Bill  
his fee, and then publish the results as a low cost commercial software  
product, with a special "Such A Deal" discount offered, of course, to  
Shareware Solutions II subscribers.

OTOH, being a man of my word, the reward is still open, and will go  
to the first person that can create a freeware or shareware patch/utility.

The only thing that bothers me about the "contest" and reward is that  
it's just so uncertain. Maybe it'll result in a Shareware Solution, but  
maybe it won't? To date, no other programmer has contacted me to tell me  
that they are working on such a project.

Decisions, decisions...

Feedback, as always, is appreciated.

Joe Kohn                    (J.KOHN, CAT28, TOP4, MSG:144/M645;1)

>>>>      Just how much does Bill think it will take? Is he interested in the  
"\*\*\*\*\*"      possiblility of pre-sales?

If this thing is doable, and we can get enough people to committ to  
pre-ordering it by sending their checks to you to hold for the finished  
product, then I vote we push forward.

Set a price for advanced sales. Announce it here, in the next SSII  
issue, and anywhere else you can think of. Set a deadline for advanced  
sales for say one month or until the following issue of SSII. If enough  
people committ hard cash (ok, checks), then Bill goes ahead. If not, well  
we will just have to figure out what to do next.

What do you think?

Charlie                    (C.HARTLEY3, CAT28, TOP4, MSG:145/M645;1)

<<<<<      Charlie - After I found out that Bill wasn't too interested in the  
"\*\*\*\*\*"      contest/reward, we basically talked about him creating the drivers  
on a contract programming basis. I would pay him for his work, but he would  
not retain the rights. As originally envisioned, I thought that we could do  
this for the few hundred dollars that has already been pledged, and then

release it as freeware.

As it is, my job is to write and publish a newsletter. My first thoughts on reading your comments about taking pre-orders is that it would take a lot of paperwork to stay on top of, and probably some accounting skills that I sure don't have (and don't especially want to acquire).

So, the way I'm thinking today is that I personally would be willing to take the risk of putting up the money in advance, and could act as the product manager, the marketing manager, the beta-tester and documentation writer. Then, the completed program/patch/whatever would be sold as a commercial product through Shareware Solutions II.

In that way, no one else besides me is taking a risk of any kind.

The completed product would then be available for the same ball-park figures as several people have pledged (\$20-\$25). Maybe \$20 for subscribers and \$25 for non-subscribers?

Switching gears...I just want to say that Shareware Solutions II is the first business venture that I've ever been involved with, having always worked for others before. I guess at this point that I'm asking for some business type of advice. If it's inappropriate for me to be talking about things like this "in public", someone just tell me. As I said in Issue #1, this is all new ground for me.

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:146/M645;1)

SPECTRUM AND SECURITY Two points about security when using "Spectrum"
\*\*\*\*\* With some of my calls I have to dial a number which includes a 10 digit PIN to connect to our Mercury Phone system. This would be visible to anyone who opened the dialing menu.

Sending a PassWord from the internal store is visible & liable to be in a capture buffer if connected to a Full Duplex system. I have proved this.

Using scripts for dialling& log on gives you more scope for protecting sensitive info.

My way of ensuring they do not get passed on with scripts is to store them in a 'File' which I can hide anywhere on my 105mByte drive. The script only needs to know the location of it. As an exercise in security I have protected this further with a PIN. Although no one else has access to my system I could set it so that if someone tries unsuccessfully to run the script the file would be over written, not just deleted.

KenDawson from England - < Delivered by GEC0-Pilot & TIC 4.0 >
[Still learning about 'Spectrum' & New CoPilot scripts]
(K.DAWSON2, CAT43, TOP15, MSG:223/M645;1)

>>> WHAT'S NEW <<<
\*\*\*\*\*

APPLEWORKS 4 PATCHER You might want to check out RFP (Randy's Free
\*\*\*\*\* Patcher) created by Randy Brandt (one of AW 4.0's authors) -- it's better (IMO) and it's available on GENIE.

|  
-(+)-  
|

...Will (W.NELKEN1, CAT42, TOP2, MSG:125/M645;1)

...NOT TO MENTION APPLEWORKS 4.02 AW 4.02 goes final this week and the  
"....." updater should be uploaded to GENIE  
next week and should be available for public downloading before the end of  
the week. It will also be on TimeOut-Central, NAUG's disk, AfterWork, and  
available for \$10 or so from Quality if you don't have access to any of the  
other sources. Obviously you can get it right here.

(BRANDT, CAT42, TOP29, MSG:649/M645;1)

NEW FINANCIAL GENIUS Financial Genius \* v 2.0 has been released! This is  
"....." a financial program similar to others on the market  
today. FULL featured, cheaper, and more user friendly than ANY other  
financial program. And this one is for your GS.

Financial Genius is a program that will store your financial records  
and allow you easy access to this information in many forms. Financial  
Genius has the ability to produce a variety of report forms which will  
allow budgeting, cost projections, credit card management, investment  
management, tax return reports, year-to-date analyses, and many other  
useful applications. All entry of data- categories, budgets, transactions,  
addresses, etc.- is incredibly easy to master and use without hassle on a  
daily basis. Financial Genius uses the standard methods of entry on the GS  
(menus, line edits, lists, text edits, radios, check boxes, pop-up  
menus...) with a flexibility that few can ignore. All in all, Financial  
Genius is the perfect program for a person or family who is financially  
conscious (or attempting to become that way).

The only way to get the full perspective on this financial program is  
to dowload the demo from your local BBS. If that is not possible, the demo  
is available from the author for \$5. Send a check or money order to:

Rick Adams  
FGS Demo  
1627 Ball St.  
Galveston, TX 77550.

The demo includes a tutorial that will help you to understand the  
basics of the program. A separate demo account has been included to  
illustrate basic use of the program as well as to let you in on some  
advanced features available to you while using the program.

NOTE: Financial Genius is being distributed as shareware. The demo  
version does not allow changes to be saved to an account. In order to  
receive the fully enabled version as well as written documentation, the  
shareware fee of \$35 must be paid to the author.

Update Notice The wait is over! The new version of Financial Genius is  
"....." ready to ship. I listened to all of your suggestions and  
fit in a few of my own as well. You will be amazed by the improvements!  
Version 2.0 is a total rewrite. No more waiting for disk access; version  
2.0 now loads everything when you open your account. Because Financial  
Genius is now memory-based, you are allowed access to all portions of the  
program at any time. If you discover you need to enter a category to your

account while you are entering transactions, you can open up the category/budget section, enter your new category, and BOOM, it appears in the transaction window for immediate use. Improved handling of all aspects of your account has been added. You may now edit, remove, and add auto transactions and payee addresses. Use of auto transactions has been dramatically enhanced to allow entry of any transactions you want in any order you specify. System 6 controls allow ease of movement through windows to make entry of data much more fluid and controlled. Filtering of transactions has been dramatically improved; find the transactions you need in no time at all. In addition to the increased functionality of FGS, the data structure has been expanded to allow larger accounts while maintaining its goal of using only necessary memory. The new account limits include: 200 categories, 150 auto transactions, 200 payee addresses, up to 50 transactions in the clipboard, and transactions still only limited by memory! This update is a must!

New Features :

- \$ Memory based to make it faster and more accurate; well tested to prevent bugs.
- \$ Separation of program segments to make all sections of the program available at all times (i.e. concurrent category, transaction, auto transaction, and payee address abilities).
- \$ Re-developed menus and windows to be more accessible and comfortable.
- \$ Updated for complete System 6 compatibility.
- \$ Finder\*-like Windows menu to rapidly find or close a specific window.
- \$ Customize the program by saving window positions.
- \$ Cut, Copy, and Paste transactions via a clipboard.
- \$ Expanded support of split transactions.
- \$ Memos in transactions.
- \$ Expanded support of variable budgets.
- \$ Better report generation: faster, more intuitive, and easier to read. (Saves to disk in Teach or ASCII).
- \$ Print checks using the GS Print Manager.
- \$ Auto load and auto backup features.
- \$ Compatible with The Manager, SwitchIt!, and other program switchers.
- \$ Was 16k, now uses only 9k of stack space!
- \$ Convert program makes v 1.0 files compatible with version 2.0 while checking for errors in account files.

- \$ 130 pages of written documentation.
- \$ Import accounts from other programs.
- \$ Smaller account files.
- \$ Lots more!

NOTE: The upgrade price for Financial Genius v 1.x to 2.0 is \$15.  
 Send check or money order AND registration number to:

Rick Adams  
 FGS Update  
 1627 Ball St.  
 Galveston, TX 77550

Demo Account Not Yet Available Due to circumstances beyond my control,  
 ..... the demo account mentioned in the  
 Financial Genius announcement is not included in the uploaded demo. That  
 demo account will be uploaded separately as soon as it is completed. Since  
 the beginning of the year is now here (Happy New Year!), I thought it best  
 to let the 'public' try before they buy NOW.

A tutorial is included with the demo that will give you the basic  
 feel for the program and will let you know whether you want it or not. The  
 demo account will show a lot more abilities of Financial Genius and show  
 you more possibilities for maintaining your finances. If you're in no  
 rush, wait for the demo account to be released. I will re-upload a  
 'complete' package when that time comes.

Finally, if you desire to upload the FGS demo to another bulletin  
 board system, PLEASE wait for the package that contains the demo account.  
 That way others will see a 'complete' Financial Genius!

Thanks,

Rick Adams, author Financial Genius  
 (R.ADAMS48, CAT8, TOP3, MSG:{22}/M645;1)

KEYBOARDING 5 UPDATED    Keyboarding 5 (aka Computer Keyboarding) version  
 "....."                    5.1.2, dated 12-20-93, has been added to the  
 library.

21861 KB5.HD.BXY -- this is the complete version for hard drives and  
                   for 3.5 inch diskettes.

21862 KB5.D1.BXY -- this contains the files for the 5.25 inch STARTUP  
                   diskette. Add ProDOS and BASIC.SYSTEM to make it  
                   bootable.

21863 KB5.D2.BXY -- this contains the files for the 5.25 inch PROGRAM  
                   diskette.

This version includes all previous bug fixes as well as numerous  
 cosmetic changes designed to make the program more user-friendly.

Keyboarding 5 is SHAREWARE. Until you pay the shareware fee, each  
 time the program is booted you will be reminded to pay the fee. The program

allows you to complete all of the 'home keys' lessons and begin with the first set of new keys (e u g). However, it will lock up at that point if the fee has not been paid. The key to unlocking the rest of the program is given to you when you pay the fee.

The SHAREWARE fee is \$10 if you download the program or obtain it from another source other than me. When you send the fee to me, specify an e-mail address or snail-mail address to get the password in return.

If you wish to get the program directly from me, do the following:

1. Send me \$15.
2. Include your name and address.
3. Identify which size diskette you want - 3.5 inch or 5.25 inch.
4. If you are purchasing this for someone else, give me that name too.
5. Mail it all to  
Charles Hartley  
455 Foster Lane  
Shepherdsville, KY 40165

I will send the program on bootable diskettes. I have a license with Apple to include ProDOS and BASIC.SYSTEM with the program.

If you request the program on a 3.5 inch diskette, I will include some extra goodies since there is ample room on that diskette.

Keyboarding 5 continues to be available as a site license for schools. The school site license fee is \$100. Address all inquires to me at the address above.

Thanks!

Charlie (C.HARTLEY3, CAT13, TOP8, MSG:25/M645;1)

NEW HARD DRIVES A2.Bill asked me to move the discussion of new hard disk  
"\*\*\*\*\*" drive products over here as a more appropriate place.  
So, here we are in our new home.

Later tonight, I'll post brief reports of both the Roadrunner40 and the AppleLeaf hard disk drives. I'll also discuss the Diplomat.

The Roadrunner is primarily aimed at the Apple IIe because the package includes a late (read the latest) model CMS SCSI card. This holds the price down a lot. Also included are a card for power on which any available 2.5" Quantum GO Drive (SCSI) can be mounted. The producer was able to obtain something just under 1,000 of these 40 meg drives, and designed the card for the power, SCSI ID and Terminator power. Again ways to hold the price down.....

The Roadrunner has been tested in a IIe and a IIGS at Charlie's AppleSeeds and found to work correctly in both machines!

Retail price is a suggested \$199.00

Where else can one find, for an Apple IIe, a 40 meg drive AND SCSI card for that price? AND, don't forget, its SCSI!

Also available, a limited supply of Roadrunner20 units for a suggested retail price of \$149.00.....

Chuck Newby  
Charlie's AppleSeeds

(A2.CHUCK, CAT13, TOP25, MSG:2/M645;1)

PROSEL LITE New addition to the Roadrunner: ProSel LITE  
"\*\*\*\*\*" ProSel LITE adds the ProSel 8 (PRO)gram (SEL)ector to the Roadrunner, so that you can have the best program selector available on the Apple II Series in 8 bit mode.... Essentially, what you get is the ability to create a program selector screen for your Roadrunner. The EXTERNAL Program Selector Editor is part of the LITE package, as are all of the screen demo files which show you what can be done. In addition, thre (there) are about 10 pages of dox, in AWP format for how to best use the Program Selector Screen and both the internal and external screen editors.

ProSel 8, discussed elsewhere on GENie, can be purchased for \$28.00 plus \$2 postage, with proof of purchase of your Roadrunner. That represents a \$10 (25%) discount over the suggested retail price.

Chuck (A2.CHUCK, CAT13, TOP25, MSG:6/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

TWILIGHT II CONTEST Check out file #21904 for full information on a new "\*\*\*\*\*" Twilight II art contest! You can win cash and prizes :) Hurry; the deadline is Feb 14, 1994.

YOU DON'T HAVE TO OWN TWILIGHT II TO ENTER THE CONTEST!

Also included is a beta version of a toast module for Twilight II written by Nathan Mates. Check it out! :-)

Please place all discussion of the contest right here! Enjoy and good luck!

(A2PRO.DYAJIM, CAT13, TOP30, MSG:114/M645;1)

NEW GEM NOT SCUTTLED AFTER ALL? Just wondering if there was any news on "\*\*\*\*\*" GEM for AW4....

<<<Lloyd>>> (STAMPS.RT, CAT29, TOP4, MSG:45/M645;1)

>>>> Beta testing is vigorously proceeding...hang in there.

\*\*\*\*\*  
|  
-(+)-  
|

...Will (W.NELKEN1, CAT29, TOP4, MSG:46/M645;1)

NEW COPILOT "OPEN BETA" SCRIPTS The CoPilot scripts for Spectrum and TIC "\*\*\*\*\*" are in the library, and have been since

before daybreak.:)

The library folks are aware that the CoPilot files need to be released as soon as possible, and they will be making every effort to get them out. If there is any delay on this, it WILL be unavoidable. (And my apologies to the library staff for putting them under pressure like this.)

The ProTerm scripts are VERY near complete, and if nothing unexpected comes up in THAT arena, you should see them early next week.

Gary R. Utter (GARY.UTTER, CAT29, TOP13, MSG:{85}/M645;1)

>>>> I've been so busy trying to whip the new CoPilot ProTerm scripts  
"\*\*\*\*\*" into shape that I've got 800K or unread messages in my A2 buffer!  
I'm not sure what Gary has posted about the ProTerm version of these  
scripts but I thought I'd take a second to give a status report.

As far as I know, the scripts are done and bug free. The last set of changes are in the hands of the Beta testers.... Since I may be going out of town for a couple days, I'm deciding whether to bite the bullit and upload them.... I'm inclined to upload them and see what happens :). In any event, you should see them within a week..no matter what.

These scripts are pretty much direct translations of Gary's TIC scripts. Because of this, I've used none of the power commands in the ProTerm macro set. The bad side is that it makes it Goto laden spaghetti code. The good side is that it is so like the TIC/SPECTRUM scripts, almost anyone can look at additions to the TIC scripts and easily impliment them in the ProTerm scripts. Also, this first order usage of the ProTerm macro language should allow use with ProTerm 3.0 as well as 3.1. I did about half the scripting using ProTerm 3.0 by accident. But after switching to 3.1 I didn't see any reason why 3.0 shouldn't be perfectly adequate. If there are any problems with 3.0, please jump in and let me know. I want to make sure they are 3.0 compatible (and I think they are now).

I'll leave it to Gary to explain the 'features' of the scripts. You can yell at me for any ProTerm bugs though....:) Watch for them. It won't be long now....

.goose. (W.GOOSEY, CAT29, TOP15, MSG:138/M645;1)

SOFTDISK CONSIDERS ONLINE SALES We will be offering certain Softdisk  
"\*\*\*\*\*" standalone products in a download  
superstore from GENie as well as other services.

We're looking into the possibilities of being able to download back issues. We're also looking at allowing subscribers to subscribe electronically and download the latest issue from GENie and other services. Selling back issues that way is also being talked about.

None of it is set in stone, but I imagine we'll know within a month exactly what we're going to do.

(Oops, I should have answered this on the SOFTDISK.INC account. Hard to keep 'em straight sometimes. %-)

Dean Esmay (DEAN.ESMAY, CAT34, TOP9, MSG:243/M645;1)

QUIET DEATH OF QFAX GS I was leafing through my back issues of the late  
"\*\*\*\*\*" lamented A+/InCider and I found a press release in  
the June '93 issue to the effect that Quality was soon to release a product  
called Q-FaxModem GS. It stated that the software to transmit (and  
eventually receive) faxes would be available seperately. Since I have  
recently purchased a high-speed modem with fax capability I am very  
interested in such a product. Has this software been released by Quality?

Sam King (S.KING1, CAT42, TOP3, MSG:138/M645;1)

>>>> Alas, no. Q Fax has died a quiet death. We held every hope that  
"\*\*\*\*\*" the software would be completed, but after a year and a half we  
have finally begun to notify our customers that we will no longer be s 8;  
19A b \*E"3 keeping everyones hopes up. The author continues to work  
on the project, and he may even finish it for another publisher. If they  
bring it to us in a finished form we will probably carry it, but we will  
not be pursuing the project any further.

Walker (W.ARCHER2, CAT42, TOP3, MSG:139/M645;1)

NEW ECON SUPPORT PERSON Due to recent internal changes and events at Econ  
"\*\*\*\*\*" Technologies Inc., we've been unable to provide  
timely support on both of our online support areas. Unfortunately our time  
resources have been severely taxed and therefore time intensive task such  
as bulletin board support had to be sacraficed. In order to counter this  
situation we have commissioned a new individual to provide support for Econ  
Technologies here on GENie.

Kevin Piclesimer is the new ECON dude here on GENie! Kevin is an  
enthusiastic Apple IIgs owner who has enjoyed using the Apple II for many  
years. Kevin will be providing answers to general & specific questions  
concerning ECON products here in our support area. He will also do his his  
best to help you through any problems you may be having with any ECON  
product although he may have to refer you to ECON tech. support.

Please give a kind welcome to Kevin as he joins the GENie community!

Best Regards,

D.Proni (ECON, CAT35, TOP2, MSG:33/M645;1)

BUG DISCOVERED IN PROTERM 3.1 You just uncovered a bug in ProTERM 3.1!  
"\*\*\*\*\*" Its there, its in the code! Congratulations  
if you and I are ever on Times Square, I'll give you a big hug in public.  
<smile>

Greg was looking over the PT3.1 code and found that during a routine  
test for 1200 baud modems, he removed part of the "maintenance" code for  
those modems and never put it back (blush).

It now seems apparent that not many are using 1200 baud modems as you  
are the first to note the problem that the 1200 baud modes is indeed  
instructed to answer the phone if it rings. <smile>

Just add  
S0=0 (read that as S zero equals zero)

to the end of your Init string and it should solve the problem.

Jerry Cline @ InTrec Software, Inc.

(INTREC, CAT24, TOP2, MSG:263/M645;1)

DIGISOFT CONSIDERING CD DigiSoft is currently considering the production of a new IIGS CD-ROM disc. How much interest would there be? We don't want to make it and then have only 20 copies sold, for instance... On the other hand, if we could sell 100, we'd get the project underway immediately. So, what say the masses? Just how many AII users have CD-ROM drives now that they are much cheaper?

Most of the stuff on the disc will be in HFS format, so AII users with access to Macs with CD-ROM drives could copy off files and bring them home to the GS as well.. There might also be a prodos partition for P8 programs..

<<Jim (DYA, CAT13, TOP29, MSG:31/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 2, Topic 3  
Message 51 Mon Jan 03, 1994  
T.A.GATES at 03:09 EST

Ah, the good ol' days!

Not to mention the "other guys", but if anyone also gets on CompuServe (hey, I use it to access my company mainframe - GENIE is where I have my fun :) - the 'Behind the Screens' column by John Edwards in the Jan 94 magazine was interesting.

He mentions a kind of yearning for 4k RAM, Kilobaud and OnComputing magazines, the take-over of the micro computer industry by "consultants", the disappearance of the original hackers (in the good sense).

I still have my original 1979 Apple II in my 4-year old daughter's room. She still gets a great kick out of making it tick. I get a much greater kick watching her have fun with it.

Circa 1976, had taken BASIC and FORTRAN courses at the Univ of Minnesota totally by consequence (another whole story) and fell in love with the things. A year before my high school physics teacher was busy building a computer from a kit (Altair I believe) and got me interested in the kit building side. So HeathKit was a way of life for some time as well.

Drooled over the ads in Byte magazine about the 4K RAM machines that you put together on the "kit a month" plan. Then the ads for the Apple I, you could get just the motherboard and add your own case, power supply and keyboard - or - buy the works in a case already!

Even in those days, Apple was high priced compared to other computers. I recall the month-long debate over spending my \$2000 on 16K Apple II with an AppleSoft language card, or get the Ohio Scientific computer with 32K of memory, disk drive, monitor for the same price. The decision on the Apple was almost a coin toss type of affair. What sinched

the deal was I couldn't find software for the O.S. machine outside of the Montgomery Wards store. Yes, Wards! They sold them right next to the tires and batteries. :)

I loved what the Lisa and Mac computers could do and had a part in bringing a Lisa into our office. This eventually became a love/hate affair as the arrogance of the Mac owners/users and the shennigans within Apple Inc. regarding the II vs Mac became more profound. So, when my dad saw this neat new IIGS computer coming on the market, he asked if I'd be interested in one. How can you say "no" to your dad. ;) I'd guess that this Woz signature machine will last at least as long as the II in my daughter's room. And, if Quality moves ahead with plans on a software emulator for the PowerPC's, I'll really be in hog heaven. Finally someone to bridge the gap that Apple was never willing to.

Ah, memories!

T.A.Gates

[\*][\*][\*]

Category 2, Topic 4

Message 350 Wed Jan 05, 1994

R.HOSKING [WOODCHUCK] at 22:51 EST

Sometimes we Apple II users have our rewards.

I had a project at the office which would work the best using a database. Our office is awash in messy-dos machines. The guru in charge of software feels that if it is bigger (read more expensive), the software must be better so in his infinite wisdom, bought rBASE as our data base software. In an attempt to give it a fair shot, I have been trying to learn rBASE for a year and like the other folks in the department, have muddled along and still can't set up a data base. (If the manual is over 1 1/2 inches thick, don't buy it). Having a deadline to meet, I said to hell with messy-dos and planned on using Appleworks database to get the project done. As luck would have it, the nor'easter of 94 (thats what the news media called it) gave me the chance to get Appleworks up and running at home. My boss told me to take work home Monday night and work at home instead of driving 35 miles to the office on Tuesday. Not one to argue with the boss, I did just that. As the snow fell and the wind blew, I typed away on the IIGS and got the project done.

Wednesday morning, I brought my Deskjet 500 printed custom output into the office and showed the boss what could be done with a "SIMPLE" database program on a obsolete computer. As he was working with my output, I went into my office and started doing some SuperCalc work on my messy-dos machine when the computer hung on me. It wouldn't even recognize a ctrl-alt-delete boot. I turned off the machine and rebooted to find only a blank screen, no cursor and the sound of the harddrive spinning. When the service tech looked at my dead machine, he found that the motherboard was fried and had to be replaced.

Could it be that my DOS machine saw the Apple output and threw in the towel?

Dick (Woodchuck) Hosking

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////////////
HUMOR ONLINE /
////////////////////////////////////
Fun & Games On GENie
\*\*\*\*\*
Author Unknown

>>> IF OPERATING SYSTEMS RAN AIRLINES <<<
\*\*\*\*\*

If operating systems ran airlines:

DOS Airline Everybody pushes the airplane until it glides, then jump on
\*\*\*\*\* and let the plane coast until it hits the ground again, then
push again, jump on again and so on.

DOS with QEMM Airline The same thing but with more leg room to push.
\*\*\*\*\*

The Macintosh Airline All the stewards, stewardesses, captains, baggage
\*\*\*\*\* handlers, and ticket agents look the same, act the
same, and talk the same. Every time you ask questions about details, you
are told you don't need to know, don't want to know, and everything will be
done for you without you having to know, so just shut up.

The OS/2 Airline To board the plane, you have your ticket stamped ten
\*\*\*\*\* different times by standing in ten different lines.
Then you fill out a form showing where you want to sit and whether it
should look and feel like an ocean liner, a passenger train, or a bus. If
you succeed in getting on board the plane and the plane succeeds in getting
off the ground, you have a wonderful trip...except for the times when the
rudder and flaps get frozen in position, in which case you have time to say
your prayers and get yourself prepared before the crash.

The WINDOWS Airline The airport terminal is nice and colorful, with
\*\*\*\*\* friendly stewards and stewardesses, easy access to
the plane, an uneventful takeoff...then BOOM! the plane blows up without
any warning whatsoever and you're dead.

The WINDOWS NT Airline Everyone marches out on the runway, say the
\*\*\*\*\* password in unison, and form the outline of an
airplane. Then they all sit down and make a whooshing sound like they're
flying.

The UNIX Airline Everyone brings one piece of the plane with them when

"""""""""" they come to the airport. They all go out on the runway and put the plane together piece by piece, arguing constantly about what kind of plane they're building.

The ATARI Airline No one knows where the ticket agents are or the """""""""" terminal is.

[\*][\*][\*]

Contributed to GENieLamp by Terry Quinn [TQUINN]

[EOA]

[REF]////////////////////////////////////

REFLECTIONS /

////////////////////////////////////

Thinking About Online Communications

""""""""""

By Phil Shapiro  
[P.SHAPIRO1]

>>> DEVELOPING YOUR ONLINE SOCIAL SKILLS <<<  
""""""""""

The other day I got to thinking about the two types of telecommunications skills a person can possess. The first type is technical skills: how to use the features in your communications software, how to read and leave messages on local bulletin boards and national information services, how to diagnose the problem when your modem has difficulty connecting with a remote system.

The other type of telecommunications skill is far more subtle and amorphous. It's the skill a person has at knowing what to say, how to say it, where to say it, and whom to say it to. It's the "savoir faire" skill of knowing accepted online social practices, and of playing the game according to the unwritten rules.

It's this second type of telecommunications skill I find most fascinating.

You can tell when a person has developed a facility at this skill. Their public message postings sound concise, well-thought out, sensitive to others' feelings, and inviting reply. Their private electronic mail messages have similar attributes.

You can also tell when a person's online social skills are not fully developed. The person who sprinkles exclamation marks hither and thither in their writing may be unaware that their puppy-dog exuberance betrays a certain naivete. Likewise the poor soul who has yet to learn that the English language has evolved to where lower case lettering is indeed permissible.

Knowing what to say online is only half the battle though. Knowing how to say it is the real challenge.

It takes skill to choose just the right words to elicit the desired response. Another way of saying this is that online communications gives you ample opportunities to put your foot in your mouth.

You need not feel overly self-conscious if you do commit the occasional social gaffe, though. Online communications is so new to all of us that everyone can recall social gaffe's of their own.

Just last week I myself had a narrow escape. In a moment of reckless abandon I courtesy-copied an electronic mail message. My reason for doing so was to save myself the trouble of sending a separate e-mail message to the courtesy-copied party.

Doesn't sound too dangerous on the face of it, does it? Aha, but foot-in-mouth opportunities abound in the online world. No sooner had I dispatched the message than I realized the possible perils of my action. Some stray comments in my message could possibly be taken the wrong way by the courtesy-copied party.

Luckily, I narrowly escaped a rather embarrassing situation. Next time I'll think twice about using the convenience of courtesy-copying. I'm all the wiser for having narrowly missed that precipice.

The truth is that online social skills are closely akin to the social skills we use in conducting our everyday face-to-face affairs. Those who have developed refined social skills in the tangible world usually have no trouble transferring those skills to the online world.

Tact. Courtesy. Thoughtfulness. A reserved, controlled demeanor. These are all indicia of a refined mind -- both online and off line.

These are commendable skills to hone and refine. You cannot learn them quickly. You cannot learn them from any guidebook. You can only learn them through experience.

As you journey through the online world, take time to reflect upon the positive examples of online social skills you encounter. You will enrich yourself immeasurably as a result.

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of online communications. He can be reached on GENie at: P.SHAPIRO1; on America Online at: pshapiro.

[EOA]  
[BEG]////////////////////////////////////  
                  BEGINNER'S CORNER /  
////////////////////////////////////  
Polishing Green Apples  
\*\*\*\*\*  
By Steve Weyhrich  
  [S.WEYHRICH]

>>> HOOKED ON CLASSICS (Part 4) <<<  
\*\*\*\*\*

INTRODUCTION We finally reach the end of our tour of the Apple IIgs  
\*\*\*\*\* Classic Desk Accessory Control Panel, with a discussion of  
the Printer Port and Modem Port options. If you are one of the many who,



```

~ Data/Stop Bits: 8/1 ~ Data/Stop Bits: 8/1
~ Parity: None ~ Parity: None
~ DCD Handshake: Yes ~ DCD Handshake: Yes
~ DSR/DTR Handshake: Yes ~ DSR/DTR Handshake: Yes
~ XON/XOFF Handshake: No ~ XON/XOFF Handshake: No

```

Select <- -> V ^ Cancel: Esc Save <-|

(Note that as in previous month's articles, the "~" character represents the checkmark that appears next to each line in Control Panel setting that is the default selection for that feature.) All these parameters are necessary to help your computer communicate properly with alien species (i.e., printers and modems). Now, we'll take each of these in turn to explain what they mean.

**Device Connected** On the ROM 01 IIgs, this is an option that can be adjusted by pressing the right or left arrow keys to select "Printer" or "Modem". On the ROM 03 IIgs, the Printer and Modem Control Panels are smart enough to tell you what setting you have made in the Slots Control Panel. If you have Slot 1 set for "Printer", it tells you that; if for "Modem" (yes, you could have two modems attached), it tells you that. If for "Your Card" it will say that also, and if "AppleTalk" (on the ROM 03), that name is displayed. If AppleTalk is selected for either of these two slots, many of the other options are NOT displayed; apparently only the first four are needed to properly control an AppleTalk interface.

**Line Length** This option refers to the number of characters that will be sent to a port before a carriage return (Ctrl-M) character is automatically generated by the computer and sent down the serial data line. This may be necessary when using some very old printers that REQUIRE this type of control, or if the page that you are trying to print seems to continually print characters off the right edge of the paper. In most modern applications, however, the software takes care of where the line should end and continue on the next, so most users should just set this to "Unlimited". A modem also MUST have this option set to "Unlimited".

**Delete first LF after CR** Here, LF = Linefeed (Ctrl-J), and CR = Carriage Return (Ctrl-M). When these terms were originally defined back in the teletype and typewriter days, a Carriage Return meant that the movable print head was moved back to the left end of the line. However, without a Linefeed to move the paper up one line, any printing that continued from this point would go right over that printing that had already appeared on the line. So, when information was sent to a teletype it was necessary to send both a Ctrl-J and a Ctrl-M to make sure that the next line of printing WAS printed on the next line.

From the beginning, the original Apple II would move the cursor to the next line on the screen with ONLY the Ctrl-M character. It became customary for printers attached to Apple II's, and later to the Macintosh series, to also require ONLY the Ctrl-M character, rather than the Ctrl-M/Ctrl-J (CR/LF) byte pair. This made sense in terms of saving a bit of time during printing, and space in a text file; each line in the file would require one byte less of storage if it only used the Ctrl-M character.

In the CP/M world, and later in the MS-DOS world of the IBM PC, the custom of using BOTH the CR and the LF bytes persisted, and so some

printers expect to receive BOTH a CR and LF to work properly. Other printers (such as the Apple ImageWriter) only require a CR to work properly (in its default setting).

Since the settings on printers differ, this can be used to change how the serial port talks to the printer. If all the lines in your word processing document print out double spaced, setting this option to "Yes" will allow the serial port firmware to "eat" the extra LF character.

**Add LF after CR** Similar to the above discussion, an application that  
 ..... does NOT send a LF after a CR may cause some printers to print every line in a document on top of each other. If that happens with your setup, setting this option to "Yes" will cause the serial port firmware to burp out an extra LF character every time a CR character is sent.

**Echo** When using a modem, two modes of data transmission are used.  
 '"" "Full-duplex" means that a character sent to the computer on the other end is sent back ("echoed") to the computer on your end. "Half-duplex" (which GENie and nearly no one else uses) means that the characters sent from your end are NOT sent back to your computer. Therefore, to see what you are typing, your terminal program must be set to half-duplex, or you must set this Control Panel option to "Yes". If you see ttwoo of everything you type, the remote computer is sending each character you type back to you, and you need to set Echo to "No".

**Buffering** This option, if activated, uses a space in RAM where data being  
 ..... sent to the printer or modem can be temporarily stored up when the device is busy and can't handle any more data for a moment. For a modem, if you find that you are losing some data at times, turning this option on may help. Apple's manuals suggest leaving this turned off unless a particular program or device requires that it be on.

One "gotcha" that once hit me was turning Buffering "On" in the Printer Port. It began to cause problems when I tried to print several documents from AppleWorks; as each new document began to print, it appeared to clear out the remainder of the previous document. After tearing out a few hairs ("But this USED to work!!!"), I finally recalled that I had made that change, and returning it to normal fixed everything. Moral: Don't turn Buffering "On" unless you have specific instructions to do it.

You will probably find that if you use a high speed modem (9600 baud or faster) this option will need to be turned "On".

**Baud** The approximate speed (in characters per second) that the serial  
 '"" port will send data to the device attached to it. When the IIgs was designed, the most common speed for printers was 9600, and for modems was 1200. The baud rate for printers should be set to the fastest speed that the printer can handle (make sure the settings on the printer match what you set here). For many modems, this setting may NEED to be set to the speed at which you want to use the modem; however, with newer modems, it may be possible to have the Baud setting in the Control Panel set to the highest speed (19200) EVEN if the modem cannot communicate faster than 2400 baud. This Control Panel setting will determine how fast the computer communicates with the modem; the modem will communicate over the phone line at whatever speed IT has been set to.

In general, put this option to the highest setting that allows you to

make a reliable connection.

Data/Stop Bits To allow eight bits of data to be sent on a SINGLE electrical line between two devices, there has to be a way to tell when one byte ends and the next one begins. Consider this series of characters: "GODISNOWHERE". Does it mean "GOD IS NOWHERE" or "GOD IS NOW HERE"? Without the space character it could be difficult to determine the correct meaning of the words. In the transmission of a series of bits, it is absolutely critical that there be a way to tell where the "space" should go.

"Data Bits" refers to whether a byte is sent as five, six, seven, or eight bits. Although five or six bits may not send many characters based on the ASCII character set, some older standards require such a setting. However, I know of no standard BBS or major online information service that uses such a limited protocol.

"Stop Bits" refers to how a byte is terminated; by the above example, it identifies how a "space" between bytes is identified. This is either one or two bits.

In nearly all circumstances these days, it will be unnecessary to change this setting from 8/1 to anything else.

Parity This option has to do with an older method of error checking. After each character is transmitted, a parity bit may be required to allow the computer on the receiving end to determine whether or not the character was sent accurately. If not, that one character would be re-transmitted.

Parity is set to either "Odd", "Even", or "None". An "Odd" parity requires that an extra bit, either 0 or 1, is added to the end of the 5, 6, 7, or 8 bit character to make sure that it has an odd number of 1 digits. "Even" parity means that the extra bit should make the entire transmitted character have an even number of 1 digits. "None" means that the parity protocol is not used, and in most cases this will be the best choice.

DCD, DSR/DTR, XON/XOFF Handshake These three Handshake options are used to help the device attached to a serial port to be able to tell the computer to stop sending data to it. A printer, for instance, is not able to print data as quickly as the computer can send it. If the printer could not tell the computer "Stop, I'm full right now!," data would be lost as the computer continued to dump data to it.

DCD stands for "Data Carrier Detect"; DSR for "Data Set Ready"; DTR for "Data Terminal Ready"; and XON/XOFF are the names for ASCII characters that tell the transmitting device to start and stop sending, respectively.

THE END OF THE CLASSICS Finally, we are at the end of this description of the CDA Control Panel. Hopefully, it has made it easier for you to make adjustments to your Apple IIgs, and to understand what those adjustments are for. Next time, join me here as we begin to look into the use of increasingly affordable hard disks on Apple II computers.

[\*][\*][\*]

Steve Weyhrich is a family physician from Omaha, Nebraska. He has been using Apple II computers since 1981, and writing about them since 1990. He follows closely the events that continue to shape the destiny of the legendary Apple II and IIgs computers, and writes a monthly column called the "A2 News Digest" for A2-Central disk magazine. He is also the author of the "Apple II History," available on fine BBSes everywhere. He is really getting tired, however, of talking about the CDA Control Panel.

[EOA]

[TEC]////////////////////////////////////  
TECH TALK /  
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Apple II Hybrids  
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By Jay Curtis  
[J.CURTIS8]

>>> HOW THE APPLE II READS AND WRITES MS-DOS <<<  
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The Macintosh world has been buzzing recently about an Apple-manufactured 68040 Processor Direct Slot card that actually allows a Macintosh to run MS-DOS programs. Running inside a Mac Quadra 610, this 486 co-processor does has features that take it beyond the PC Transporter; however, I can't help but be amused by the attitude of the Mac-o-philés at my work place. One in particular has been crowing about what an "amazing technological breakthrough" the card represents and how "nothing like it has ever been done before." One of these days I'll bring him to my home and quietly demonstrate how my PC Transporter-equipped IIgs can launch and run the latest versions of Microsoft Works, ProCOMM Plus, and Word Perfect from GS/OS desktop icons.

The PC Transporter is, for all practical purposes, a small, high-speed XT that is contained upon a single card. When it was introduced, XTs were considered "aging technology" in the PC world, when compared to the accepted 286 standard, and the just-emerging, ultra-fast, 386 systems. Nonetheless, the ability to cram an entire XT on a single card was considered an engineering accomplishment, and the card must be viewed, historically, as state-of-the-art technology in consideration of what it could do.

Even today, the PCT is no slouch. People who have just enough knowledge about computers to think that they "know" you can't run IBM software on an Apple II, are usually amazed when they see a machine that will do exactly that. The PCT uses a V30 microprocessor -- essentially the equivalent of an Intel 8086, only smaller. The V30's speed is 7.14 mhz, but subjectively it runs much faster than that. I can compare the card's performance (using non-Windows, MS-DOS applications) with an old XT and with an HP Vectra 386/16 at my work place. Running inside my GS, most of the PCT's functions seem much closer in speed to the HP Vectra than the XT.

I haven't tried to verify Applied Engineering's claim that MS-DOS programs run 3 times faster on the PCT than on a PC/XT. Many factors govern speed and the perception of speed on personal computers, and with Applied's claim, you could easily imagine the PCT running like a 22 Mhz 386. Don't. It probably isn't THAT fast. Think along the lines of a fast

286 running a text-based program. Yes, Windows WILL run on the PCT, but there's no advantage in doing that. A GS user already has a (better) windowing environment with GS/OS system 6.0.1, and according to those who have tried it, Windows will slow down the PCT to a snail's pace. The PCT is strictly a DOS engine, and what it does, it does with speed and panache.

According to Applied Engineering, the PCT gets its speed from the fact that it is a "co-processor." In either an Apple IIe or IIgs, the Apple's own microprocessor and ProDOS system software handle the I/O from the V30 while emulating PC I/O ports. This enables the PCT's V30 to process MS-DOS programs "at full speed" while accessing its own on-board RAM.(1) Therefore, the PCT can be said to be running INSIDE an Apple, both figuratively and literally, given that most of the I/O is overseen by ProDOS.

There are, however, two important exceptions to the rule that you need ProDOS for I/O management: First, the PCT has its own Color Graphics Adapter (CGA) controller for generating video. In a IIgs, a "ColorSwitch" is required to automatically switch between the GS's RGB analog color output and the PCT's digital output. The second exception to ProDOS I/O management is found in the PCT's on-board, MFM floppy disk controller. If it were not for the MFM controller, there would be no way to get program instructions from a STANDARD MS-DOS diskette into your Apple II/PC hybrid. It is helpful to think of this controller as your principal doorway to the MS-DOS world beyond the PC Transporter and Apple II hybrid system.

Considered by itself, the PC Transporter card is capable of working with three types of MS-DOS volumes. These volume types are MFM, GCR and hard disk. The PCT can read and write directly to MFM/MS-DOS volumes ONLY through its on-board MFM floppy disk controller. The controller, in turn must be connected to either PC Transporter "Transdrives" or to a standard Apple 3.5 microfloppy drive to be able to read and write MFM/MS-DOS diskettes. The PCT reads and writes to hard disk and GCR/MS-DOS volumes through the Apple's microprocessor and ProDOS.

ABOUT "LOW-LEVEL" FORMAT "GCR" and "MFM" are sometimes called "low-level" "formats or "disk formats." This is done to distinguish them from "file formats," such as MS-DOS, ProDOS and HFS. "MFM" is principally used by PCs and PC compatibles, while "GCR" is principally used by Apple IIs. Another way to think about GCR and MFM is that they are HARDWARE-RELATIVE terms that have to do with the schemes used by the drives themselves, and their interface cards or controllers, for encoding data on diskettes. MFM stands for "modified frequency modulation." GCR stands for "group code recording." On the other hand, the FILE formats MS-DOS, ProDOS and HFS, should be thought of as "SOFTWARE-RELATIVE" terms for our present purposes.(2)

As file formats, MS-DOS, ProDOS and HFS can be independent of MFM and GCR. Thus, it is possible to have MFM-encoded ProDOS diskettes, and it is also possible to have GCR-encoded MS-DOS diskettes. The 1.4MB and 720K ProDOS disks created by Floptical disk drives are MFM-encoded ProDOS. The 720K and 360K ProDOS disks created by the PCT's Transdrives are also MFM-encoded. However, convention pairs MS-DOS with MFM in the PC world and ProDOS with GCR in the Apple II world. (It should be noted that HFS is often written to both MFM and GCR; Superdrive-equipped Macs routinely work with both formats.)

It appears to some Apple watchers that the company will soon leave

the GCR standard behind (along with the Apple II) to make their drives and data disks more cross-platform compatible with the PC world and to save money. This would seem to be a logical step as Apple moves toward promotion of the PowerPC and, therefore, a single hardware standard with the PC world. It is all the more reason for Apple II devotees wishing to remain with dynamite power applications like ProTERM 3.1 and AppleWorks 4.1 to develop bridges to enable them to move their data with greater ease between their Apple and other platforms when needed.

It is important for cross-platform and hybrid users to keep in mind which kind of diskette (GCR or MFM) that they are working with, because each kind of diskette requires a certain kind of disk drive and/or interface in order for it to be written or read. For example, a user cannot write a 720K MFM/ProDOS diskette in a Floptical disk drive or PCT Transdrive, then take it to a standard GCR 800K Apple drive and read it. Similarly, anyone who takes advantage of the PCT card's ability to write MS-DOS to a diskette through a standard GCR Apple drive and controller, should not expect to be able to read one of these diskettes in a standard PC or compatible drive.

The Apple 3.5 and Applied's Platinum 3.5 are, however, capable of reading and writing both 720K MFM/MS-DOS AND 800K GCR/ProDOS when hooked to the PCT card. On the ProDOS side of an Apple II/PC hybrid, a special Applied Engineering software program called "PCT.SWAP" can turn these drives on and off as ProDOS drives. This capability has caused some AppleII fans to opt for the PC Transporter card in place of Apple's Superdrive bundle.

As many know, the Superdrive and its controller card give Apple II users the capability to rewrite high density HFS, MS-DOS, and ProDOS in MFM and GCR. By comparison, however, the PCT's advantage is that it gives the user the ability to not only rewrite MFM/MS-DOS and GCR/ProDOS, but also to RUN MS-DOS. Additionally, IIE users who do not possess 800K 3.5 capability get the added benefit of a 3.5 floppy disk controller (usable on both ProDOS and MS-DOS sides of their machine) with their PCT card.

Unfortunately, the Superdrive cannot be hooked to the PCT's MFM controller and cannot be accessed by the PCT as an MFM/MS-DOS device. The Superdrive's double and high density diskettes CAN, however, be accessed by the PCT through the Apple II's ProDOS emulation of PC I/O (in the same way that standard Apple 3.5 drives can be accessed by the PCT through the Apple ports). Additionally, with Peter Watson's (GS/OS) MS-DOS utilities and System 6.0.1's MS-DOS FST, it is possible to format and rewrite MFM/MS-DOS in both double density and high density from the IIGs side of a GS/PC hybrid, or from ANY GS for that matter, hybrid or not.

For those who already have 3.5 capability (hopefully most of us by now), one drawback to consider in comparing the PCT and Apple's Superdrive bundle is that the PCT's controller will not handle high density (1.4MB) diskettes. This is often the essential consideration for those who purchase the Superdrive. Also, while the PCT and Apple 3.5 combination will read and write MFM/MS-DOS, PC-compatible drives on other machines are finicky about reading and writing MFM/MS-DOS diskettes which have been FORMATTED in the Apple 3.5 drive. Most Apple II hybrid users who rely on the PCT and Apple 3.5 drive combination purchase preformatted IBM diskettes. Others may wish to consider using the PCT Transdrive system, which not only flawlessly formats MFM/MS-DOS, but is also able to display MFM/MS-DOS diskette volumes on the GS/OS desktop with the MS-DOS FST.

Though neither the PCT Transdrive system nor the PCT and Apple 3.5 combination are capable of reading or writing high density diskettes, there is one MFM-capable device, other than the Superdrive, that CAN read and write 1.4MB high density. The Floptical disk drive has been receiving much attention lately among Apple II hybrid and cross-platform users because of its ability to handle MFM encoding AND its ability to rewrite high density. This gives it many advantages, especially for Apple II's devotees who want to work with both the MS-DOS and HFS file system translators. It seems important, therefore, to briefly consider use of the Floptical in this series on Apple II hybrid computers.

ABOUT FLOPTICAL DRIVES     Tulin, PLI and IOMEGA sell the majority of  
"\*\*\*\*\*"     Floptical drives to AppleII owners. Unlike Superdrives, Floptical drives are limited to only MFM encoding. However, besides being able to rewrite high density diskettes, they also can read and write VERY high density (21MB) Floptical diskettes. These Floptical diskettes are 3.5 floppy diskettes which have been "etched" or "stamped" on one side with a series of small pits, laid down in concentric rings.

If you turn a Floptical diskette over, open the shutter and hold the diskette at an angle to an incandescent bulb you get refraction, a rainbow effect across the diskette's surface appearing much the same as when you hold an old LP record at an angle to light. A light emitting diode inside the Floptical drive's case shines on this surface, and an optical servo mechanism reads the pits to position its magnetic read/write heads. Therefore, positioning is done optically, but, unlike an optical disk, which encodes data optically in small reflective pits, data are encoded MAGNETICALLY on Floptical diskettes. The Floptical drive achieves its very high data densities because of the precision which can be derived from optical positioning.

Like the Apple Superdrive, the Floptical drive cannot be accessed directly as an MFM/MS-DOS device by a PCT card because it cannot be attached to the PCT's MFM/MS-DOS controller. The diskettes can, however, be accessed as special hard disk volumes by the PCT.

Floptical drives are SCSI devices, and therefore they must be hooked to an SCSI controller card. Once they are properly configured on the SCSI bus, a floptical diskette, placed in one of these drives, can function like any other hard drive volume, with one important difference. Floptical diskettes are removable. Being removable, they can be used as backup devices or substitute volumes containing alternative programs and data. Therefore, they can also provide multiple hard disk volumes to both the Apple II and PC sides of the hybrid. Used as PCT hard drive volumes, these diskettes offer tremendous flexibility to Apple II hybrid users.

Next month, we'll talk more about PCT hard drive volumes and about use of the PCT control panel and hardware drivers. We'll also talk more about the kind of software that runs on the PC side of the Apple II/PC hybrid and what benefits the user can expect. Until next month then, think hybrid!

NOTES  
\*\*\*\*\*

(1) PC Transporter User's Manual, p. 73

(2) Before we make this definition too rigid, however, we should acknowledge that MS-DOS and ProDOS are more than JUST filing systems. They are also disk operating systems. As such, they have code built into them which enables them to work with peripheral devices. In this sense, MS-DOS and ProDOS are also hardware-relative terms.

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Beef Futures II

by Mike White
 [MWHITE]
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Watch for another thunderin' herd of Moo Fun from Mike White in the next issue of GENieLamp.

If you have an idea for a CowTOON, we would like to see it. And, if we pick your CowTOON for publishing in GENieLamp we will credit your account with 2 hours of GENie non-prime time!

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[EOA]
[DRT]////////////////////////////////////
                          DR'S EXAMINING TABLE /
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Golden Oldies
*****
by Darrel Raines
   [D.RAINES]
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One of the potentially frustrating things about owning an older computer system is that you feel left out when you see your friends going to the nearest computer store and buying that great new game for their system. They plop down \$50 for a new dungeon game that will blow the socks off anything that was ever created before. The package consists of music and graphics that will make you think that you are actually in the room with the dragon that just toasted your exploration crew.

All this sounds great to the average Apple IIgs owner (except the high purchase price). The trouble is that there are no longer new games coming out for the Apple. You begin to feel left out and start to consider purchasing a new computer just so you can play the latest and greatest computer games. Well, hold onto your mouse for just a minute. I have an alternative that I think you should consider: used software.

Unless you were a lot wealthier than the average Apple II owner, you did not have the resources to purchase every game that was written for the Apple II over the years. I certainly tried, but even I could not accomplish this feat. Therefore, many games and other useful software were written for your computer, but escaped your clutches for some reason or other. Now is your opportunity.

Run, don't walk, to the nearest Apple IIgs and boot up the telecommunications software. Log onto GENIE and hop over to the Apple II RoundTable (A2). Enter the bulletin board area (option 1) and set your category for number 4 (SET 4). You are ready to enter the magic kingdom. In just a few weeks, you'll have hundreds of opportunities to purchase used software that needs a new, loving home. All that you have to do is browse (BRO) the different topics to find the software that you managed to miss in the past few years. There are even a number of hardware items that may tickle your fancy.

Once you see a title that sounds good, drop a note to the person who left the original "For Sale" message. If the price sounds too steep, then make a counter-offer. If the price sounds fair, then shout quickly "I will take that item off your hands." If you are the first one to make an offer that the owner accepts, then you will be the proud owner of a new toy. The seller will generally send the package to you and expect prompt payment in return. You will get the original software, documentation, and many hours of entertainment.

I should interject a word of caution at this point. I have never had a problem in receiving merchandise or payment while using this process. However, the possibility does exist that you could get ripped off during an exchange. I have never experienced a problem other than slow payment. I have also been guilty of taking some time in shipping equipment to a purchaser. I am working on this; it only works against me in the long run. Be sure to work out who pays for shipment and what order the payments are exchanged with the person you are buying from. Take nothing for granted; spell out every detail.

I have been able to find many good deals by purchasing my software in this manner. I have also sold some items that would otherwise be gathering dust on my shelves. Not only that, but by selling my used software, I have more money to purchase someone else's used game for my computer. What a deal!

I have finished many computer games, especially adventure games,

where the software and documentation look exactly like they did when I purchased the game. The only difference is that I have completed playing the game and killing the ultimate bad guy. Now I do not know what to do with the game. I will not be playing again anytime soon, since I spent long hours on the game before finishing it. Why not sell the software on the Apple II RoundTable?

You can place an ad for a software package almost as easily as you can find someone else's software to purchase. All you have to do is compose a brief ad for the forum message and type it under the correct topic in category #4. There are topics for 8-bit software, 16-bit software, IIgs computer systems, peripherals, and so on. Find the correct category and type away. Even if you happen to pick the wrong topic, the forum sysop will move the message for you and leave a friendly note telling you where to look for replies.

I have managed to find several packages just recently that I have been wanting to purchase for years. I never got around to ordering this software... or I didn't have the money... or something always came up. By buying used software, I have been able to get a few games that I always wanted, a page layout package that looked useful, and a database program that my wife needed for her Biology Test Question Bank. These packages were purchased for a reasonable price and included full documentation and the original disks.

Now that you know the "Used Software Solution", why don't you clean out the computer closet? Place ads for all your unwanted software. Make inquiries about software you see in the Apple II RoundTable. Sell software and equipment. Buy a new game. Trade adventure games with someone on the far side of the continent. It might even provide you with as much excitement as your friend who just purchased that \$50 game for his IBM clone. Maybe more.

Since we have opened this Pandora's box used software, a natural question follows: "Which software should I try to find?" You can ask your friends what games they have enjoyed playing. You can seek opinions in the other categories on the RoundTable. Of course, the reason that I brought up the subject is that I have an even better idea. You can read GENieLamp A2 edition.

You see, next month, and from time to time in the future, I will be reviewing some golden oldie software packages that you can purchase on the used software market. This will help you find that gem that you may have missed when it first came out. Until next time, happy bargain hunting.

[*][*][*]

Darrel Raines is a staff writer for GENieLamp A2. He is also a remarkable computer shopper. He has been known to sniff out a software bargain from up to a mile away.

[EOA]

[HAR]////////////////////////////////////

HARDVIEW A2 /

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Known Bug in Apple SSC Card

by Ron Higgins

[rhiggins@carroll11.cc.edu]

In the "Hey Mister Postman" column of November 1993 issue of GENIE Lamp A2, B.PERCIVAL and H.HOOD were discussing a problem with the 6551 chip in Apple's Super Serial card, frequently used as a printer or modem interface. The 6551 chip, which the SSC uses, can lose characters when sending. Typically, this can interfere with PTSE screens and with ZMODEM file transfers.

Every time the CTS line from your modem goes low to tell the computer to stop transmitting data, the current character is lost. What happens is that the 6551, (ACIA -- Asynchronous Communications Interface Adaptor) chip stops transmitting immediately when the CTS line is lowered, no matter where in the current character it is.

A character is made up of 8 bits (ones and zeros that computers can understand). These bits are sent to your modem one at a time. If the modem is getting the bits too fast, it must tell your computer to stop sending them until it can catch up. It does this by signaling the computer via a control line to stop sending data.

In the old 6551 chip design, the 6551 would stop sending bits immediately upon getting the signal from the modem to stop sending data. It didn't matter where in the current character it was, the chip just stopped. It would then throw away the unused portion of the character it was sending and, when asked to start sending data again, restart with the next character. This is, of course, bad -- we have now lost part of a character. To the receiving end, this appears as a missing character on the screen, or an error in a file transfer.

Now the question is whether or not you are affected by this problem. You may be run into this "bug" if the following conditions exist:

- o You are sending data from your computer to another (it may affect uploads, but never downloads).
- o You are using a high speed modem (9600 bps or faster).
- o You are using hardware flow-control (sometimes called hardware handshaking)

What do I do if affected by this problem?

The only solution to this problem is to purchase a replacement 6551 chip where the problem has been corrected. The Harris CDP65C51AE1 chip, mentioned in the November 1993 issue, is a good replacement. I've been using it without trouble for over 11 months now.

Where do I get a replacement?

Good question -- this is NOT something you can run to Radio Shack(tm) for. You need to order it from a electronic parts supply house. I do not know of anywhere that will sell just one chip, but I'm sure that they exist.

On the other hand, I have purchased a small quantity of these chips (about 75 pieces), and am offering them to anyone needing them. The cost is \$4 per chip with \$3 shipping & handling per order in the US. Send check

be a short note on the meeting with Dave Hecker of Seven Hills, and Ewen Wannop, the author.

PAL MEETING -- JANUARY 19, 1994 Dave Hecker of Seven Hills and Ewen Wannop (all the way from England!) graced us with their presence at January's meeting of PAL. Below are a few short features of Spectrum, a GS/OS Desktop term program for the GS.

First, Spectrum is a GS/OS desktop program, therefore, all the goodies (inits, desk accessories, etc.) that are available under GS/OS desktop programs will be available in Spectrum! And, users of The Manager, HardPressed and AutoArk will be able to use these programs with Spectrum, as well! You could, as well, scribble something in ShadowWrite while still online, or go to your calendar NDA and note a date of something you may see online to attend!

Spectrum has many of the "common features" of most telecom programs -- it has a chat mode, various emulations available, and a "macro" ability. However, Spectrum goes beyond macros, into a total scripting language -- which is by far more flexible! You could even develop a script to run a BBS!

Other features of Spectrum include disk utilities (copy, format, delete, and so on). These are just a few goodies. To find out more, check out SEVENHILLS category in the Apple II RoundTable Bulletin Board, #43.

THE LIBRARY STACKS Below are some great files...brought to us by our librarian, Tony Ward [A2.TONY]:

- 22045 GS1040.93V2.BXY AWGS SS to do your 1993 income taxes
- +22043 AW1040.93V2.BXY AppleWorks SS to do your 1993 income taxes
- 22025 DISKTIMER.BXY Measure your IIgs hard drive speed
- +22012 MSDOS13.BXY Copy files from MS-DOS disk to ProDOS
- 22011 WRITEAWAY.BXY WriteAway v2.0 -- IIgs word processor
- 22000 WELCOME4.0.BXY Change your GS/OS startup screen
- 21996 PT3.SETTIME.BXY ProTERM macro to set the IIgs clock
- 21994 CPUSPEED.BXY Shows the current speed of your IIgs
- 21988 SYSFAILPLUS.BXY Improved IIgs system death manager

Just like the Dean's List, a (+) means it works on 8-bit Apples.

WHAT'S NEW IN A2? There are a couple new faces in A2 -- Harold Hislop, who is our resident "hardware guru", who hosts an RTC on Wednesdays from 11 p.m. to 1 a.m. eastern, appropriately called "Hardware Hacker", and Donnie Grimes, who right now fills in as RTC host where ever he is needed.

We've got a bulletin board just loaded with great information and answers to your most thorny questions. Make sure to check it out! And don't forget our nightly RTC's and all-day Sunday RTC, where help is literally "at your fingertips"!

[EOA]
[AII]////////////////////////////////////
APPLE II /
////////////////////////////////////
Apple II History, Part 19b

By Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<

Compiled and written by Steven Weyhrich
(C) Copyright 1993, Zonker Software
(PART 19b -- APPLEWORKS)
[v1.3 :: 10 Dec 93]

INTRODUCTION In this segment of the History, we look further into
***** improvements made to AppleWorks, and then take a look at the
newest version, 4.0.

ENHANCEMENTS: BEAGLE BROS AND COMPANY The next significant AppleWorks
***** add-on appeared in June 1986. It was a product sold by Beagle Bros and called MacroWorks.<1> Written by Randy Brandt, this program patched itself into the keyboard-reading routine of AppleWorks and allowed the user to automate certain functions and assign them to a specific key on the keyboard. Previously, many of AppleWorks features were accessed by pressing either the open-apple or solid-apple (option) key together with another key (recall that the apple keys were nothing more than access to the pushbutton inputs on the joystick). For instance, open-apple and "C" (oa-C) together were used to start a "copy" function. Before MacroWorks was patched into the program, either oa-C or sa-C had the same effect. After adding this enhancement, the solid-apple keys were given their own, separate identity, offering more than double the number of functions that could be executed from the keyboard. (Pinpoint had done something similar, by taking sa-P for its own purposes).

A macro was actually a series of keystrokes that could be entered from the keyboard (similar to WPL programs for Apple Writer), but was automated so that a single keypress would activate it. For example, typing a return address could be assigned to the sequence solid-apple-A (sa-A). Or sa-S could be defined to save ALL the files on the desktop and quit the program. Anything that could be done manually with AppleWorks could be automated with MacroWorks, and it could even do some things that could NOT be easily done manually.

The idea of automating keystrokes in AppleWorks was not unique to MacroWorks; soon after, AutoWorks was released by Alan Bird of Software Touch, and Pinpoint Publishing got into the act with their product, Keyplayer. Brandt upped the ante later in 1986 with an upgrade called Super MacroWorks, which added a few new features and was made to work specifically with the new version 2.0 of AppleWorks.

It didn't take long for the other companies to come out with enhanced versions of their programs to work with the newer version of AppleWorks. But the most significant enhancement yet came during 1987. Beagle Bros had just undergone a change in management, as its founder Bert Kersey retired and his company merged with Software Touch. Mark Simonsen and Alan Bird, owners of Software Touch, had previously worked at Beagle before leaving to start their own company. Aside from AutoWorks, they had released enhancements such as SideSpread (which would allow a spreadsheet to be printed sideways on a dot matrix printer) and FontWorks (which allowed word processor files to be printed using different font styles and sizes, using codes embedded in the WP text). As they merged back into the Beagle fold, they brought with them plans for a series of AppleWorks add-ons and

enhancement. These would be accomplished via a new core program (or "engine", as they called it) called TimeOut.

Written by Alan Bird, TimeOut installed itself into AppleWorks and interfaced directly with Lissner's remarkable built-in memory manager. The neat thing about TimeOut was that after the engine itself was installed, adding other modules was no more complicated than copying them over to the disk from which AppleWorks started. This addressed one of the problems with all of the other enhancement programs available; if they were not installed in the correct order, the patches would begin to step on each other, and crashes were much more likely. TimeOut provided a clearly-defined protocol for adding new features to AppleWorks without this patching hassle.

The first TimeOut modules released included DeskTools, FileMaster (which allowed file copying and more), Graph (spreadsheet graphing), QuickSpell, SideSpread (update of the older Software Touch program), SuperFonts (update of FontWorks), and UltraMacros (a more powerful version of Randy Brandt's Super MacroWorks, using ideas from AutoWorks). More followed in subsequent years, including a thesaurus module and a full-featured telecommunications module that worked within AppleWorks.

ENHANCEMENTS: JEM SOFTWARE Over the years, Beagle Bros has been a major
 "*****" contributor to the longevity of AppleWorks through its many TimeOut enhancements. And they did many users a favor by making upgrades available virtually free, through a program they called "Beagle Buddies". Just contact your Buddy, give evidence that you really owned the program, and he would update (for example) UltraMacros from version 3.0 to 3.1, without charge. The down side of this service, however, was that there was NO income received by Beagle for updates, making it financially difficult to pay the authors of those updates for their work. For this reason, authors like Randy Brandt (one of the AppleWorks 3.0 revision authors) have decided to start their own private company for release of other products for AppleWorks. Through his company, JEM Software, he released PathFinder, which made setting the pathname for the AW "Add Files" menu easier and faster to change. Although that feature was built in to AW 3.0, Brandt did not stop there. With the help of Dan Verkade, he created TotalControl, which added features to the database module that make specific qualifications for the type of entries that could be made in new or existing records. DoubleData changed the database module so AW could handle twice as many categories per record as it was designed to do. Mr. Invoice made it possible to produce invoice-type documents with AppleWorks, and DB Pix added graphic capability to the database, displaying single and double hi-res and Print Shop / Print Shop GS graphics. Brandt also wrote an update to UltraMacros 3.1, called Ultra 4.0, which added considerable power to the macro language. All these add-on programs enhanced the usefulness of AppleWorks for very specific applications, significantly extending the lifespan of the program.

Brandt also came up with the concept of "inits" for AppleWorks. A small patch was made to AppleWorks to incorporate this feature. Adding an init was simple; it was copied into a subdirectory called AW.INITS, and any binary program found there with a name that started with "I." was automatically loaded and patched in at startup time. These inits ranged from one that improved the handling of the screen print function built-in to AW, to other much larger applications (TotalControl was added via an init, for example). The difference between these inits and TimeOut applications was that inits were always working, whereas TimeOut programs

had to be specifically activated to work. Brandt used the same concept of simple extensions when he designed Ultra 4.0; additional commands (called "dot commands") could be added to the macro language in the same way as other inits.

ENHANCEMENTS: PATCHES As with other popular programs, there have been
 "*****" many patches that have appeared over the years to customize AppleWorks to do things more to a particular user's likings. These first appeared as one to several byte patches that would be applied using Applesoft, poking the bytes to memory and then using the BASIC.SYSTEM command "BSAVE" to put them into the right place in the program. Patches were published in various places to do things like changing the pitch and duration of AW's awful error tone, make it possible for AW to access a disk device in slot 1 or 2 (which it refused to do ordinarily), or make more than one custom printer (not easily done in versions before 3.0). Other patches were published to fix various bugs that were uncovered over time. Eventually, these patches were collected into several different programs whose purpose was to streamline the process. Randy Brandt, through JEM Software, released Late Nite Patches for AppleWorks 2.0. John Link created a program called SuperPatch that he provided via online services initially, later changed it to shareware as it got more and more massive, and eventually arranged for it to be sold via Quality Computers. Written in Applesoft, John's program made it possible to not only apply the various patches, but to also remove them neatly.

Beagle Bros came out with AW 3.0 Companion (later updated to Companion Plus) which allowed not only a large number of useful changes to be made to AppleWorks, but also included a version of Mark Munz' Patcher program to correct some bugs that had made it into the program (and which Claris refused to fix via an upgrade). The Beagle program followed John Link's lead by making it possible to remove most patches as easily as they were applied.

APPLEWORKS 4.0 The year 1993 brought a major surprise: Another upgrade
 "*****" for AppleWorks. Two paths converged during that year to bring about this unexpected turn of events. Quality Computers, a mail-order business based in Michigan, had been steadily increasing in size and influence during the previous several years. They began as do most such enterprises, selling software and hardware products that various companies around the country had available. One of their earliest enterprises was to sell software written by Joe Gleason, the company's founder. They were prominent in their advertising in the Apple II magazines that remained in the market; in inCider/A+ magazine they always had the first two to four pages of available ad space. During the early 1990s, they even began to distribute some hardware items of their own (usually produced by another company, who allowed Quality to sell them under their own name). When Beagle Bros decided to concentrate solely on their upcoming Macintosh product, Quality stepped in and purchased the rights to sell and upgrade the Beagle products, thus expanding their influence in the world of Apple II software.

Randy Brandt, as mentioned above, had also been quite busy with production of software products to enhance AppleWorks. Although AppleWorks 3.0 in 1989 had many of the features that he wanted to have, he continued to come up with new ways to enhance it. Through Beagle Bros and his own JEM Software, he continued to create add-on tools to allow users to get more out of the program. But in the back of his mind there was always this wish that AppleWorks ITSELF could be enhanced and fixed, to modernize

it with features that many of the MS-DOS and Macintosh products on the market had incorporated since that last version of AW was released by Claris. Unfortunately, Claris continued to show no interest in doing ANYTHING with AppleWorks, not even being willing to make the effort to release an update to fix known bugs in the program. Claris' other AppleII product, AppleWorks GS, suffered from the same neglect.

In the spring of 1993, Brandt contacted Joe Gleason at Quality Computers and discussed his interest in a major upgrade to AppleWorks 3.0. Having worked on the "Spike" project to develop 3.0, Brandt knew the program inside and out, and knew exactly how he could accomplish his goals of program enhancement. The BEST method would be to incorporate the changes into the program source code and recompile it; but Claris still held the rights to it. Gleason was extremely interested in the proposal, and began holding discussions with Claris to see if they would be willing to sell the license for releasing AppleWorks to Quality Computers. This would give Quality the opportunity to upgrade AppleWorks through a rewrite, as well as to provide technical support in a way that had not previously been possible.

Brandt and his long-time programming associate, Dan Verkade, began working on the upgrade to AppleWorks (code-named "Quadriga"), while Gleason negotiated with Claris. Although they all hoped that it would be possible to release the finished product as AppleWorks 4.0, they recognized the possibility that Claris would not relinquish its death grip on the program. In that eventuality, it was determined that there would be no choice but to put it out as a VERY large patch program. The proposed product name would be "TheWorks 4.0", and in order to make use of it a customer would need to already own AppleWorks 3.0. Installing TheWorks would patch into AppleWorks and make use of what code in the program was still useful, but still give access to all the new features they wanted to include.

Many features included with the Quadriga project were like a "best-of" list from TimeOut modules of the past: Triple Desktop, which gave access to as many as thirty-six files at a time; UltraMacros, in the improved "Ultra 4" version that JEM Software had released, in a form which allowed playback of pre-compiled macros (the compiler would be available separately); DoubleData, to increase the number of available categories in the database module from thirty to sixty; TotalControl, which further enhanced the abilities of the database; support for more printers, including newer style printers such as the Hewlett-Packard DeskJet 500; links between the database and word processor; and links between spreadsheets (similar to the "3-D" features that were currently available in MS-DOS programs like Lotus 1-2-3).

While Brandt and Verkade worked on the program code itself, Gleason was doing his best to convince Claris that it would be in their best interest to sell AppleWorks to Quality. As Quadriga was nearing completion, Gleason showed Claris executives that Quality was prepared to release it as a patch program, even if AppleWorks was NOT sold to them. Apparently Claris took this as clear evidence that Quality not only was determined to follow through on the project, but could pull it off. Negotiations became more serious, and by late August 1993 a contract was signed by both parties. This contract allowed Quality to purchase (for an unspecified sum) the rights to publish AppleWorks AND AppleWorks GS, and have the right to use that product name (which was actually an Apple trademark licensed to Claris).

With the legalities out of the way, the Quadriga project proceeded at full steam. They had a goal of releasing the program by October 1, but some last minute problems delayed the actual debut of the program until November 1, 1993. As with many programs, some bugs surfaced within a week of the distribution of v4.0. However, these were quickly resolved, and shipping of an updated version 4.01 resumed within a week. A version 4.02 update was expected by the start of the next year, to fix some other less serious problems that had been identified by early users. Brandt himself wrote a small patch program to customize version 4.01 and 4.02. Compared to four years of absolute inactivity by Claris to fixing known problems in version 3.0, this was much better.<2>, <3>

BEYOND APPLEWORKS AppleWorks is probably the most powerful integrated program ever written, in terms of speed (being text-based) and overall useability for a wide range of purposes. The one single problem that it has caused in the Apple II world is that it is SO comprehensive that it has killed the market for nearly every other text-based word processor, database, or spreadsheet program, even at a time when new such programs were being written. At this point in time, there would be little point in creating a new text-based program in either of these categories, since AppleWorks 4.0 covers all those areas so comprehensively. For most users, AppleWorks 4.0 (also known as AppleWorks "Classic") will meet ALL of their needs in a computer program. And on an Apple IIgs with expanded memory, the 4.0 version can make it possible to process and manipulate tremendous amounts of data easily.

However, what AppleWorks CANNOT do on an Apple IIgs is to take advantage of some of the features that GS/OS makes available: Easy access to foreign disk storage formats, use of outline font technology (via Pointless), access to a graphic-based work environment, the ability to switch between multiple programs (via program switchers like The Manager and Switch-It!) and many other features that IIgs users prefer. The other Claris program that Quality purchased, AppleWorks GS, could possibly meet the requirements for those users. AWGS (which is actually a rewrite of an older program, GS Works, purchased by Claris from StyleWare and remodelled slightly) is significantly different from AppleWorks and cannot be considered an upgrade, but may meet the needs of IIgs users that want something more like a desktop publishing program. Since Quality Computers has also purchased the rights to AppleWorks GS, IIgs users can look forward to a revision to THAT program as well, to correct the many known bugs that IT contains. And, depending on how good Quality can make it, AppleWorks GS may not be quite the killer of competing software that AppleWorks Classic was. Other programs have been released over the years that Claris has neglected AWGS to try to fill in the gap, and at least on the IIgs side of this fence, some healthy competition may result in better software for all users.

[*][*][*]

NEXT INSTALLMENT: Magazines

NOTES

- <1> Weishaar, Tom. "Miscellanea", OPEN-APPLE, Jun 1986, p. 2.33.
- <2> Selur, Joseph. "Taking Off The Wraps", II ALIVE, July-August 1993,

pp. 44-47.

<3> -----. "Quadriga To Be AppleWorks 4.0", II ALIVE, September-October 1993, p. 27.

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//////////////////////////////////////////////////// GENie_QWIK_QUOTE //
/
/ "It was the 'Apple II flu' that I suffered from. That /
/ type of flu just goes on and on forever." /
/
//////////////////////////////////////////////////// J.KOHN //

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[EOA]
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GENieLamp Information
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| Macintosh Dev. | MACPRO | 480 | Geoworks | GEOWORKS | 1050 |
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- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com
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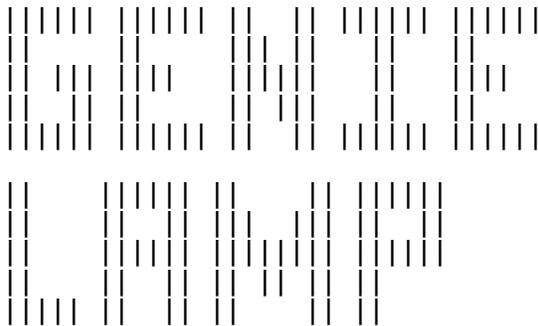
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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ March 1, 1994 ~

- | | |
|---|--|
| FROM MY DESKTOP [FRM]
Notes From The Editor. | HEY MISTER POSTMAN [HEY]
Is That A Letter For Me? |
| REFLECTIONS [REF]
Shared Long Distance Billing. | BEGINNER'S CORNER [BEG]
Polishing Green Apples. |
| TECH TALK [TEC]
Apple II Hybrids and Transfer. | CowTOONS! [MOO]
Career Cows. |
| DR'S EXAMINING TABLE [DRT]
Golden Oldie Review: Xenocide. | PROFILES [PRO]
HyperCard IIgs (via HangTime). |
| PAL NEWSLETTER [PAL] | APPLE II [AII] |

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[*]GENie Fun & Games.

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take you to the last page, whereas [IDX] will bring you back to the
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(SMITH, CAT6, TOP1, MSG:58/M475)
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|Name of sender CATEgory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

A message number that is surrounded by brackets indicates that
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////////////////////////////////////// GENie_QWIK_QUOTE //
/
/ "My brother tells the story of a student who walked
/ into the computer lab, pulled a 5.25 disk out of his
/ hip pocket, unfolded it, straightened out the wrinkles
/ as best he could, stuck it in a drive, and proceeded to
/ read the Appleworks files he had stored on it as if
/ this were perfectly normal. (And perhaps for him, it
/ was. :)"
/

//////////////////////////////////// GARY.UTTER ////

[EOA]
[FRM]////////////////////////////////////
FROM MY DESKTOP /

////////////////////////////////////
Notes From The Editor

By Douglas Cuff
[EDITOR.A2]

>>> THE BUTTERFLIES EMERGE <<<

As our collective world grows smaller, so do our individual worlds. We're "cocooning" -- a word dreamed up to legitimize lethargy and apathy by making them appear to be family values.

This tendency to laud emotional detachment has made me even more grateful to be part of the Apple II community than ever (limited gene pool or not). Our community seems to be peopled by those who have emerged from their cocoons as butterflies -- butterflies, moreover, who have no idea how much color they bring to the lives of others. I won't go so far as to claim that you can be sure that everyone that's using an Apple II has never burned down an orphanage, but we seem to have more than our fair share of caring individuals, and less than our fair share of ivory-skulled zealots.

Of course, it is a personal incident that prompts this observation: Recently, my copy of _II Alive_ failed to arrive. Larvae that I am, this would have been distressing enough for me as a subscriber, but the issue in question was my professional debut. (At last count, it was my fifth professional debut.) That is to say, I had contributed a few bijoux to the journal in question, and desperately needed my own copy, if only to bring a smile to the faces of my parents. As the publisher had distributed its entire print run to the clamouring hordes, it seemed future employers were going to have to take my word that I had indeed written for _II Alive_.

This moving drama swiftly reached a happy ending by the simple expedient of visiting GENie's A2 RoundTable and pleading for a spare copy. "Top prices paid!" I yelled from the sidewalks up to the upper-floor apartments.

The echoes had scarcely faded when Rich Hare from Michigan had his spare copy in the post. The cost of posting the magazine from Michigan across the Canada-U.S. border was scandalously high given the distance travelled, but Mr Hare cheerfully offered to eat the postage costs.

Cheerfully, mind you. Not grudgingly; blithely. Despite the fact that I've never met Rich Hare. I have, to be sure, occasionally seen the ASCII bunny-head with which he signs his messages here on GENie and on CompuServe, but that's the extent of it.

As an incident, it's probably not sufficiently remarkable to be the subject of an editorial. But it's not the first time such a thing has happened -- heck, it's not even the first time such a thing has happened to me! Sara Groves, Hal Shapiro, Terry Steeper, and heaven knows how many others have rushed to my rescue over the years.

Apple II people seem to consider a day lost during which they do not practice at least one random act of senseless kindness. Harold Hislop's recent arrival on the A2 RoundTable just seems to underline the sense of community... hardly a day goes by when Mr Hislop doesn't tell some poor caterpillar about to be crushed under the bootheels of indifference, "If nothing else works, send your hardware to me. You pay the postage costs, and I'll try to fix it." (I'm beginning to think the man gave up sleep at the tender age of 8.) Mr Hislop is not the patron saint of the Apple II, but it's only because there are too many other contenders.

It's not so unusual for computer users to care about their computers -- if you don't believe me, disparage someone else's computer platform -- but those who own Apple II computers seem to care about the computer owners. Even those who have little are willing to share what they have. Someone who uses a program sees a way to improve it -- and before you know it, that someone has taken over support for the program. People actually *volunteer* for workloads that seem destined to cause burnout, brownouts, blackouts, and knockouts.

The first time a complete stranger went considerably out of her way to do me a favor, I thanked her until it became positively fulsome. I expressed my hope that I could pay her back one day. While the conversation that follows comes from Robert A. Heinlein's book, _Job_, it could almost be the conversation that we had that day:

"...I'll make you a deal. You take me to dinner but I lend you the money."

"I'm a poor risk."

"Nope, you're a good risk. What the bankers call a character loan, the very best risk there is. Sometime, this coming year, or maybe twenty years from now, you'll run across another young couple, broke and hungry. You'll but them dinner on the same terms. That pays me back. Then when they do the same, down the line, that pays you back. Get it?"

"I'll pay you back sevenfold!"

"Once is enough. After that you do it for your own pleasure. Come on, let's eat."

It's because of our sense of community that the Apple II gentlefolk will enjoy a summer conference in Kansas City, Kansas this July. It promises to be quite a banquet. Or didn't you know that the attraction of dinner parties was meant to be the conversation, not the bill of fare?

-- Doug Cuff

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ASCII Art by Susie Oviatt
[SUSIE]

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[EOA]
[HEY]////////////////////
                HEY MISTER POSTMAN /
////////////////////
Is That A Letter For Me?
#####

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By Douglas Cuff
[EDITOR.A2]

- o BULLETIN BOARD HOT SPOTS
 - o A2 POT-POURRI
 - o HOT TOPICS
 - o WHAT'S NEW
 - o THROUGH THE GRAPEVINE
 - o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<

FREE UPDATES STILL VALID As I said, I'd let you know how upgading a ROM
***** 00 GS to a ROM 01 went.

In a word "SLICK".

Took it to a small Authorized Apple dealership in Rocklin CA (just north of Sacramento) where I had purchased my first Apple system (a II+) and also purchased my first IIGS system. I went in, walked through all the Quadra's & Centra's etc. to the service counter and timidly asked if they could possibly update my IIGS.

The fellow says "got a ROM 00 there, huh?" (pops off the top and says "yup, you need the upgrade - it'll take just a few minutes until someone is free to do it". He then went on to tell me what a great machine he thought the GS was. In about 20 minutes I was out of there with an invoice marked "warranty repair - no charge".

Where, but in the "Apple II World", can you get a warranty like that?!

Again, THANKS ! to all who informed me about the free update.
(D.HEYES1, CAT12, TOP5, MSG:508/M645;1)

>>>> I called Apple today (800-SOS-APPL) to ask about the IIC upgrade
***** for unidisk and modem compatability. The person I spoke to was polite, but said the program was over a long time ago. I insisted he check with a supervisor, he returned by saying, "...I like when people like you call. I learn something new. The authorization number is _ODL660_."

Keith (K.SAGALOW, CAT26, TOP3, MSG:109/M645;1)

THE INTERNET/APPLE II GRIND SITE > How's grind iowa doing toward that
***** > goal? Like how many MB are you up to?

Well, Steve Nelson (the Apple II FTP admin) is trying to get a replacement unit because the drive they have now was coughing up bad blocks to the tune of a couple hundred a day. It seems to have settled down now, but he's not taking any chances. I have no idea how much is on the drive right now, but he is mirroring at least three other Apple II sites to build up the file collection. He is investigating the possibility of creating accounts for off-site volunteers to aid in the maintenance of the archive.

BTW, for those who don't know what the "grind" site is, here's some background info. Last year, a few people on the Internet decided it would be nice to have a single, comprehensive FTP site for Apple II files. A call was put out on the net for donations to buy a 1-gigabyte drive to house the archive. While that was going on, the CS students association at the University of Iowa agreed to donate their resources to maintain the site (thus the address grind.isca.uiowa.edu). Eventually, we collected over \$1200 in donations. Hard drive prices had been dropping the whole time, and now we found we could afford a nice 1.7-gigabyte drive.

The idea is to press a CD-ROM for every 500 megabytes of files on the site. This could then be sold for a nominal cost and the funds put back into running the site and pressing more CD's. The grind site, like most

FTP sites, is run by volunteers who have a desire to see the project succeed. It only recently got off the ground (the HD was installed over Christmas), so things are still a bit disorganized, but it'll straighten itself out soon.

```
-----|----- Sent by CoPilot (beta)
*>=====[_L)   for ANSITerm 2.1
  '-`-`-
```

(B.TAO, CAT10, TOP10, MSG:180/M645;1)

IS THIS A VIRUS? The last couple of days I've had a problem show up in
"*****" Co-Pilot, AWGS, and AppleWorks. I'll be working merrily
along and I'll look up at my screen, and there it will say "Welcome
Datacomp". Anyone know where this is coming from? Anyone know how I can
get rid of it?

Harold, this could be part of [one of the] problems I have E-mailed
you about [with your init]
(EW.CHRISTIAN, CAT12, TOP16, MSG:32/M645;1)

>>>> That's a strange one, never heard of it, seen it, or anything else.
"*****" No idea how to get rid of it. (yep it just might be causing
problems with my extended keyboard init...)

-Harold (H.HISLOP, CAT12, TOP16, MSG:33/M645;1)

>>>> I haven't seen a "new" Apple II virus in a long, long time. Most
"*****" of the original viruses were 5.25" disk-based and did numerous bad
things. Some of the nastier ones (according to The Exorciser's
documentation):

CyberAIDS (circa 1988) - can destroy the data on all connected drives by
erasing the root directory and bit map. This was spread via
"SYS" files in the root directory.

Festering Hate (1988) - advanced version of CyberAIDS that attaches itself
to "SYS" files in ALL folders, not just the root directory.

Lode Runner (1988) - destroys data on any connected drives when a certain
month/day/minute combination occurs. Spread via the boot blocks
of non-5.25" disks.

Blackout (1988?) - messes with the IIgs battery RAM making your IIgs look
dead even though it's perfectly fine. This one has been talked
about recently in the A2 BB.

You won't find any of these viruses on files in the A2 library. I
run every file through 2 virus checkers and I check executable files (SYS,
S16, TIF, PIF, NDA, CDA, ...) for suspicious disk access calls. To date, I
have found exactly one problem file and it has been deleted. You have to be
careful when downloading programs from local "pirate" BBSs that carry
illegal copies of copyrighted software. In the past, hackers would crack
software (remove the copy protection), install the virus, and upload it to
every local BBS they could find. There's really not much to worry about
nowadays because the hackers have moved on to more lucrative platforms (PC,
Mac, etc.) There's just not enough satisfaction (if you can call it that)
in planting a virus that relatively few people will ever see. Wow! Did I
really have to be that verbose? Probably not, but you asked :)

one with the One-Touch Commands Disk (and the AW 4.01 mailing), since instead of having a master disk which is read into the duplicator each time a batch of disks is made up, our new duper stores all the masters on a hard drive, reducing the likelihood that an obsolete master could be used. The duplicator also stores a customized label for each master disk, and applies the labels as the disks are duplicated, eliminating mislabeling problems. This thing is SLICK (it had better be, for what we paid for it!). In all our disk mixups, the problem has been attributable to human error. Remove the humans from the process and you can drastically reduce the errors. B) (QUALITY, CAT42, TOP29, MSG:132/M645;1)

BUG STOMPED IN APPLEWORKS 4.0.1 TO 4.0.2 UPDATER The mystery is solved. I now know why there were reports of errors in copying SEG.DC, a file I wasn't working with at all. Bill Carver at Quality added a program to auto-install it, but there were some bugs. He's currently working on a new version.

If you run the existing MAKE402, your AppleWorks has been successfully patched by my MAKE402 program by the time you get the error message. You can reboot at that point and run AW 4.02 successfully, although you should manually copy SEG.DC from the MAKE402 files to your own AppleWorks startup disk if you want to autocopy the dictionaries. (BRANDT, CAT42, TOP29, MSG:418/M645;1)

>>> HOT TOPICS <<<

KANSASFEST PLANS The dates are Thursday to Saturday July 21-23. The location is Avila College, which in Kansas City, Missouri. (Why do we call it KansasFest? I don't know.) Last year the price to stay in the dorms at Avila and get breakfast and supper in the cafeteria was \$30/night double room or \$40/night private room. This may change this year; we don't have a final contract yet, but it does change it won't change by more than +/- \$5/night. If you prefer, you can also stay in a local hotel and eat in local restaurants.

Last year the price of the conference itself was \$350. This included lunch and snacks on Thursday and Friday. Our tentative plans this year, barring opposition here in this topic, are to have the entire conference at Avila, as we did the first two years. The last three years we've also used the NOMDA conference center, which is a great facility, but expensive. If we can do the whole thing at Avila the price will come down by at least \$100.

As always, we need to know what you'd like to see and hear at the conference, and we'd like to have some folks volunteer to make presentations. Resource Central is a MUCH smaller company than it was a year ago, so to pull this off we're going to need more help from those of you who love this event to get it all organized. And the more outside help we get, the lower we can set the price. Let's talk. (TOM.W, CAT23, TOP10, MSG:67/M645;1)

>>>> Do you think that non-programmer, non-hacker, recreational GS users would get anything out of Kansas fest? (C.GARRETT, CAT23, TOP10, MSG:53/M645;1)

>>>> Would a non-programmer get anything out of Kfest? Depends what you consider "fun". If hanging out all night (and I do mean ALL night)

with a whole bunch of computer phreaks, eating pizza, bouncing from room to room, and just partying hardy is your idea of fun, then GFI. KFest is more programmer oriented from 09:00 to 17:00, but all the hours in between are up for grabs (and several are usually spent at the KC Masterpiece!) -- HangTime [Script-Central] B->

(A2.HANGTIME, CAT23, TOP10, MSG:54/M645;1)

<<<<< The final makeup of the event will depend entirely on who comes. """""" Yes, as an ICON event, it opens the possibility of having info on other platforms. Even last year, as an Apple II event, there were an awful lot of Macintoshes around. On the other hand, as an event with a long history as the premier gathering of Apple II folks, I'm sure the Apple II presence will continue to be strong. Users have made up the majority of the attendees for some time. While there are seminars that are of interest only to developers, there are others that are of a more general interest. There is no reason not to come because you're "just a user". There is nothing about this event that's outside the control of any of you. Let us know what you want and we'll either get it or delegate getting it to you <g>. Seriously, Sally, Jeff, and I can't put this whole thing together ourselves. We need those of you who want to come to participate in the planning and organization, which means you can make it whatever you want it to be.

(TOM.W, CAT23, TOP10, MSG:75/M645;1)

>>>>> To reiterate what Tom has said about KansasFest, it is not just """""" an event for programmers. I know; I've gone 4 years in a row, and I'm not a programmer.

I've really enjoyed myself at Kfest, and will attend Kfest 94.

I've especially enjoyed hosting a panel/talk the past 2 years, and would like to do so again. 2 years ago, I spoke about the FTA and used Kfest as a way to publicize the Bouncin'Ferno 2 contest that I set up. Last year, my talk was directed towards programmers, and I "shared the secrets of the stars" (the shareware stars, that is) in an effort to help shareware programmers maximize profits.

I'd like to host one or more sessions at KFest 1994. Of course it is up to Tom to accept or reject a proposed panel, but before we even get that far, I'd like to turn it over the *you*...my fellow Kfest attendee.

What would you like to hear me speak about?

Joe Kohn (J.KOHN, CAT23, TOP10, MSG:76/M645;1)

HYPERCARD IIGS AVAILABLE FOR DOWNLOADING Hey, I just noticed that there
"""""" are several files for HyperCard
GS in the library now! Looks like Apple has released it! Thanks!

I'm so glad I didn't buy it! Now I can get it for free! :)

(P.CREAGER, CAT3, TOP13, MSG:198/M645;1)

>>>>> This is a bit misguided -- had more people purchased it, Apple """""" might have updated it past 1.1 and made it even more useful. But as it stands, the HyperCard IIGs package comes with about 600 pages worth of manuals that are not available online, and never will be as far as I can tell. If you see a HCGS package for sale and you like the program, you'd better purchase it because once everyone is out, there won't be any more

manuals available.

--Matt (M.DEATHERAGE, CAT3, TOP13, MSG:199/M645;1)

CD-ROM DRIVES AND DISCQUEST > I know the RamFAST does not currently
> support on CD-ROMs and I know you were/are
> working on that. I wasn't sure if you had gotten there yet and if the
> CD-150 was part of the journey.

Whoa! Who said that? My RamFAST certainly works with a variety of
CD-ROM drives.

Hopefully the following diatribe will clear up all the confusion...

discQuest SCSI Controller and CD-ROM Drive Compatibility List

Card: Apple High Speed SCSI Card

- Apple CD-150: Complete compatibility
Apple CD-300: Data is okay, no audio
NEC (any) : Currently incompatible, a new NEC driver is
forthcoming from Tulin
SCSI-2 : depends on the drive, some work fine, some have
various cosmetic problems (like with
inserting/ejecting CDs), no audio support

Card: RamFAST SCSI Card

- Texel : Complete compatibility (Sequential's drive is a
Texel)
NEC : Complete compatibility
SCSI-2 : Complete compatibility (any SCSI-2 CD-ROM drive...
virtually all CD drives made today are SCSI-2,
ask the vendor)
AppleCD-150 : Data is okay, audio currently does not work

(The Apple CD-300 and PowerCD's are SCSI-2 drive).

New news on the CD-150/RamFAST: I have located technical information
on the CD-150, I should have it in my hands by the end of the week. This
means the RamFAST will do audio on a CD-150 very shortly.

Tulin is finishing up their updated NEC CD-ROM driver for the Apple
SCSI card. After that one, I have suggested they make a SCSI-2 CDROM
driver for that card. I encourage everyone with interests at stake to call
Tulin and encourage them to do so as well.

In short, it's all coming together rather well, and I must say I'm
quite pleased :)

Jawaid (PROCYON.INC, CAT20, TOP12, MSG:179/M645;1)

"WHAT'S YOUR RECOMENDATION FOR A RAMFAST?" Anything _but_ an Apple
CD-150. :) Seriously, the
RamFAST seems to work great with every CD-ROM drive we've found so far. I
do not recommend the CD-150 because of the audio support problem, but any
CD-ROM made today (the CD-150 is obsolete) should work.

Jawaid (PROCYON.INC, CAT20, TOP12, MSG:140/M645;1)

DISCQUEST NOW WITH COLOR! discQuest v1.2 is now shipping. Included in
this release are the following enhancements:

Bug fixes :)

Color rendering of images

Various user preferences (including "page" mode mouse movement of pictures)

Better audio support (incl. new support for the CD-150 & RamFAST!)

Additionally, by the end of next week we'll have available Media Control drivers for all the CD-ROM drives (w/ RamFAST) that discQuest supports.. which is to say, you'll be able to play audio CD's on a RamFAST for the first time.

Jawaid (PROCYON.INC, CAT20, TOP12, MSG:206/M645;1)

>>> WHAT'S NEW <<<

MANAGEMENT CHANGE SyndiComm, Inc., the company that manages the Apple II, Macintosh, and PowerPC-related RoundTables on GENie, has been sold to Dean Esmay, who becomes the company's new President. Esmay had been the chief sysop of the Apple II and PowerPC RoundTables.

Tom Weishaar and Kent Fillmore, former co-owners of SyndiComm, intend to remain active on GENie, but will no longer have any responsibility for the seven SyndiComm-managed RoundTables.

(DEAN.ESMAY, CAT3, TOP12, MSG:12/M645;1)

WAITLESS PRINT BUFFER FOR APPLEWORKS 4 Special Offers for NAUG Members - AppleWorks 4 Print Buffer

AppleWorks 4 co-developer Dan Verkade recently announced the release of WaitLess, a set of patches that add automatic print buffering to AppleWorks 4. WaitLess lets you use AppleWorks while your printer generates your output.

Using WaitLess is easy. You print normally from AppleWorks; the print thermometer appears on your screen and fills quickly as WaitLess uses the AppleWorks desktop memory to store your output. The program then returns you to AppleWorks while it prints your document.

A TimeOut utility included with WaitLess lets you turn off buffering, pause and re-start a print job, or stop the current print job and clear the buffer.

WaitLess lists for \$17. NAUG members can buy the program directly from Clear Night Software for \$15 plus \$3 s/h (\$8 s/h for international orders).

Include a check or money order with your order; Clear Night does not accept credit cards. Purchase orders accepted with payment of a \$5

processing charge.

WaitLess requires AppleWorks 4.01 or later. The program works on any system capable of running AppleWorks 4, but at least 256K of RAM is recommended. Clear Night Software maintains a "satisfaction guaranteed or your money back" policy for NAUG members.

[Clear Night Software, 51 Bowen Road, Perris, California 92571.]
(NAUG, CAT17, TOP42, MSG:126/M645;1)

SCAN COLOR IMAGES WITH YOUR IIGS AND QUICKIE NEW!!! Quickie-C(tm)!!! With
our new color adaptor for the Quickie scanner, you'll be able to scan color images into your Apple IIGs. This process eliminates the need to purchase an expensive hand scanner. The adaptor comes complete with scanner cixture. built-in light, color filters, and software. Just mount your Quickie scanner green, and blue. The software automatically mixes the colors. After just a few moments, a color image is displayed on your screen!

- o Colorize in 16 or 3200 colors in 320-mode
- o Options for using default desktop palettes to create desktop images or 640-mode pictures for use with AppleWorksGS
- o Software contrast and brightness controls allow fine adjustment of the final image
- o Colorize scanned images with different settings as many times as needed to produce the desired balance
- o Wide scan option allows you to scan and colorize and image up to 8 inches wide
- o Individual filter rescan functions let you correct scanning errors without repeating the three filter passes
- o Custom viewing mode allows you to scroll around a large picture, even in 3200 color mode
- o Palette sorting makes 3200-color images legible even when viewed in 16 colors
- o Monochrome toning allows you to save more interesting gray-scale pictures using Sepia, Red, Blue, Green, and Selenium toning effects (standard gray-scale is also still available)
- o BONUS! With purchase of color adaptor above, Quickie 3.12. New, improved algorithm for gray-scale software gives smoother shading transitions, and minimizes dithering effects even from newsprint.

Quickie-C requires an Apple IIgs equipped with a minimum of 2MB RAM, and GS/OS System 6.0, or later.

Introductory price: \$99.95 (SRP 129.95)
(VITESSE, CAT40, TOP8, MSG:210/M645;1)

BETA BLUEDISK CONTROLLER NOW FOR SALE Silence is golden...

...but we don't want to be too golden (we have been busy behind the scene). So we think it's time to open sales a bit. You might have noticed that a lot of beta tests have been done on the BlueDisk card and the results aren't too bad IMHO. We have discussed features of BlueDisk, we have fixed some minor bugs, we have changed and optimized the behavior of BlueDisk to make disk handling as comfortable as possible. You have heard that BlueDisk's appearance in the operating system now comes very close to Apple's original drives (this has been a rather difficult thing to do). And you have heard that many different disk formats can be read or written (and of course formatted). Yes, I dare to say that this is the most versatile floppy disk controller for the Apple II. Last not least, BlueDisk is the absolutely cheapest way to use high capacity floppy disks with your Apple II. If you only read this message, please step back and read all messages beginning from mid January 1994 (in addition, two BlueDisk pictures are available in the A2 library).

BlueDisk's firmware and software have reached a state where we can offer cards to you. Yes, you can get a BlueDisk card now. You would receive a firmware/software that still has "beta version" numbers and there still could be some minor bugs. But our tests show that no bugs have been left that could be essential to data security.

So, once again, we can offer BlueDisk cards which are in "final" hardware condition and have "near final" software versions. If software upgrades are required, you can get them free via the GENie A2 library, or our beta testers probably will help. Joachim Lange of SHH Systeme confirms that all results about beta tests and performance published here in BB topic 13 are authentic and true.

Here is a short list of things you get if you buy a BlueDisk now:

- o A floppy disk controller that supports DD, HD and ED MFM floppy drives (5.25" and 3.5", "MS-DOS style") in a variety of formats.
- o a utility disk that contains a GS/OS driver and a program that helps you checking MFM drive installation. Additional utilities are in work but not complete.
- o A "draft" manual (preliminary) written in English.
- o One year limited warranty on parts and labour.
- o support here in the bulletin board and via the A2 library. (BlueDisk works with Apple IIe enhanced and Apple IIGS ROM01 or ROM03)

Some important features not mentioned before:

- o Tested with Archiver backup (720K to 2.88meg per disk, uncompressed)
- o Tested with HardPressed
- o Tested with MTools (MS-DOS read, write (!) and format (!))
- o Works in slot 5 if slot is set to your card (new)
- o Tested with PC-Transporter (some restrictions apply: you cannot

boot MS-DOS, drive parameters must be set up correctly and DRIVER.SYS must be installed, _same_ problems that occur with a floptical drive connected to a SCSI card).

Some important things about what's _not_ working (which, in our opinion, isn't the fault of BlueDisk):

- o ProSel 16 refuses to backup on non-Apple, non-slot 5 floppy drives.
- o Salvation Backup doesn't recognize non-Apple floppy drives.
- o ProSel 8 Cat Doctor doesn't format correctly.
- o MFORMAT (MTools v1.3) won't allow to _change_ the low-level format of the current disk. Blank disks aren't formatted as expected. No GS/OS formatting dialog is presented before formatting begins.

Pricing: This is an introductory offer and it will be valid for a limited time only.

BlueDisk single card package as described before:

US \$109 plus \$16 shipping/handling
 two packages: \$109 each plus \$21 s/h
 three packages: \$109 each plus \$24 s/h

Shipping is via standard air mail for overseas orders.

Payment: All orders must be prepaid. We accept payment by cash, check or money order (American or German currency) and payment via post office. If payment is _not_ by cash, an additional fee of US \$10 (DM 17) is required (we have to pay this fee to get the cash for the check). If you feel unsure when sending cash, please use registered mail.

///SHH SYSTEME Dipl. Ing.
 Joachim Lange
 Bergstrasse 95
 82131 Stockdorf Germany
 GENIE: J.LANGE7
 (J.LANGE7, CAT13, TOP23, MSG:265/M645;1)

>>> THROUGH THE GRAPEVINE <<<

IIGS FAX SOFTWARE? I noticed several messages in A2 over the past week about people asking for send/receive fax capability right from their Apple II. Although it is more likely that Apple IIGS users will see this wish fulfilled first, I would not hesitate to say the //e and //c may eventually have the proper software as well (Timeout Fax, anyone?). :) I also noticed Bill Heinemann was dropping delicious little tidbits about SimCity GS in another category. Here is my little firestarter. ;-)

When file #22282 has been verified and released, please download it to see an actual transmission received by GS fax software. The original file was twice the size in both dimensions, but it was reduced by 50% to

make the file size more manageable. I can't give out many more details at the moment, except to say Richard Wifall is the author of the software. It is presently in alpha, but he expects to begin beta testing in a couple of weeks. There is already a working G3->APF converter (that's what produced the graphic you see in the library), and there are tentative plans to produce it as a stand-alone application, an NDA (for receiving faxes at any time) and as a shell utility for GNO and ORCA users.

Please post your comments, feature requests, suggestions for a name, etc. in this topic. I will forward them to Rich from time to time. If you want to contact him yourself, he can be reached on the Internet as rwifall@nmsu.edu (RWIFALL@NMSU.EDU@INET# from the GENie e-mail page).

(B.TAO, CAT10, TOP9, MSG:1/M645;1)

<<<<< The sendfax portion will initially be coded as a standard GS/OS
"*****" device driver. All you do is drop the appropriate faxmodem driver in your System folder and away you go. When you're in AWGS, go into the "DC Printers" control panel and pick your faxmodem rather than your printer. Then you can "print" your document to the faxmodem without having to go through a hard copy first! IMHO, this is the *only* reasonable way to write a sendfax (i.e., as a printer driver rather than a stand-alone utility). This means anything that uses the Print Manager will now have fax capability.

Faxes generated directly by a computer are MUCH cleaner than the spotty, "dirty", misaligned stuff you see with a regular fax machine. The graphic file I uploaded will prove this nicely.

Number: 22295 Name: FAXCOVER.BXY
Address: B.TAO Date: 940224
Approximate # of bytes: 56960
Library: 23

This is the cover page of a fax transmission sent by NEC's FastFacts(tm) document request service. The original fax image was received on an Apple IIGS running as-yet unnamed software, converted and scaled down to a 320-mode 864x1100 APF graphic. You will need Platinum Paint 2.0 to view and print this graphic. The ShowMe! NDA and FinderView 3.0 Finder extension will also view this oversized APF. Please see Category 10, Topic 9 for discussion on fax software for the Apple II.

(B.TAO, CAT10, TOP9, MSG:9/M645;1)

SIMCITY FOR THE IIGS Don't count out SimCity GS ...

(BURGERBILL, CAT6, TOP2, MSG:158/M645;1)

>>>>> And, with that cryptic comment, Bill has set off a new wave of
"*****" rumors and excitement, like nobody else can!

Way to go, Bill!! :)

-- Eric S.
(aka Sheppy)

(E.SHEPHERD, CAT6, TOP2, MSG:159/M645;1)

<<<<< It is SimCity Classic (NOT 2000) and it has the terrain editor

Burger (BURGERBILL, CAT6, TOP3, MSG:290/M645;1)

ELECTRONIC ARTS BUYS BRODERBUND Interesting note: It was just announced
that Broderbund will become a wholly owned subsidiary of Electronic Arts. To be finalized in the next few months. Maybe now _would_ be a good time to hit them up.
(P.CREAGER, CAT6, TOP2, MSG:152/M645;1)

>>>> That is scary -- EA now really owns the market, after buying out
Origin last year. Serria is about the only other really big competitor.

Bryan (SOFTDISK.INC, CAT5, TOP3, MSG:525/M645;1)

WRITING ADVENTURES ON THE IIGS Actually, years and years ago I tried to
write a game using Eamon, but it wasn't my idea of a great time. :)

I've used TADS on MS-DOS, and I can use that quite nicely, but there's no IIGS version.

One of the other adventure design languages has been ported, but I don't like it much.

I'm trying to compile Inform, which lets you create Infocom-format adventures that can be played by Big Red's Lost Treasures of Infocom package, but have run into some problems getting it to compile (ORCA/C is running out of memory while building one of the files-- I need to split it up :).

Another reason I haven't looked at Eamon again is that I read somewhere that a new version of Eamon (v7.0?) would be out soon, but I haven't seen it yet.

-- Eric S.
(aka Sheppy)

(E.SHEPHERD, CAT34, TOP9, MSG:264/M645;1)

GEM FOR APPLEWORKS 4? We're nearing completion of the beta cycle. As
soon as the documentation changes are completed, we will need to do a final short test on the installer and then we'll be ready. It shouldn't be long now.

Greg [A2U Guy] ...via GEM 4.22 and Spectrum
(A2PRO.GREG, CAT29, TOP4, MSG:52/M645;1)

THE MAGIC NEWS GROUP READER

[Now works with:
AppleWorks 3.0 with UltraMacros 3.1
AppleWorks 3.0 with Ultra 4, 4.1, 4.2
AppleWorks 4.x with or without UltraMacros 4.3]

Allows readers of Proline USENET/InterNet news groups to quickly read and process, WHILE OFF-LINE, their news group captures saved in an AppleWorks file. The MNGR greatly facilitates and increase your pleasure and speed while reading hundreds of news group messages.

For details go to GENie / A2 / CAT 13 /TOPIC 5

~~~~~  
(G.E.HAYMAN, CAT10, TOP10, MSG:191/M645;1)

>>>> Gary - A few months back, you'd said that as soon as you finished  
"\*\*\*\*\*" the AW 4 version of your Magic News Reader, that you'd then think  
about expanding its use to other than ProLine news reading.

Is that still a plan?

If so, what can I send you to show you what usenet newsgroups look  
like on my site?

I'd love to have an offline usenet reader!

Joe Kohn (J.KOHN, CAT10, TOP10, MSG:192/M645;1)

<<<<< Right now, THE MAGIC NEWS GROUP READER relies on several  
"\*\*\*\*\*" standards: 1) 'CS-ID: ' starts the FIRST line of each new newsgroup  
message 2) 'Subject: ' starts the FOURTH line of each message

With AW4, I feel that that could easily be adjusted to meet a variety  
of headers -- provided the formats remain constant from message to message.

Why don't you send me a 'cut' of three or four messages that you  
would normally capture and I could take a look at it to see if I could go  
further with this and possibly expand THE MAGIC NEWS GROUP READER.

Joe, handy for you would be the Clipping feature of MNGR. Since you  
are a collector of information for SSII, as you peruse the newsgroups you  
can instantly 'clip' information of interest. Also, the ability to follow  
threads is of great value.

TO OTHERS: If your news group messages are different than the  
typical pro-line messages (CS-ID and Subject) then send me a 'cut' of  
yours so that I can play with them.

PLEASE: SEND info to me at my EMAIL address of: ghayman@cap.gwu.edu

Gary Hayman - MAGICAL SOFTWARE (CAT 13 TOPIC 5)  
(G.E.HAYMAN, CAT10, TOP10, MSG:194/M645;1)

APPLEWORKS GS THIS SPRING I was hoping that my mentioning it would spur  
"\*\*\*\*\*" Quality into making a official  
announcement/press release here in A2. But since they have remained  
silent, I will give the information that they included in the flyer.BTW  
when you recieve the flyer look on the back page near the mailing  
information. Here is what it says:

APPLEWORKS GS 2.0 Coming Spring 94  
Dozens of new & improved features!

- o Macro record & playback
- o Compatible with Pointless(tm), The Manager(tm), and accelerators
- o System 6 Savvy
- o Import/Export to Macintosh WP format
- o Print Preview
- o Large fonts over 48 point

- o Bezie`r curves and degree rotation in Paint module
- o Text wraps around graphics
- o Auto-Save
- o GS/OS compatible clipboard
- o Pre-defined envelope printer
- o Many, many more!

NEW! \$99.95 Upgrade from 1.1

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My only question is: If I order now will they wait until they ship before they charge my credit card? Now that I think about it thats what they did when I ordered AWKS 4.xx

My faxed order will go in today!!! Thanks Quality!!!!!!!!!!!!!!!!!!!!!!  
 (D.SINGLETON2, CAT42, TOP32, MSG:323/M645;1)

DIGISOFT TO SELL APPLE II CD A quick status report: the CD is well  
 "underway. I'm not predicting a release date  
 yet though, as there still are too many variables :-)

Thanks for everyone's support!

<<Jim (DIGISOFT, CAT13, TOP29, MSG:56/M645;1)

LOOKING GOOD IN (LASER) PRINT In a few issues of Shareware Solutions II,  
 "I have referred to low cost laser printer  
 options. A few issues back, I mentioned that the Okidata OL400e, a 300 DPI  
 laser printer that offered HP LaserJet IIP series compatibility, was  
 available for less than \$500. If I remember correctly, I may have even  
 offered my opinion that this printer was the printer that was going to  
 start a laser printer price war.

Imagine my surprise when I looked at my local newspaper today, and saw a huge ad for CompUSA - a computer "superstore" with branches around the country - offering the Oki OL400e for \$389!?!

Imagine that? A laser printer for less than \$400?! Such A Deal!!

Offering HP LaserJet IIP series compatibility, this printer is definitely worth checking out. It is essentially "plug and print" with the Apple II or IIGS. As you know, Shareware Solutions II is produced on an HP LaserJet II serie printer, so you should have an idea - if you've seen SSII - of what a LJ II is capable of outputting from an Apple II.

I have not personally used this printer, so don't take this post as an endorsement of the Oki OL400e. But, if you are thinking of buying a new printer, you owe it to yourself to visit a CompUSA (or other computer warehouse stores) and see the OL400e for yourself. In the final analysis, only you can decide if this printer is worth buying for your Apple II system.

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:313/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
 \*\*\*\*\*

Category 5, Topic 3  
Message 507 Tue Feb 08, 1994  
A2.LUNATIC [Lunatic] at 00:05 EST

|\|ot to bring up an old arguement, again (uh oh, too late...), but Woz would have really done a disservice to those students to have bought them Apple IIs NOW, unless he was going to write all the software for them himself, service the hardware, and adapt many new peripherals for them on his own. I'm sure Woz loves the Apple II as much as we all do, but the simple fact is, for new purchases, and for longevity, it just isn't the best buy. Yes, if he'd been allowed to buy used equipment, he could have gotten a good deal on Apple IIs -- but I don't know of any schools that allow large purchases of used equipment, and I don't know of any single vendor that would have full labs' worth of appropriate Apple IIs and associated hardware and software to sell (much less service and support).

\\/e're here, we love our machines, they do what we want, they have lots of life and new capabilities left in them, and we're going to stick by them (and them by us) for a long time to come. But our world, the Apple II world, is not growing any more, and we shouldn't expect it to. We are still here IN SPITE of everyone else, and that's because we, as Apple II users, owners, and programers, have the strength to weather these blows. To ask others to join us now, as we stand shoulder to shoulder against the crushing hordes of the MS-DOS/Windows/Mac industry, would not be fair.

][t takes strength to be an Apple II user, today.

-- Lunatic (:

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you're serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[REF]////////////////////////////////////

REFLECTIONS /

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Thinking About Online Communications

.....

By Phil Shapiro

[P.SHAPIRO1]

>>> SHARED LONG DISTANCE BILLING: A PHONE SERVICE LONG OVERDUE <<<  
.....

Each month my phone company sends me information about the new enhanced phone services they have to offer. And each month I scan the list looking for something that might truly be useful. It seems at times that phone companies have gone to great lengths to provide every new feature we don't need, and few new features that we do need.

At the top of the list of enhanced features the phone company should be providing is "shared billing". Shared billing is a way of splitting the cost of long distance calls between the caller and the receiver of the call. The concept of "shared billing" has great possible uses in both the business and residential phone market.

Take, for instance, the case of a small business that sells its products nationwide. If the business cannot afford to set up a toll-free phone line, it is faced with a difficult dilemma: it cannot afford to pick up the entire cost of calls from prospective customers, yet it does not want to shift the cost of those calls entirely onto the shoulders of those prospective customers. Both the small business and the prospective customer have a shared interest in the communication taking place from such a call.

So it would be to everyone's benefit if the billing would be shared. The end result? When each party feels that the conversation should come to an end, the call can be terminated. Both parties can avoid being in the awkward position of picking up the entire cost of the call.

Likewise, shared billing would be fondly embraced by long distance lovers. With Janine in Ann Arbor, Michigan, and Justin in Washington DC, what better way to promote a harmonious relationship than to have long distance bills split evenly on both phone bills? Chances are long distance lovers would spend even more time on the phone than they already do if the billing of the calls were shared.

How might this "shared billing" service be implemented, you ask? Very much in the same way that long distance collect calls are now implemented. The calling party might dial a special two digit prefix to signal that he or she wanted to place a "shared billing" call. So Justin in Washington, DC might prefix Janine's phone number with the two digits "99."

The long distance phone company would then recognize that a shared billing call was being placed. The next step would be for the long distance phone company to prompt Justin to clearly enunciate his name and city, so that Janine can be alerted to an incoming shared billing call from her beloved.

Janine, on her side, would receive a phone call that started with an automated message from the long distance phone company. The automated message would run something to the effect: "A shared billing call has been placed to this number from Justin in Washington DC. Press the two digits 99 to accept this call."

Janine could then have the option of accepting or declining the "shared billing" call.

It seems to me that the "shared billing" concept goes far beyond a "mere convenience". When used in a business setting, "shared billing" could act as a serious stimulus to small business. Considering the vital role that small businesses will be playing in the information age economy, this new phone feature could speed up the wheels of our economy in ways that will benefit consumers and businesses alike.

Considering its possible uses in both residential and business phone

service, long distance companies would do well to give serious thought to bringing "shared billing" services online. In case the executives at phone companies are too busy with their conference calls to read this article, my message to them can be boiled down to: "Get smart. Call 99."

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at: P.SHAPIRO1; on America Online at: pshapiro.

[EOA]

[BEG]////////////////////////////////////

BEGINNER'S CORNER /

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Polishing Green Apples

\*\*\*\*\*

By Steve Weyhrich

[S.WEYHRICH]

>>> HOOKED ON STORAGE (Part 1) <<<

\*\*\*\*\*

PREAMBLE We hold these truths to be self evident; that not all computers "\*\*\*\*\*" or their users are created equally. Therefore, with this Polishing Green Apples article I will begin a discussion about hard disks, which can level the playing field somewhat between our favorite computer and those Big Blue and Big Mac things out there. I plan to address their internal workings (the basics), what they can be used for, their cost, how to use them to the fullest, and anything else of interest that I can come up with.

CONSUME MASS QUANTITIES! When talking about the resources of your "\*\*\*\*\*" computer (memory, storage, and speed), most newer applications for the Apple II and IIgs tend to do just that: Consume mass quantities. Okay, so you probably don't absolutely NEED a hard drive in order to make use of your computer. You CAN continue to use floppy disks, either 5.25 inch (which hold 143K) or 3.5 inch (holding 800K). You do NOT need to take advantage of any of those ads that recently have appeared for low cost hard disks or "floptical" drives...

...and you don't really NEED power steering, power brakes, fuel injection, AM/FM Cassette, or air bags in your new car...

But...

...those items can sure make things easier for you as a driver. And in the same way, a hard disk can make things significantly more convenient for you as a computer user, whether you consider yourself a "power" user or not. In fact, using an Apple IIgs WITHOUT a hard drive is getting downright frustrating these days. Some newer applications require so much disk swapping (even with TWO of the 3.5 drives) that they can become more hassle than they are worth.

Let's face it, the "good ol' days" when a program AND its data files would fit comfortably on a 143K floppy disk are long gone. Programs are

larger (because users have demanded more and better features), and the data files that they create and use have also become larger. Additionally, just keeping track of your library of programs can become difficult when they are spread over some 30 to 50 (for some users, over 200) different disks.

As in an earlier article, let's begin with some pertinent definitions. For a general review on how disks work at their most basic level, I suggest you obtain the February 1993 GENieLamp A2, which carried part 9 of my AppleII History. (Either file #1078 or #1075 from GENie's DigiPub libraries.) In that segment I explained in detail the concept of interleave, and how it affects the speed at which data can be read from or written to disks, which is applicable to hard disks as well as the older floppy disks.

DEFINITIONS (for disk drives)  
 \*\*\*\*\*

Disk A storage device, usually made up of a plastic film coated with magnetic particles (much like the tape used in audio cassettes). Aligning these tiny magnetic specks one way represents a binary "0", and in another direction as a binary "1".

Floppy disk A flexible disk within a protective envelope of firmer plastic. It has most commonly come in 5 1/4 (or 5.25) inch size in the past, (and 8 inches also, but that size never penetrated very far in the Apple II world). However, the newer 3 1/2 (or 3.5) inch size has been popularized over the past ten years by the Macintosh and other newer generation computers. Strictly speaking, the 3.5 disks are still considered to be "floppy", even though the flexible part of the disk is encased in a hard plastic shell with a metal sliding window to afford greater protection to the surface of the disk.

Hard disk Also known as a "fixed disk", this device is significant for its much greater storage capacity. Where the Apple II standard 5.25 disk typically holds about 143K of data, and a 3.5 disk holds 800K (.14 and .78 meg, respectively), a hard disk holds anywhere from 5 meg to over 1000 meg of data. A hard disk is not usually as portable as a floppy disk, since it is built directly into the mechanism that reads and writes the data. However, a company known as Syquest has created a series of hard disks that are removable, with capacities of 44 meg, 88 meg, and 105 meg.

Magneto-optical drive These drives are currently significantly more expensive than other mass storage drives available. However, their storage capacity is quite high, and the disks are NOT sensitive to stray magnetic fields as are most other disks used in computers. The term "magneto-optical" means that this type of disk uses both magnetic AND optical technology in its function.

An optical disk is much like a CD or CD-ROM, except that it can be written to. When reading, a laser is aimed at the disk surface, and the direction that the light is deflected determines whether it was a "1" bit or "0" bit. When writing, a higher-powered laser heats the disk surface to the point where its previous "1" or "0" is erased, and while it cools, a magnetic field is used to determine the NEW bit that is written there.

Because it is more complicated, the currently magneto-optical drives are slower than standard hard drives, but the resistance of the disks to accidental erasure make them more reliable for long-term storage. This is

currently as close to a re-writable CD-ROM that we have gotten.

**Floptical** This is a trademarked term, which means "floppy drive, optically tracked". It is made by only a few companies that have joined together to create and market these drives as a mass storage alternative to the traditional fixed or hard drive. The disks look just like a standard 3.5 floppy disk, but is very different in the amount of data it can hold, currently either 20 or 40 megs. This type of a storage device is similar to older drives in the way which data is stored on the disk surface, using a magnetic read/write head. However, other types of disk drives use a stepper motor or a mechanical screw to position the read/write head over the disk surface; a magneto-optical drive uses an optical sensor to determine where on the disk surface the head should be placed. With this method, higher densities of data storage can be obtained, 1245 tracks per inch, compared to the more typical 135 tracks per inch on a standard floppy disk. However, it also requires a disk medium that has been specially created to containing the tracking marks that the optical sensor uses to place the read/write head, and so each disk is significantly more expensive than a standard 3.5 floppy.

Another advantage of the Floptical drives are their ability to ALSO handle the standard (in the MS-DOS world) 720K and 1.44 meg 3.5 inch floppy disks. So with this disk drive you can have the advantages of a large removable storage device, plus the ability to manage older types of disks.

**CD-ROM drive** An audio CD uses a laser to read the digitized musical "data" from the disk and relay that to other circuitry, which turns it into sound. A CD-ROM does the same thing, but uses it simply as data which COULD be sound, but also can be programs, pictures, and more. These drives are getting to a critical mass in the computer marketplace, and more CD-ROM disks are becoming available all the time.

Although SCSI CD-ROM drives meant for the Macintosh have been usable on the Apple II and IIgs for some time, there have not been many of the CD-ROM disks that were useful for our computer. However, the new discQuest software from Sequential Systems makes it possible to utilize the proprietary coded data on many of the popular CD-ROMs that are available, opening up the CD-ROM world to the Apple II.

**Tape drive** The original tape drive for the Apple II was a standard cassette recorder using audio tapes. It was slow and not very easy to use. Modern tape drives are capable of higher density for data storage, and faster access. However, because of the way that a tape works -- in a linear fashion -- tape access will never be as fast as disk access. (This is for the same reason that it is faster to jump between songs on a record album or a CD in random order than to rewind and fast-forward a cassette to do the same thing.) These are used primarily for backing up data from a hard disk.

**RAM disk** Acts just like a disk drive with moving parts, but is in reality just a bank of RAM chips with software that designates where data is stored in the bank. The advantage is speed (no moving parts to wait for), but the disadvantage is data stored on a RAM disk disappears when the power is turned off.

**Backup/restore** Because the law that states "Anything that can go wrong, will go wrong" definitely applies to computers, it is necessary to ensure that if something goes wrong with your large storage

device you have a protection from loss of important data files. Think of it as "safe computing". In this case, it does not involve a condom, but rather making a duplicate copy of your vital files and keeping the copy in a safe place. With floppy disks, it may be as simple as duplicating the entire disk, and then putting the duplicate away. For a hard disk, it is unlikely that you just happen to have ANOTHER hard disk sitting around to use for backing it up. In that case, you need to be able to write part of the hard disk files to several smaller capacity disks, or perhaps to a tape. When you load files back onto your hard disk from the backup disks, this is called "restoring" the files.

**Sector** A term describing a certain number of bytes that are stored as a "group" on the disk surface. In DOS 3.3, data was read from or written to the disk in 256-byte sectors. This was felt to be the best compromise between the limited memory available on older Apple IIs (requiring smaller sector sizes) and the speed of disk access (which could be improved with larger sector sizes).

With the small disk capacities available with the older Apple II operating systems (143K for DOS 3.3, and 112K for DOS 3.2), a smaller sector size made more sense. This is because even if a file consisted of only 50 bytes of data, 256 bytes was still the minimum size that could be used as a holding space for that data on the disk. The other 206 bytes were wasted space. A larger sector size would just have the potential for wasting more space if many small files were stored on the disk. An older operating system, CP/M, used 128-byte sectors. However, as a file gets larger and larger, it requires more overhead in the directory to store the map that tells the disk system where the sectors that make up the file can be found. A larger sector size makes for smaller file maps.

**Block** The Sophisticated Operating System (SOS) designed for the Apple III "redesigned" the data structure for disk access so 512-byte chunks of data were used. These were called "blocks", and allowed data to be read a bit faster with each disk operation; reading 256 bytes twice was slower than reading 512 bytes once. ProDOS was designed as a subset of SOS, and so used exactly the same disk format.

**Track** Data stored on the surface of a disk are arranged as concentric circles, one within another. These circles of data are called tracks. Each type of disk device has its own peculiarities as to how many tracks can be utilized on the disk surface, and how many sectors or blocks can be placed on a single track. The older 5.25 disks used on the Apple II have a standard of 16 sectors per track, and 35 tracks per disk (DOS 3.2 could only handle 13 sectors per track). The 3.5 disks use a varying number of sectors per track, with fewer as you go from the outer rim of the disk toward the center. Since the tracks are smaller in diameter at the inner part of the disk, there is less disk media available for packing data into blocks (fewer inches of disk pass under the read/write head until the track starts over), and so some disk devices have fewer blocks per track on the inner tracks.

**Interleave** Refers to the way in which groups of data are written to a disk to achieve the best throughput and speed for the device being used. A fast disk drive might be able to use a 1:1 interleave, where the physical number of a disk sector corresponds to the logical number of the data sector being written to it. A slower drive or slower controlling software may need to use a 2:1 or higher interleave, to allow the drive to read a sector, and while it is processing it, have one or more disk sectors

pass beneath the read/write head that are ignored. If the interleave is set correctly, the disk should be at the right position when the software is ready for the next sector of data to be immediately read.

DOS 3.3 (NOT the "DOS 3.3" that was released by Microsoft for the IBM PC " " " a few years ago.) This oldest disk operating system for the Apple II still in use. (DOS 3.3 was preceded by DOS 3.1, 3.2, and 3.2.1, but they are little more than historical curiosities now.) It is limited primarily to 5.25 disks, although with some patches it can be made to work on hard disks or 3.5 disks. This disk operating system is quite liberal in the types of characters allowed in naming files. A filename under DOS 3.3 can be nearly ANY character in the ASCII set, even if that character would not display on the screen; however, it may not handle lowercase characters well, since it was designed to work with the Apple II Plus, which did not have lowercase. A filename must start with a printable letter (A-Z), but after that, anything goes. Examples include "APPLE-VISION", "A REALLY #\$\$@ FILE", or "THIS FILE IS \_\_\_\_". The length of the filenames was limited to 30 characters or less.

ProDOS Known now as ProDOS 8, it stands for "Professional Disk Operating " " " System", and is more flexible than DOS 3.3 in the types of disk devices it will support, and how much capacity on each disk is allowed. A filename under ProDOS must start with a letter, is limited to only 15 characters, and those characters can only be letters, numbers, or a period. Examples include "BASIC.SYSTEM", "B1.2.3.WOW", "B.....C...D". The largest size disk device supported under ProDOS is 32 meg, and so a hard disk that is larger than 32 megs must be partitioned into multiple volumes that are 32 megs or smaller.

One of the other advances that came about with ProDOS 8 was device independence. That is, ProDOS was not tied down to a specific type of disk hardware, as DOS 3.3 was (which was designed to work only with 5.25 disks, although it was patched many different ways to allow it to use other types of disk devices). As far as ProDOS is concerned, if the software that controls a disk device responds to certain types of commands in the right way, it does not care whether that device is a 5.25 disk, 3.5 disk, hard disk, RAM disk, or tape drive. If the right controlling software was designed, you could even attach a computer via a phone line and modem to a large disk storage device elsewhere, and data could be saved and loaded from that remote device just as if it was right there on the desk next to the computer. In fact, an AppleTalk network works very much like that example (minus the phone line and modem, of course).

GS/OS A true chameleon of an operating system. Its earlier incarnation, " " " ProDOS 16, was shipped with the original Apple IIgs, and in that form ONLY handled disk input and output, and actually made use of the older 8-bit code in ProDOS 8 for most of what it did. When GS/OS came out, it was designed to deal with nearly everything that the computer did, in addition to disk functions.

Directory A list of files on a disk, usually including other information " " " " " about the file's size, the date it was created or modified, and the kind of information the file holds.

Catalog The same as a directory, but an older name used with DOS 3.3 or " " " " " earlier operating systems.

Subdirectory Just like a directory, but at a "deeper" level than the main

..... or root directory on a disk. Makes it possible to organize files in different groups.

Partition This refers to a method of taking a disk device and "breaking it up" into two or more smaller sized disks. On a PHYSICAL basis, this does not mean that the disk is actually changed. On a LOGICAL basis, the disk device may either have a storage capacity that exceeds what the operating system is able to handle, or it may need to be divided up for the convenience of the user.

A disk drive that has been partitioned into two or more smaller devices may APPEAR to the computer and its disk operating system as if there were more than one PHYSICAL device attached. For example, the maximum size disk volume that ProDOS can handle is 32 megs. If a 40 meg hard disk is attached to a computer running the ProDOS operating system, only 32 megs of it will be usable, and 8 megs would be unavailable and therefore wasted. Partitioning that disk into different sized volumes (20/20 or 30/10 or 32/8) allows ALL of it to be used for storage.

With the older DOS 3.3 operating system, in which a 143K disk size was standard, hard drives used at that time were logically divided up into multiple 143K volumes. In this case, there was still a particular slot and drive that was assigned to the disk controller card, but any particular 143K "disk" on that hard disk was accessed via a "V" parameter ("V" for volume) in DOS 3.3 disk commands. A catalog command would then be issued as "CATALOG,S5,D1,V1", "CATALOG,S5,D1,V2", and so on.

SCSI Stands for "Small Computer Systems Interface", and is usually pronounced "scuzzy". It refers to a set of commands that are used to control storage devices of various types. The SCSI protocol even allows the use of devices such as modems and printers, but I haven't seen much of this penetrate into personal computers as a whole, and none have appeared for any computer in the Apple II line.

When the term "SCSI" is used with the name of another piece of hardware, it means that that device is intended to be used on a chain of devices that all communicate with one another via the SCSI command set. Therefore, a SCSI cable is used to connect a SCSI hard drive and a SCSI tape drive to the SCSI controller card plugged into a computer.

Generally speaking, connecting a SCSI device to a computer is no more complicated than turning off the power, plugging it in, and turning it back on. In reality, however, this sometimes requires a bit more to be done to make it function properly.

CONCLUDING STATEMENTS We'll stop here for now, and let you chew on that ..... for a while. Next time I will begin to get into some suggestions on how to organize your hard disk to get the best use out of it. In the meantime, keep your eyes on those sale prices -- hard disks are getting more affordable all the time!

[\*][\*][\*]

Steve Weyhrich is a family physician from Omaha, Nebraska. He has been using Apple II computers since 1981, and writing about them since 1990. He follows closely the events that continue to shape the destiny of the legendary Apple II and IIgs computers, and writes a monthly column called the "A2 News Digest" for

A2-Central disk magazine. He is also the author of the "Apple II History", available on fine BBSes everywhere.

[EOA]

[TEC]////////////////////////////////////

TECH TALK /

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Apple II Hybrids

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By Jay Curtis

[J.CURTIS8]

>>> FILE SYSTEMS AND THE PC TRANSPORTER <<<

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Who really needs a PC Transporter? After all, in a world that has become thoroughly dominated by Microsoft Windows, what advantage is there in adding what is "merely" a DOS engine to an Apple II?

When considering this question, it is good to keep in mind that Windows must run on top of DOS, and nearly anything that can be written to MS-DOS can be imported to a Windows application. In fact, some DOS fanatics view Windows as little more than a specialized DOS user interface, program launcher and file manager.(1) If you happen to be someone who loves the capabilities of their Apple IIe or IIgs, but must routinely work in the MS-DOS and/or Macintosh worlds, the addition of a PCT card may be a perfect option to pursue.

Any Apple II user who has ever had to work on a PC, however, knows that MS-DOS is a pain to navigate from the command line. More current versions of MS-DOS (4.0, 5.0 and 6.x) have made desktop navigation easier by supplying a shell with pull down menus, popup dialogue boxes, and mouse capability. On the PC Transporter, the Apple mouse works acceptably with MS-DOS programs that use the mouse. Hybrid users must, however, configure the PCT by adding the appropriate mouse drivers through the PCT's control panel and through MS-DOS. Several users have reported running MS-DOS 6.2 (the latest version) with no problems on their Apple II/PC hybrids. Many more, however, continue to use MS-DOS 3.3 and 5.0, regarding them as the most stable and least likely DOS versions to cause any difficulties.

Applied Engineering gives users the option of attaching a PC keyboard to their Transporter or of using the Apple keyboard and mouse in PC emulation. Apple users who are most comfortable with their Apple keyboard will probably want to use Applied's emulation rather than attaching the PC keyboard. The emulation relies upon the use of macro key combinations for function keys and upon key substitutions on the numeric keypad for such things as page up, page down, right, left, numlock, print screen, etc.

GS/OS vs MS-DOS Unlike GS/OS users, who have up to 8MB of directly addressable, conventional RAM available, MS-DOS users have had to beg, borrow and steal additional RAM to get beyond the basic 640K to which MS-DOS has always been limited. Consequently, there now exists a confusing potpourri of memory protocols for "messydos" users, which include "Conventional, Expanded, Extended, High, and Upper" memory. DOS users, who need to run Windows or other memory-hungry applications on a regular PC, must configure DOS to use these additional areas of memory for storage of device drivers, TSRs,(2) and parts of the operating system itself. Most Apple II/PC hybrid users, however, will probably not need to

bother with all of these machinations, given that GS/OS or ProDOS will be used as their principal operating system.

As 16-bit operating systems go, GS/OS 6.0.1 pretty well beats MS-DOS 6.2 hands down. Even the most casual user can't help but notice the superiority of the GS/OS desktop user interface over the MS-DOS shell on a 640x200 display. There are better color availability, use of icons, resizable and movable windows, superior sound capability and much superior program launching and file management. MS-DOS users must always add Windows to DOS to get anything comparable to GS/OS. Even then, many Apple users feel that Windows comes up short. Beneath the obvious cosmetic advantage over MS-DOS is GS/OS's ability to function as a full operating system which manages virtually every aspect of I/O. The ease with which GS/OS can be configured and expanded through the use of desk accessories, control panel devices, inits, system extensions and so forth, should make PC users green with envy.

However, despite the advantages of GS/OS over MS-DOS, PC users are NOT green with envy. In fact, millions upon millions of them blithely use their computers each day, quite unaware that there might be anything any better than MS-DOS or Windows. It has been said so often that it has become cliché, yet it still bears repeating: If Apple had not held back development of GS/OS or promotion of the IIgs, there would probably be many fewer MS-DOS machines around now, especially in education. Because today's students are tomorrow's business market, more earnest promotion of the Apple II series would have made good business sense. Nonetheless, that isn't how it all came about. The important point for Apple II users to consider about MS-DOS is that, while it may not be especially wonderful, it is UBIQUITOUS.

**MS-DOS TERRITORY** In my city, the "MS-DOS 6.2 Upgrade" package occupied  
 "\*\*\*\*\*" the largest portion of software retail shelf space in nearly every software retail store I visited this past December. In 1992, IBM added the ability to run multiple DOS sessions simultaneously under their most advanced operating system, OS/2.(3) Earlier versions of OS/2 could run only one DOS session. That change, along with increased support for Windows, have probably contributed to a four-fold increase in OS/2 sales. Windows NT supports MS-DOS and can also run multiple DOS sessions under what it calls "VDMS" (Virtual DOS Machines). "Soft PC" and "Soft AT" run DOS on the MAC, as do Orange Micro's 486 Nubus card and Apple's own 486 PDS card.

Like it or not, MS-DOS is everywhere. Even Apple seems to be acknowledging this fact at long last with the development and promotion of the 486 PDS card. While the MAC 486 cards target Windows users, DOS-only applications are the principal reasons for the existence of Insignia's "Soft PC" and "Soft AT" emulators, and some believe that the ability to run non-Windows, DOS-only applications will be the principal reason that many will actually buy Apple's PDS 486 card.

**SHARING FILES** Despite all of this, no Apple II user should ever feel that  
 "\*\*\*\*\*" they need to give up their computer because of incompatibility with other machines and operating systems. In my workplace, the MS-DOS machines run DOS 5.0, WordPerfect, ProCOMM Plus, R-Base and MicroSoft Works for DOS. All of these are non-Windows applications, and, with brief testing, all of them appeared to run fine on my GS/PC at home. As mentioned earlier, the GS, even without a PC Transporter card, has the capability to format, read and write HFS and

MS-DOS.

The Macs in my office run System 7 and Microsoft Works 3.1. With System 7's Apple File Exchange, I can import DOS Microsoft Works files that have been created on my GS/PC at home, and the files translate beautifully to the MAC version of Microsoft Works. Apple File Exchange also works very nicely with AppleWorks classic files and MicroSoft Works 3.1. When it is necessary for me to export files to a PC from my IIgs at home, either the PC Transporter or Peter Watson's utilities fill the bill nicely without having to use one of the office's MACs as an intermediary.

In an earlier article we discussed the Watson utilities and the MS-DOS FST, which run under GS/OS on the Apple II side of a GS/PC hybrid. However, Applied Engineering also has a ProDOS file translation and file management utility that runs under MS-DOS on the PCT side of an Apple II/PC hybrid. This utility and documentation come stored on the "MSDOSVOL" file which comes with the PC Transporter software. The utility, an executable file that runs under MS-DOS, is labeled "TRANSFER.EXE."

Applied's transfer utility will catalog and display any online ProDOS volume while IN MS-DOS, allowing the user to navigate their Apple II directories in much the same way as they would from ProDOS. Files are displayed in standard ProDOS fashion by name, type, number of blocks, modification date and creation date. File transfer can be done both ways between MS-DOS and ProDOS. However, translation is somewhat rudimentary from MS-DOS to ProDOS, and best results come from the transfer of (ASCII) text files.

MS-DOS's annoying habit of placing extraneous linefeed and return characters into DOS text files can make file transfer from MS-DOS to ProDOS somewhat less than straight forward. Two ProDOS 8 utilities that are potentially helpful in using DOS text files on the Apple side of an Apple II/PC hybrid are Stowe Keller's "List" utility (GENIE A2 library file #17171, LIST024.BXY) and Mark Munz's "CR Stripper" (which runs as a TimeOut AppleWorks enhancement). You can obtain "CR Stripper" on the TimeOut "TextTools" disk. Munz's utility works by allowing you to highlight a block of text within an AppleWorks word processor file when you wish to remove extra returns. You then simply press <RETURN> to get rid of them, then move to the next block of text. Stowe Keller's utility has the capability to automatically add or remove linefeed and return markers with a print-to-disk feature.

A more straight forward method of moving files between MS-DOS applications and AppleWorks is "Cross-Works". Cross-Works has the capability to make full translations of files (keeping file formatting intact) between AppleWorks and several popular DOS applications (i.e., Lotus 1-2-3, dBase, Word Perfect and Microsoft Works). Cross-works, currently sold by Quality Computers, has been designed to be used in direct serial transfers and modem file transfers, but it can also be used with the PC Transporter.

AppleWorks 4 has improved text file handling capabilities which makes its use in both HFS and DOS import/export much easier. However, for those who have not yet made the switch to AppleWorks 4, there are two additional TimeOut utilities that will facilitate file movement between AppleWorks and your most often-used MS-DOS (or Mac) word processor. These utilities are "AWP to TXT" (available on the TimeOut "PowerPack" disk) and TimeOut "Textloader+" (available on the "Companion Plus" disk). AWP to TXT is a

relatively fast method of converting AppleWorks WP files to TXT files without having to use the AppleWorks "print-to-disk" feature. Textloader+ will allow the loading of up to 12 text files from disk and automatic conversion of them into AppleWorks WP files.

**HARD DRIVE SPACE** While the PC Transporter card does not require a hard "\*\*\*\*\*" disk drive in order to operate, considering all of the additional software that becomes necessary on both the Apple and PC sides of an Apple II/PC hybrid, a hard disk drive is a very nice peripheral to own. Approximately 64MB of hard disk space can be allocated on a ProDOS hard disk to MS-DOS. The PC Transporter's system software makes use of ProDOS's ability to create 16MB files that then serve as MS-DOS emulation volumes. Using the PCT's control panel and system software, two 16MB files can be linked to emulate one 32MB MS-DOS volume. The PCT control panel will allow two hard disk volumes to be online at one time. Anyone who finds that they require more space than that for storage of MS-DOS software and data files, probably should consider using a regular PC.

Once the 16MB ProDOS files have been properly described to the PC Transporter system software as available for MS-DOS use, they can be "FDISKed" and then formatted. So far as MS-DOS is concerned, it is always interacting with standard MS-DOS hard disk volumes. On the ProDOS side of the Apple II/PC hybrid, these MS-DOS volumes look simply like large ProDOS files. Their MS-DOS contents are not accessible to ProDOS. (At the time of this writing, Peter Watson's IIgs MS-DOS utilities, which CAN access these volumes, provide the only exception to this rule.) The PC Transporter system software can also work with "small" MS-DOS volumes, allowing the user to allocate any ProDOS block device as a PCT hard disk.

**SYSTEM SOFTWARE** Configuration of the PCT's use of the Apple's hard drive, "\*\*\*\*\*" mouse, keyboard, printer, modem and disk drives would not be possible without the PCT's system software, BIOS and control panel. Being a DOS engine, the PCT has 640K of conventional RAM available for running programs. The PCT's additional 128K of RAM is reserved for use by its BIOS (Basic Input Output Services code) which is loaded as a binary data file into the PCT's RAM by a ProDOS system file when the card is booted.

The BIOS and System Software function in much the same way as the ROM firmware functions in an Apple II. You can add or delete I/O drivers through the PCT's control panel. This control panel can be accessed at any time while in MS-DOS by pressing a <caps lock>-<shift> key combination. It works much the same way as the GS's ROM control panel and system software. Over the years, much of the refinement and updating of the PCT's functions has been accomplished by AE's engineers through simple improvement of the PCT.SYSTEM and drivers. While Applied Engineering has steadily worked to improve its portware through changes and additions to its device drivers, it appears to this writer that, even now, there remains much that could be done to improve the PCT card's portware and therefore its versatility and functioning.

Much has been said in this article, and in the three previous ones, about the PC Transporter Card and its role in Apple II/PC hybrids. However, there are two other Apple II/PC hybrid computer systems that seem worth mentioning, and next month we will talk briefly about these systems. Until then, think hybrid!

NOTES



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Golden Oldie Review: Xenocide  
\*\*\*\*\*

by Darrel Raines  
[D.RAINES]

If you remember, in last month's column we started a discussion on how to build a personal software library of games, utilities and applications that would make Bill Gates jealous. I described how you could use GENie and the A2 RoundTable to purchase used software from other people just like yourself, and promised to help you decide what software was worth acquiring by reviewing some golden oldie software from time to time.

I should mention that this column will be somewhat different than a new product review. I will not be wasting your time and mine by talking about software that I did not like. There is a purpose in reviewing new software that does not live up to high standards. However, with such a large selection of used software available to you, there is no need to spend a lot of time talking about poor commercial programs.

This month I have chosen the arcade game Xenocide. Xenocide was originally published by Micro Revelations in 1989. The software was written by Brian Greenstone with graphics from Dave Triplett. You may remember this team from a number of very good Apple IIgs "24-hour" shareware games such as Cosmocade, Pirate Killers, and Orbizone. This game was their only commercial venture.

Xenocide, much like a number of shoot-'em-up games, gives you a scenario where you can feel comfortable blowing away the evil villains that appear with regularity on your screen. It seems that alien creatures have taken over the three planets that you are supposed to be protecting. Therefore, you need to exterminate these pests and destroy the planets before they complete a gate that will allow some bigger and more nasty meanie into the area. Its time to pull out your joystick and go to work!

In order to start blowing away the bad guys, you first have to go through a setup screen. The options available to you on this page allow the external speakers or other stereo output to be used for the better-than-average musical score. A high point total Hall of Fame is shown so that you can ponder over your past heroics. There is also a joystick calibration option on the main menu. I have found that this game does not recognize when it is running on an accelerated machine. Therefore, you will be unable to calibrate your joystick (and play the game) if you do not set the accelerator back to a normal speed.

The final option on the main menu is for Play/"Let's get it on"/Go. Now the fun starts. You are shown a picture of three different planets. A message informs you that the first planet is Malachite, the rock planet. You are then placed in the driver's seat of a hovercraft and given control of the vehicle.

An overview of the game might be in order here. The object of the game is to blow up each of the planets, in order, before you expire yourself. You have three lives (men) and can get additional men only after certain milestones. You must complete a number of different games/levels in order to blow up a planet. There is a hovercraft level, an underground level, an underwater level and a laboratory level for each planet. The landscape in the levels will differ on each planet. However, the basic

play and objective will be the same on each of them.

The hovercraft level is played much like a road rally game, with a difference. You have to watch out for some very large bugs and critters on the road. If you happen to hit a bug, they leave a reminder on your windshield. After a while it can be very difficult to see where you are going. Therefore, the best advice is to stay away from the grasshoppers... er, I mean aliens.

The hovercraft is somewhat sluggish in performance and does not have very much fuel. You have to proceed to a docking station before your fuel and/or shields run out. Rockets and lasers will protect you from the potential road-kill. The supply of these weapons is limited, so you cannot just blast away. Besides animals/aliens, the road is littered with rocks and supply canisters. You have to avoid (or shoot) the rocks and you need to collect the canisters. The number of canisters you collect will determine the amount of ammunition that you can carry on the next level.

If you manage to dock your hovercraft, then you proceed to the underground cave. In this area you are propelled by a jet backpack. You can protect yourself from the cave dwellers with a laser and with a supply of grenades. And believe me, there are many nasty creatures in the cave. If you ever played the game Cavern Cobra, you will be familiar with this part of Xenocide. The object is to collect five individual bombs that are strewn throughout the cave. The bombs will be used later in the laboratory. There are re-fuel and re-supply stations along the way. You have to hop from one of these to the next before you can get more jet fuel for your backpack and more laser power and grenades for your weapons. If you happen to collect all of the bomb sections, then you can take an elevator tube to the underwater level of the game.

Before moving on to the underwater level, I should spend a few sentences describing the wildlife that resides in the cave. I do not know where the design team got all of their ideas for this game, but I can only assume that they ate too much pepperoni pizza before going to bed. The resultant bad dreams would have served as inspiration for the cavern critters. There are dragon flies, floating bowling balls, mounted canons, falling stalactites, lava pools, bouncing barrels, blinking stars, repelling-field generators, and deadly mushrooms to name a few. You can get so interested in looking at the pretty (but deadly) scenery that you could forget to avoid the bad guys. This section of the game qualifies as one of my all-time favorite arcade games. The graphics, game play, and objectives make for a rollicking good time.

One of the features of the last three levels of each planet are the option pods. These little jewels are very important. They appear as either a blue dot or a red brick, depending upon the level. Each time that you grab one of these, you advance a notch in the option sequence. The options available will let you have a stronger shield, shoot a meaner gun, replenish your shield energy, or otherwise increase your chances. You will learn to use these wisely or you will never get past the first level of caverns. However, once mastered, the option pods become your best means of escaping the underground cave.

Just when you thought that you had finished with the caves, you get a nasty surprise. The next level is just like the caverns, with the exception that the caverns are underwater. You replace your jet pack with compressed air and your laser with an underwater gun. However, this level

of the game plays just like the last. Seaweed, eels, starfish, and other submerged critters will make your life miserable. The object to this level is to find a set of keys that will open doors in the underwater caverns. At the end of these caverns is an elevator that will take you up to the biology laboratory on the planet surface. Since this level is otherwise just like the underground cavern, we will move on to the laboratory.

After climbing out of the elevator, you remove your underwater gear and load up for the final confrontation. The aliens in the laboratory are all robots that have many mean tendencies. They love to shoot at you from behind cover. And some of them have grenades just like yours. In this level you have a few resupply areas available for more laser power and grenades. However, your objective is to place the five bombs collected in the underground caves in five strategic locations within the lab. Once all of these bombs are placed, you have a few seconds to find and activate a transporter that will take you back to your ship above the planets. If you manage to do all of this, then the planet will blow up for your enjoyment and the aliens chagrin.

The hovercraft level is played from the vantage point of the cockpit inside the vehicle. The underground/-water levels are played with a side view of your character. You control the character while being able to see in all directions around him/her. The laboratory level is played with a top view of the action. You survey the scene from a god's-eye view. The only thing that you cannot see from this view is a few robots off screen that can shoot at you without you being able to see them. Because of the different objectives and the different perspective of each level, you could actually call this game a melding of three separate games into one package. In my opinion, this feature adds to the variety of the game as a whole.

This program is one of the better arcade games ever written for the Apple IIgs computer. The variety of levels and mini-games (with subplots) allow the player to stay interested in this shoot-em-up long after the boredom has set in with a standard game of this genre. Music sets the mood for each level of play. It is not obtrusive, yet does serve to show off the IIgs sound capabilities. Action is smooth, especially when you consider the fact that the game only runs on unaccelerated machines. Action is continuous and does not lag between levels. The plot, while not necessarily believable, does a good job of setting up the rest of the game. All in all, this is an exceptional game.

I do have a few complaints. The software really should have made provisions for a player to visit any one of the planets. By constraining you to a sequential movement among the planets, many game players will never see more than the first planet. I have only managed to complete one full planet and all but the last few seconds of the second planet. So I do not know what the surface and caverns of the third planet look like. My other complaint lies in the fact that the software cannot detect and adjust for the processor speed of the Apple IIgs. It can be very annoying to work around this problem without the proper software installed to slow down the accelerator.

My final complaint lies in the difficulty of the game itself. You can end up playing for about 45 minutes to an hour for each game. If you were able to finish the whole series, it would take you about an hour and a half. However, the levels increase in difficulty along the way. There is virtually no chance that the average game player will ever finish this game.

Now with all of this said, I heartily recommend Xenocide. You will find the playing experience to be enjoyable. The graphics and sound will amaze you. The smooth scrolling of the screen will make your Amiga friends jealous. The joy of blasting aliens to bits will make you feel like a proud marine. All-in-all, the game is one of the best to ever be written for the Apple IIgs computer!

Remember, if you are having trouble finding one of the golden oldies in your favorite mail order catalog, then use the resources of GENie. Hop on over to the Roundtable and check out category number 4. You will be glad that you did. Until next time, blast a few aliens for me.

[\*][\*][\*]

Darrel Raines is a computer programmer, hacker, and hobbyist. When he is not writing articles for GENieLamp, he works for NASA as a contractor. He is still looking for real aliens to blast -- or shake hands with.

[EOA]

[PRO]////////////////////////////////////  
PROFILES /  
////////////////////////////////////  
Who's Who In Apple II  
\*\*\*\*\*

>>> WHO'S WHO <<<  
\*\*\*\*\*

~ HangTime, Editor of Script-Central ~

Recently, HyperCard IIgs was released for downloading in the A2 and A2Pro libraries. To celebrate this wonderful event, we wanted to interview someone who's an expert on HyperCard IIgs. The closest thing we could find to that expert was our own HangTime -- A2 Hypermedia Librarian -- Host of HangTime's HyperBar and Grill in A2Pro -- editor of Script-Central -- and HyperCard IIgs user extraordinaire!

GENieLamp> What is HyperCard GS?  
\*\*\*\*\*

HangTime> That's a question asked by many quite innocently; however, it's  
\*\*\*\*\* a loaded one. First of all, the name is "HyperCard IIgs"...  
although it's frequently abbreviated to "HCGS".

So what IS HyperCard IIgs?

Answer: What would you like it to be? It is many things. In as few words as possible, though, I'd say it's:

- 1) a HyperMedia engine
- 2) A complete programming environment.

GENieLamp> Let's start with the HyperMedia engine. Isn't it a sort of  
\*\*\*\*\* database with sound and graphic capabilities?

HangTime> I am no authority on the definition of HyperMedia, but I can

"""""""" give you my take on it. HyperMedia is the linking of text, graphics, and sounds. In its most simple form, a digital "story book" would fit this description. You could have a story about wild animals including pictures of the various creatures. You could add yet another dimension to your story my "attaching" sounds to the pictures of the animals. Thus after reading a virtual page of the story one could click the mouse on a picture of say a lion, and hear it roar.

In a more complex model, one could have words in the story link to other words in other parts of the story. Moving to an example of a technical journal, if one were to not understand what is being explained clicking on a keyword might bring the reader to a further discussion of the topic. And much like the story book example, pictures and or sounds might be included as well. In theory (and with an infinite amount of time) all words could be linked with other words. A cross-reference, if you will.

GENieLamp> What are the differences among a field, a button and a card?  
 """""""" Which would you use, and when?

HangTime> Sticking with the simplest description, a "button" is something  
 """""""" you click on to cause an action. A "field" holds textual information, and the card is what holds the buttons, fields, and any graphic elements. This however is not completely true in the case of HyperCard because HyperCard is not THAT restrictive. The above descriptions are true, however much more can be done in HyperCard.

GENieLamp> How is HyperCard different from HyperStudio?  
 """"""""

HangTime> My standard answer to that is: You can link Text, Graphics,  
 """""""" and Sounds with HyperStudio, but if you want to DO something with those things, you want HyperCard. The main difference between the two is HyperTalk, the Scripting (or programming) language that HyperCard uses. HyperTalk is a complete programming language that allows access to the full range of things that an Apple IIgs is capable of. HyperTalk has been called the Applesoft BASIC of the 90s, but again that is not an accurate description because HyperTalk can do MUCH more and a lot easier too.

GENieLamp> Is it hard to use?  
 """"""""

HangTime> Not at all. If you want to make the computer beep, the command  
 """""""" is, oddly enough "beep"! If you wanted it to beep twice the command would be "beep 2". Sound hard to you?

GENieLamp> No, not at all.

HangTime> For an example of how powerful HyperCard can be using only the  
 """""""" tools included with the package, I was able to create a "stack" that logged onto GENie and send/receive text in 20 minutes. This time includes reading the documentation to figure out how to get a stack to use the Modem port. Try THAT in BASIC or Pascal. B-)>

GENieLamp> What hardware requirements are there to run HyperCard?  
 """"""""

HangTime> HyperCard Requires:  
 """"""""

1.5 Megs of memory and a Hard Drive, but I think 2 Megs is better  
(and with 4Meg cards going for around \$120, why would anyone want less!)

GENieLamp> What else would be good to have on your system to get the most  
"\*\*\*\*\*" out of HyperCard?

HangTime> Other than the standard GS equipment, nothing else is required.  
"\*\*\*\*\*" HCGS doesn't take advantage of a stereo card, though pumping it  
through a 100 Watt stereo system wouldn't hurt.

GENieLamp> Isn't HyperCard supposed to be slow?  
"\*\*\*\*\*"

HangTime> An accelerator is also a really good add-on, Just a 7mhz  
"\*\*\*\*\*" Accelerator is plenty to make HCGS very useful.

GENieLamp> Since you used the word "stack", explain what a stack is.  
"\*\*\*\*\*"

HangTime> Besides all the cute little metaphors, a "stack" is just the  
"\*\*\*\*\*" name given to the "thing" that you create with HyperCard. The  
term comes from using a metaphor of a "Stack of Index Cards"... because  
it's possible to imagine a HyperCard stack as being just a series of cards  
that are all instantly accessible.

GENieLamp> Okay, so let's say I have a IIgs with at least 2 meg of  
"\*\*\*\*\*" memory, a hard drive, a color monitor and I'm interested in  
finding out about HyperCard IIgs. What's the first thing I do?

HangTime> Download it. From the A2 Library on GENie.  
"\*\*\*\*\*"

GENieLamp> How many disks is it?  
"\*\*\*\*\*"

HangTime> There are 6 disks making up the complete suite. This includes  
"\*\*\*\*\*" HyperCard IIgs along with all the support stacks (Help, Tour,  
Sample Stacks [2 disks worth], Ideas, Xcmds, etc)

GENieLamp> This program sold for about \$70 previously. How did A2 get  
"\*\*\*\*\*" the right to distribute HyperCard for free?

HangTime> I was speaking with Matt Deatherage, an Apple employee and head  
"\*\*\*\*\*" of the A2Pro RT on GENie, and we were discussing how great  
HyperCard is and what a shame it is that more people aren't using it.  
Since Apple is no longer selling the product Matt spent a few weeks talking  
with the high muckity mucks and arranged for it to be electronically  
licensable. That's the long and the short of it.

GENieLamp> But no manuals are included. What can you do without manuals?  
"\*\*\*\*\*"

HangTime> Depends how gutsy you are.  
"\*\*\*\*\*"

If you check out the stacks that are included in the package and  
don't mind digging into the code, you might very well figure out a LOT of

HyperTalk. Also, A2 University is just gearing up to teach a HyperTalk course beginning February 17! This course will start you out on the basics and take you through the nitty gritty.

GENieLamp> And there is a HyperCard RTC in A2Pro for additional help.  
"\*\*\*\*\*"  
When is that? What is covered in the RTC?

HangTime> I think the major RTCs are going to be the HyperTalk courses  
"\*\*\*\*\*"  
for awhile, but in addition to these Thursday night courses there's a HyperCard RTC every Wednesday night as well. There is no set agenda, all HyperCard questions are fair game.

GENieLamp> How about stacks by other people -- are there some available  
"\*\*\*\*\*"  
for downloading to see what can be done?

HangTime> Yes, there are PLENTY of HyperCard stacks available on GENie  
"\*\*\*\*\*"  
for download in both the A2 and A2Pro libraries. Plus with the new availability of HCGS, you are likely to be seeing dozens more very shortly!

GENieLamp> Is there a way to share or sell stacks that I write myself?  
"\*\*\*\*\*"

HangTime> Sure, just like any other software, you can sell it  
"\*\*\*\*\*"  
commercially (if you know how, or find a company to do it), or upload them to any BBS you might frequent.

GENieLamp> A good example of the full range of uses for HyperCard is  
"\*\*\*\*\*"  
displayed in the disk based magazine "Script-Central", which you edit. How did this magazine come about?

HangTime> Believe it or not, all I did was apply. That's the short  
"\*\*\*\*\*"  
story. The longer version is that I got HCGS the day it was released (overnight delivered in fact) and spent the next 6 hours or so reading all the manuals cover to cover. I had my first stack completed and uploaded a couple of hours after that. From that point there was no stopping me, I was having too much fun.

I immediately became the HyperMedia librarian for the A2 library. Then a couple of weeks after that I logged on to find some mail from Dean Esmay mentioning that Tom Weishaar (owner of Resource Central) was looking for an editor for a HyperCard publication. Before I even finished reading Dean's letter I was sending a letter off to Tom... and the rest is history.

GENieLamp> How long ago was this?  
"\*\*\*\*\*"

HangTime> Let's see, 3 years and 14 days ago (38 minutes, 29 seconds and  
"\*\*\*\*\*"  
40 ticks) HyperCard was released, and I got my copy several hours after that. And the first issue of Script-Central was in July 1991

GENieLamp> What does a typical issue of Script-Central contain?  
"\*\*\*\*\*"

HangTime> There's no such thing as a "Typical" issue. Every issue is new  
"\*\*\*\*\*"  
and different, filled with a variety of stacks and info. When you start up an issue of Script-Central the first thing you see is some sort of titles (some animations, sounds, whatever I feel like doing that

month). After the titles you find yourself standing before the front door to our HyperCard School House (address 65816 School House Road). Knock on the door by clicking on it and you enter the world of Script-Central.

Once inside the building you can move around by clicking on doors, buttons, drawers, and even a couple of not so obvious things (I like hiding gags in each issue). In our Regular Departments area you can find things like Clip Art News, Rumors, Mail, Press Releases and the like. Additionally the Work Shop is also in this area providing new fonts, sounds, scripting tips, Xcmds, ready to use handlers, Homework, or any of probably a dozen other things. Items in various rooms tend to change over time, as I come up with new ideas, or become bored with the "same old stuph". This is all on the main floor of our Virtual School House. On the second floor you'll find the main "Feature" stacks of the month. These cover ALL the bases, from Games and Utilities to straight HyperMedia-type applications.

GENieLamp> Is there a sample issue that can be downloaded?  
\*\*\*\*\*

HangTime> Yes there is, but it doesn't do justice to the Script-Central  
\*\*\*\*\* of today! That demo was created almost three years ago and the  
stacks we're doing today are light years ahead of that.

GENieLamp> Any other comments about HyperCard IIgs?  
\*\*\*\*\*

HangTime> There is not enough time in the day to talk about all that  
\*\*\*\*\* HyperCard is, let alone DO all that HyperCard can do. The end.

[EOA]

[PAL]////////////////////////////////////

PAL NEWSLETTER /

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March 1994 Report

\*\*\*\*\*

By GENa Saikin

[A2.GENA]

Welcome to the March issue of PAL!

PAL (Planetary Apple League) was created to help fill in the gaps all too often left by the availability of user groups in the local communities. We meet the third Sunday of every month, in the Apple II Real Time Conference area, and each month is filled with demonstrations, announcements of what's new in the world of Apple, and in the Apple II Round Table, as well as time for questions and answers on hardware and software problems.

This is YOUR meeting! We want suggestions and feedback as to what YOU would like to see! Please feel free to email GS.OZONEMAN or A2.GENA, the leaders of PAL with your ideas and suggestions.

WHAT'S NEW IN THE APPLE WORLD As we all know, Spectrum has been released,  
\*\*\*\*\* and is being met with great enthusiasm.  
Though there are still wrinkles to be ironed out, that is commonplace for new programs. Talented people are already busily creating autogreet and other automated type scripting and are loading them into the A2 library.

AppleWorks 4 and its updated versions continue to be popular, and why not? AppleWorks is and always has been the "workhorse" of the Apple II world!

discQuest, the newest program out, is described below by Jawaid Bazyar [PROCYON.INC]. discQuest (with a small D) is a revolutionary program for the IIgs. It is a front-end program that enables people with Apple IIgs's to "read" CD-ROM's. There are now over 15 titles available -- from Shakespeare to the Family Doctor; from Darwin to the Classics. To quote from Jawaid's presentation:

Basically, discQuest is a "front-end" to access these particular CD's in a user-friendly, fast, efficient, and productive manner. Before you say "but only 15?", let me mention some of the titles available: Parenting; US History; Countries of the World Encyclopedia; Darwin (his journals, books, maps, and research notes); Complete Works of William Shakespeare, Complete Sherlock Holmes; and History of the World (not the Mel Brooks version :), just to name a few.

In short, there are a wide variety of very comprehensive titles in our group of 15. DiscQuest allows the user to view the text articles, graphics images (in some cases Photographic quality!), and play audio clips from the CD. Everything is tied together in a rough "HyperMedia" or "HyperText" format, so that cross-references can be viewed easily. In addition, you can export text via the clipboard, or save text out to a file on disk, for inclusion in a report or whatever.

NEW discQuest Titles (as of January 1994)

.....

Total Baseball -- New 1993 Edition (CMC)

This Multimedia guide is the most comprehensive baseball reference ever compiled.

- o 2,300 pages of statistics and articles - dating back to 1871
- o Player, pitcher, and relief-pitcher registers
- o Top 100 All-Time Leaders: Life-Time and Single-Season
- o Most Valuable Player, Cy Young, Rookie of the Year, and Hall of Fame awards
- o A variety of rosters
- o Detailed articles covering everything from hitting streaks to scandals to controversies
- o More than 600 photos and images of players, teams, and ballparks
- o Sound clips of some of the game's most memorable moments

1991 YearBooks(R) (YearBook Medical Publishers, Inc)

Medical publication yearbooks for 1989, 1990, and 1991.

Other discQuest titles  
 .....

- Darwin Multimedia CD-ROM (LIGHTBINDERS)
- Monarch Notes(R) on CD-ROM (Bureau)
- Sherlock Holmes on disc! (CMC)
- The Family Doctor (CMC)
- Shakespeare (CMC)
- Great Literature (Bureau)
- Parenting -- Prenatal to Preschool (CMC)
- Multimedia Audubon's Birds (CMC)
- Multimedia Audubon's Mammals (CMC)
- The Best of The Bureau (Bureau)
- US History on CD-ROM (Bureau)
- History of the World on CD-ROM (Bureau)
- Countries of the World on CD-ROM (Bureau)

This pretty much sums up DiscQuest. For further information, contact Procyon, Inc.

THE LIBRARY STACK The A2 RoundTable has a library that contains thousands  
 "....." of public domain freeware, shareware and other assorted  
 programs. Here is a short listing of the best of the most recent  
 additions:

- 22235 RADTRASH.BXY Animated trash icon & "flush" rSound
- +22234 TAX.FORMS93.BXY 1993 federal tax forms - AW spreadsheets
- +22227 BIG402B.BXY Updates AppleWorks 4.01 to 4.02
- 22225 MINITALK162.BXY Telecom program in a CDA
- 22220 CDA.ADB.BXY CDA to view AppleWorks ADB files
- 22207 DISKOPEN.BXY Auto-opens Finder's disk icons
- +22183 A2.DOM.0294.BXY A2 Disk of the Month, February 1994
- 22181 DISKTIMER2.BXY Check the speed of your hard drives
- +22171 A2AWLIBLONG.BXY A2 library database - lists all files in A2

Thanks to the efforts of Matt Deatherage, we have also recently received a license from Apple Computer that allows us to distribute HyperCard IIgs! The complete HyperCard IIgs program comes on six 3.5" disks:

- 22199 HTALKHELP.BXY HCGS HyperTalk Help disk
- 22198 HCGS.HELP.BXY HyperCard IIgs Help disk
- 22197 STACKS2.BXY HyperCard IIgs Stacks disk #2
- 22196 STACKS1.BXY HyperCard IIgs Stacks disk #1
- 22195 HCGS.BXY HyperCard IIgs Program disk
- 22194 INST.TOUR.BXY HCGS Installer/Tour disk

We also have a "starter kit" that contains just enough files to give you a taste of what HyperCard IIgs is all about:

- 22200 HCGSSTARTER.BXY HyperCard IIgs Starter Kit

Our libraries contain all kinds of interesting files. Whether you're looking for games, graphics, music or system files, you can find it all right here in A2!

GUEST ARTICLE I asked a newcomer to the IIgs to write a short article on  
 "....." her experiences. Read with a blimmer of remembrances when

YOU were once new!:

I have had my Apple //c computer for almost ten years now. My mom, a junior high computer teacher, let me play with her classroom disks and games. I always thought that the only things there were for the Apple were math games.

I originally logged on to GENie with an old IBM. But, knowing I was going to lose access to that, I sought to find out if there was a way to continue my stay with my Apple //c. After visiting the A2 RTC and looking through the bulletin board, I discovered that there were TONS of things I could do with my Apple!

With the help of Sue and Gena, I found out that I could not only access GENie with my Apple //c, but there were also many many software programs out there! Between the freeware and shareware in the A2 Library, and the commercial software available through various commercial outlets, I have learned more and more about my Apple.

I had always considered myself an "Apple Gal" but was considering switching to IBM, out of desperation. Now, I am DEFINITELY still am an "Apple Gal" and plan to stay that way for a long time! I would not be on GENie today without the wonderful help from Gena, the rest of the A2 staff, and the users in A2. Thanks to everyone for all their help!

WHAT'S NEW IN A2? As our library stack mentions, HyperCard GS (HCGS) is now available in both the Apple II RT library and the Apple II Programmers RT library. It was once a commercial program, but now is available to the general public! For further information on HCGS, please read the related interview right here in this issue of GENieLamp!

CONCLUSION Remember, we have Real Time Conferences every night of the week, from 9 p.m. to 1 a.m. eastern time; and all afternoon on Sunday! We're here to help you with any problems you may have.

Don't forget our Bulletin Board, with is full of advice, questions, and answers on almost any conceivable subject. Feel free to post a question, or if you know the answer to a question, by all means, contribute!

[EOA]
[AII]////////////////////////////////////
APPLE II /
////////////////////////////////////
Apple II History, Part 20/21a
By Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<
Compiled and written by Steven Weyhrich
(C) Copyright 1992, Zonker Software
(PART 20/21a -- MAGAZINES)
[v1.2 :: 10 Feb 94]

INTRODUCTION Originally, the segments on Apple II magazines appeared in two parts, 20 and 21. Since then there have been changes in

the magazine landscape, and some additional material had to be added. Consequently, I've chosen to combine parts 20 and 21 into one large file, and then split that file into three smaller pieces that are more appropriately sized for publication in GENieLamp A2. They will be called Part 20/21a, 20/21b, and 20/21c (this will avoid the problem of changing the numbering sequence for this segment of the history).

In this segment, we will deal with the magazines Micro, Call-A.P.P.L.E., SoftSide, Apple Assembly Line, Nibble, Peelings II, and Softalk.

INFORMATION AND COMMUNITY From the earliest days that Apple II user groups have sprung up, there have been newsletters shared within (and often among) these groups, providing hints and tips on how to make the best use of this computer. Some of these user groups eventually turned their newsletters into nationally distributed publications, sharing the information on even a wider scale. Nationally distributed magazines that dealt with computers began to run regular columns and special articles that dealt with the Apple II, while other magazines began with the purpose of serving the Apple II community exclusively. This segment of the History will take a look at some of the publications that have grown (and sometimes failed) during the age of the Apple II. I will be concentrating on those that were either exclusive to the Apple II or that dealt heavily with it.

Micro (1977-1985) Micro began with the October/November 1977 issue, and covered the 6502 microprocessor (and later the 6809) in all the various computers that used it, including the KIM-1, the AIM-65, the C1P, Commodore's PET, the Ohio Scientific, the Atari 800, and, of course, the Apple II. It was an excellent source for machine level code for the 6502, eventually including more and more articles that applied specifically to the Apple II. Many general-purpose machine language articles appeared in its pages, such as "Improved nth Precision" (code optimization for the 6502), "Precision Programming", and "Computer Assisted Translation Of Programs From 6502 to 6809". They also carried do-it-yourself hardware articles, such as "C1P To Epson MX-80 Printer Interface", "PET/CBM IEEE 448 To Parallel Printer Interface", and "Apple II Digital Storage Oscilloscope".

Micro tended to use each issue for a particular theme, starting out with articles that concentrated on a particular brand of computer per issue, and later expanding to topics that applied to several computers (such as printers, games, and languages). The articles presented were usually technical in nature and could be very useful for the advanced Apple programmer.<1>

One feature that was unique to this magazine was the "Micro 6502 Bibliography", which presented a reference to many different computer publications and the topics these magazines covered that were specifically important to programming the 6502. Also, the magazine's cover was unique, giving the impression of looking out from the INSIDE of a computer monitor, over the keyboard to the room beyond. Graphics on the screen would be reversed, since it was supposed to be a reverse view.

Call-A.P.P.L.E. (1978-1989) This magazine began in February 1978 as a newsletter for a newly formed Apple II user group in Seattle, Washington. This group, which called itself the Apple Pugetsound Program Library Exchange (A.P.P.L.E.) was begun by several early

Apple II owners in the area. They began a newsletter, Call-A.P.P.L.E., and under the leadership of its founder and editor, Val J. Golding, it grew to become a full magazine by 1979, and its boundaries spread well beyond the Seattle area. As pioneers in the era of Apple II exploration and expansion, the group's members and magazine subscribers discovered and published many hints, tips, and programming techniques necessary to the early Apple II community. Their major thrust, as with user groups today, came from assisting members in getting their systems to work. This covered anything from establishing communication between a computer and the newest low-cost printer, to the nuts and bolts of adding memory chips to get a full 48K. Call-A.P.P.L.E. also informed its readers with reviews of new software and programming languages, and entertained them with short Integer BASIC and Applesoft programs that did strange or unexpected things (in a recurring feature entitled, "So What Did You Expect?") They also served their members by scheduling guest speakers for the group meetings, and printing a summary of the meeting in the magazine. Their early speakers included notables such as Mike Scott (president of Apple Computer), Randy Wigginton, and Steve Wozniak.

By 1980, Call-A.P.P.L.E. had become a full magazine published on slick paper, and it carried advertising by some of the new software and hardware companies. Their articles became more complex, dealing with topics such as "Moving DOS 3.3 To The Language Card", and "Applesoft Internal Structure", as well as various hardware or construction articles.

The year 1984 saw many changes for Call-A.P.P.L.E. The front cover had previously been white, with the title logo at the top, followed by a list of major articles. Beginning with the January issue, the cover was now graced with color artwork, and a subtitle was included under the logo: "The World's Largest Apple User Group". In April, Val Golding stepped down as editor, handing that position over to Kathryn Halgrimson Suther. She had been working with him on production of the magazine since he hired her back in 1980, and was best qualified for the position. And finally, in September 1984 the membership voted to change their organization to a co-operative, officially named A.P.P.L.E. Co-op, to help improve their efficiency and allow them, under Washington state law, to continue expanding services in as inexpensive a manner as possible. Previously selling software written primarily by members, they now began to carry outside software and hardware items considered useful to their members.

A.P.P.L.E. also advanced the cause of providing useful technical information to Apple II (and Lisa and Macintosh) programmers by helping with the formation of APDA (Apple Programmers And Developers Association) in September of 1987. Through a membership in this Apple-sponsored group, a programmer could obtain up-to-date tech notes and preliminary material directly from Apple, to aid in the refinement of his project. (Apple later took APDA back under its own control in December 1988.)

Another change for the magazine occurred beginning in June 1988. The cover artwork was toned down, and the thrust of Call-A.P.P.L.E. changed as it became more of a technical journal than the "hint and tip" magazine it had originally been. Again the cover listed the major features for that issue, but in a smaller typeface than in the old days. Articles were now much more complex, consistent with the increase in complexity found in the new Apple IIgs. This was also reflected in the subtitle now found under the logo on the front cover: "The Magazine For The Advanced Apple IIgs And Apple II User". Topics covered included a series by Mike Westerfield about "Programming On The GS With APW" (he was the author of the ORCA/M assembler

used in the official Apple Programmer's Workshop on the IIgs), "NDAs 101" and "NDAs 102" (Tim Swihart writing about writing New Desk Accessories), and "A Powerful Graphics And Sound Trio" (utilities to allow use of super hi-res graphics and GS sound from Applesoft BASIC).

Even more significant in 1988 was the change in the name of the sponsoring group. In her monthly editorial in December of that year, Kathryn Suther wrote, "Sorry, Val, but the Co-op is undergoing a name change. Apple Computer, Inc., doesn't seem to appreciate the word Apple in our name with or without the periods. Rather than having to license the name back from them, we opted to change the name of the co-op to TechAlliance, a computer cooperative." (Fortunately, they were not apparently required by Apple to change the title of the magazine). The members felt that this name more accurately reflected what the organization was doing; support, technical journals, and access to products and information. They also laid plans for a journal aimed at Macintosh programmers, called "MacTech Quarterly".

With declining Apple II sales in the late 1980s, it was becoming harder for TechAlliance to put out the type of magazine they wanted as a monthly publication. Part way through 1989, the decision was made to switch to a quarterly printing schedule to allow it to stay in print. However, with the ninth issue of that year they had to announce that they were ceasing publication. With the passing of Call-A.P.P.L.E. came the passing of an era. Val Golding wrote to A2-Central's Tom Weishaar about it: "The 12-year illumination of Call-A.P.P.L.E.'s guiding light is about to be extinguished. The next issue will be the last. 'Call' was my baby and I loved it very much, even these last several years when I didn't play a direct role. It is, after all, like a death in the family." He went on to mention that he believed that their research into Applesoft internals and the use of its ampersand command made it possible for the appearance of more advanced programs earlier than would have been possible otherwise. He included a copy of his guest editorial from that final issue, reprinted in the pages of A2-Central in January 1990:

The Editor Bytes Back  
Val J. Golding, editor emeritus  
Full Circle

Perhaps I've lived in a private dream world all this time, where visions of ampersand faeries were real and 16K of RAM sufficed. My 1978 world where, still wrapped in swaddling clothes, the infant Call-A.P.P.L.E., with wise men guiding, exploded upon the technological night sky--its contagious fountain of knowledge spreading like a Washington wildfire, a depth and rugged determination to share never before and never again to be seen.

Volume 12, number Nine; there will be no Volume 13. Words I thought would never be written blur my vision and scar the moist paper with ugly burn marks. "Our last issue". A doorway to another dimension has closed after 12 years.

It would take pages to list our accomplishments and firsts, more still for our failures. But we stood proud while others perished. And so it will be in the future, the Alliance remains to serve its members.

None of it would have been possible without those brilliant pioneering researchers and authors, far too numerous to even consider thanking individually. Virtually every Apple author writing today appeared first in these pages. It isn't fair, however, to leave without at least expressing my gratitude to and admiration for Kathryn Halgrimson Suther, without whom we would not have survived thus far. I love you, Ms. K.

Still everything is O.K. I wouldn't have missed it for anything. "The moving finger, having writ, moves on..."<2>

SoftSide (1978-1984)      SoftSide was a magazine about software, begun in  
"\*\*\*\*\*"      October 1978 by Roger Robitaille. It had a format similar to the early issues of Nibble, with articles and program listings to enter and try out. A version that was specific to the Apple II began in January 1980, and lasted as a focussed publication until August 1980, when it combined with the other versions of SoftSide that were for the TRS-80, IBM-PC, and Atari computers. The Apple edition was edited by Mark Pelczarski, who was also an Apple II game author and publisher.

One problem some readers had with SoftSide was with their program listings; they were a copy of the printout from a dot matrix printer. The dot matrix printers of the time were not as legible as they are now and by the time it was photographed and put into the magazine, it had become a bit illegible. One reader commented, "After a short while of typing, you felt like you needed some of the 'coke bottle bottom' eye glasses!"<3>

Like many computer publications of the time, SoftSide fell on hard times because of financial pressures and competition. This came during their attempt in 1983 to increase their distribution and reach a larger audience of readers. As a result, Robitaille made some efforts to reorganize the publication into a new magazine called SoftSide 2.0 (directed towards the computer user), and Code (for the programmer), with disk versions of both to be made available. Unfortunately, he was never able to get either concept fully established, and SoftSide disappeared from view.<4>

Apple Assembly Line (1980-1988)      This was something more than a  
"\*\*\*\*\*"      newsletter, but not quite a magazine. It was edited and printed by Bob Sander-Cederlof, author of the SC-Assembler, and was written initially for support of that product. It included information about how to write assembly language routines for various projects, and one of Sander-Cederlof's favorite pastimes was finding ways to squeeze the most code into the fewest bytes possible. Often he would take sections of code from Apple's system software, disassemble it, and point out how it could have been coded more tightly or efficiently. He also included various products that he or others had written that were useful for other programmers, including a package of extensions for Applesoft that allowed 18 digit precision math functions.

In 1993, the Apple II Programmer's Roundtable (A2Pro) on GENIE was given permission by Bob Sander-Cederlof to upload the complete text and source code for every issue of Apple Assembly Line that was ever produced. Matt Deatherage, chief Sysop for that roundtable, took on the laborious task of converting all of the old DOS 3.3 and hybrid DOS 3.3/ProDOS disks provided by Sander-Cederlof. Deatherage had to convert all of the old files into a format that was accessible under ProDOS (which you may recall has a more limited file-naming system than did DOS 3.3). Also, he had to

locate and organize all of the various source files pertinent to a particular issue of the newsletter from the various disks that Sander-Cederlof had previously made available to his subscribers. After compiling all of the information, Deatherage then created individual archives for each issue and uploaded them to the A2Pro library. They are there available on an exclusive basis, as permission for uploading them to any other online service or BBS was NOT granted.

Nibble (1980-1992) Begun in his living room in January 1980 by Mike  
"Harvey, Nibble survived longer than most Apple II  
magazines. His original advertisement for the magazine stated:

NIBBLE is an unusual Newsletter for Apple II owners. Each Issue will follow a major theme...such as:

- \* DATA BASE MANAGEMENT
- \* PROGRAMS FOR THE HOME
- \* TEXT PROCESSING
- \* COMPUTING FOR KIDS
- \* SMALL BUSINESS JOBS
- \* GAMES AND GRAPHICS
- \* PRACTICAL PASCAL
- \* etc.

Significant programs will be in each issue, surrounded by articles which show how to USE the programming ideas in your OWN programs.

Examples of Upcoming Articles...

- \* Building A Numeric Keypad
- \* Home Credit Card Management
- \* LORES Shape Writing
- \* Designing Games That Last
- \* Arcade Shooting Gallery
- \* Random #'s in Assy. Lang.
- \* HIRES Weaving Design

And many many more. NIBBLE will literally "Nibble Away" at the mysteries of the Apple II to help Beginning and Advanced Programmers, Small Businessmen, and the Whole Family enjoy and USE the Apple MORE!

It costs a paltry \$15.00 for 8 Issues! It will invite and publish user ideas and programs. DON'T WAIT! Send your check or money order right now, to receive the January issue! Mail to:

S.P.A.R.C.  
P.O. Box [number missing]  
Lincoln, Mass. 01773

Software Publishing And Research Co.<5>

Mike worked carefully to make sure that he was not under the pressure of banks or investors, and so worked out of his own savings, running the company on a "pay as you go" basis. He printed enough of the first issue, 42 pages long in black and white, to mail to the few who responded to his ad, and the rest were sent free of charge to Apple dealers to make them aware of Nibble's existence. Their initial schedule was for eight issues per year, which was what he could afford to put out. By mid 1981 the

magazine had grown to the point where Harvey could quit his regular job (president of a subsidiary of Exxon Enterprises) and work full-time as publisher of Nibble.<5>,<6> His editorials over the years covered many topics that were helpful for small businesses, giving advice that would help them survive in good times and bad. He certainly took his own advice; although Nibble expanded to the point where it went to a monthly schedule (around 1984) and was printed as a square-bound magazine, it had to reduce by 1990 back to a center-stapled format with fewer pages. Eventually its newsstand distribution also had to be curtailed, and in the end it was available only by subscription.

Nibble's articles covered a wide array of topics, from simple Applesoft and Integer BASIC programs, to complex assembly language applications, BASIC extensions, and games. In its prime it also included a popular series called "Disassembly Lines", by contributing editor Sandy Mossberg, M.D. In his series, Mossberg taught some of the tricks and techniques of assembly language by taking parts of DOS 3.3, and later BASIC.SYSTEM and PRODOS, and "disassembling" them into readable assembly source code. This provided some insight into reasons why Apple's system programs worked the way they did, and made it possible to either modify them to fix bugs, or to incorporate the programming techniques in other projects. Mossberg later went on to delve into the Apple IIgs toolbox (built-in ROM routines).

Nibble was a good place to learn how to write programs. Their published listings were well commented, and the tricks used by the programmers who wrote their articles were available for all to see and learn. Along with the various utilities they published were games (some that were very complicated, with long tables of hex bytes to enter). They also included in later issues reviews of various commercial software products, and always made available disks containing all of the programs from a single issue of the magazine, for those who didn't want to enter by hand the programs.

In April 1985 a section was added to the magazine called "Nibble Mac", to cover topics of interest to Macintosh users. Later in 1985 this was split out and a separate publication (short-lived) with the same title was printed to concentrate on the Macintosh users. Nibble also helped establish the concept of copyright protection on program listings printed in magazines. This was important to Nibble, as they sold disks of their old programs to save readers the trouble of typing in by hand the long listings.

With decreasing sales, a decision was made in 1991 to no longer supply Nibble to newsstand vendors and continue the magazine on a subscription-only basis. The market for Apple II programming-oriented magazines continued to decline, and the July 1992 issue announced itself as the last one. The balance of subscriptions were filled out through A2-Central.

Peelings II (1980-unknown) Started around August 1980, this magazine was devoted entirely to Apple II software reviews.<7>

Softalk (1980-1984) Softalk ... ah, this one was special. Of all the magazines that have dealt with the Apple II since its release in 1977, none have been quite like Softalk. Their first issue in September 1980 was 32 pages, including the cover which featured Darth Vader

with the title, "Apple Helps The Empire Strike Back". This first issue opened with the following introductory remark. I reproduce it in its entirety here, because it highlights what I feel is the ideal in a computer magazine, and because the last two paragraphs are still very applicable today:

Welcome to SOFTALK. Whether you're a hobbyist or a businessperson, a programmer or a nonprogrammer, SOFTALK is designed for you, because each of you has chosen Apple for your computer; and so did we.

SOFTALK is a feature magazine, intended to pique the curiosity and intrigue the intellect of everyone who owns an Apple. In SOFTALK, you'll find articles about people who own and use Apples, some of them famous, some merely ingenious. You'll find articles about issues--those most pertinent within the microcomputer industry, such as piracy, and those the microcomputer is helping to solve, such as unemployment among the handicapped.

SOFTALK'S regular columns will strive to keep you up with what's new in software and hardware and what's new in the companies that make software and hardware. We'll also try to keep you informed of how the computer is making news, both in the United States and abroad, both seriously and lightly.

SOFTALK is not a programming magazine. Beginning in October, our programming columns will be intended as tutorials, offering running courses on how to program. Although we believe that those of you who are seriously involved in programming will enjoy SOFTALK, for your programming applications we recommend that you seek out the excellent programming articles and tips in such magazines as APPLE ORCHARD, MICRO, CALL-A.P.P.L.E., CREATIVE COMPUTING, and the many other fine magazines that address themselves to this aspect of computing.

Fun is another feature of SOFTALK. There will be puzzles, games, contests. The prizes won't be huge, but they will be fun. This month, you'll find a contest on page 2; later in the magazine lurks another puzzler.

We encourage you to patronize our advertisers. Those advertisers make it possible for you to receive SOFTALK. And, further, we hope you'll support your local computer store. A healthy retail sector is crucial to our industry on every level; it is to all our benefits to help our retailers prosper.

I hope you share my enthusiasm for Apple and for the remarkable microcomputer industry, because, when you share it, you'll find yourself looking forward to the fast-coming future with excitement and optimistic anticipation. If SOFTALK serves only to instill such a positive enthusiasm in you, it will be well worthwhile.<8>

Oddly enough, Softalk owed its beginning to a television game show. Margot Tommervik was a contestant on "Password", and with part of her winnings she purchased an Apple II computer. She was fascinated with the machine and what it allowed her to do. When a local computer store offered

a prize for the first person to solve On-Line's Mystery House adventure, she dove into it headlong and had it solved in twenty-four hours. Later that year, she came across a publishing house that was trying to produce a magazine about software and wanted a partner. With the rest of her "Password" winnings, Margot and her husband Al agreed to do the magazine if they were allowed to determine its course and retain management control. It would be as much a magazine for Apple II enthusiasts to enjoy as a platform for software publishers to display their wares. Although it had the modest beginning of only 32 pages printed on newsprint stock, within a year there were over one hundred advertising pages in each issue. It was an ideal arrangement: The readers got a magazine that was specifically about their computer, and the software and hardware companies got a magazine with widespread distribution that could showcase their products to those readers.<9>

Part of the uniqueness of Softalk was due to the way it did business. Although it was a magazine that was available by mail or in computer stores (as were other computer magazines of the day), this one offered EVERY Apple II owner a FREE six month subscription as a trial! One only had to provide the serial number on the bottom of the computer, and you were in the club. And it felt like a club, almost a family, of fellow Apple II (and later, Apple III, Lisa, and Macintosh) enthusiasts. This unusual method of providing a magazine lasted even until the final issue.

Softalk carved its niche among the other Apple II magazines of the time by providing a variety of articles not available anywhere else. Whereas Nibble was best known for its games and utilities, Call-A.P.P.L.E. for its technical information, and Apple Orchard for its focus on beginners and Apple user groups, Softalk concentrated on the Apple computer industry. This included information about Apple Computer, Inc., as well as the many companies that provided software or hardware for the Apple II. A monthly series called "Exec" (taken after the DOS 3.3 disk command), profiled a company that made hardware or software for the Apple II, and gave some of the background about its products. They carried reviews of many new releases each month, and provided news on a continuing basis ABOUT the companies making those products. They also developed a monthly best-seller list for Apple II and III software, and used not the sales figures provided by the companies who marketed the programs, but rather the actual sales figures from the software and computer stores that sold them. Their reason for doing it this way was to get a more accurate picture of what was SELLING, not just what was shipping.

As time went by, Softalk expanded its coverage to include columns that dealt with specific programming areas on the Apple II, but chose to do so in a tutorial fashion, as they promised in their introduction article. Roger Wagner started in October 1980 with a column called "Assembly Lines" that taught 6502 assembly language (he says that what he knew about 6502 assembly was only about one month ahead of what the readers were learning<10>); Doug Carlston instructed users in the art of BASIC programming in "All About Applesoft"; Mark Pelczarski expounded on hi-res graphics techniques in "Graphically Speaking"; Taylor Pohlman (an Apple employee) wrote about the Apple III in "The Third Basic"; Jim Merritt (who also worked for Apple) championed Pascal in "The Pascal Path"; Greg Tibbetts delved into Apple CP/M in "Softcard Symposium"; and Bert Kersey and Tom Weishaar deciphered DOS 3.3 and ProDOS in "DOSTalk". Other regular features included "Fastalk" (an annotated listing and description of current and classic software), "Marketalk News" (product release announcements) and "Marketalk Reviews" (detailed product reviews),

"Tradetalk" (Apple industry news), "Hardtalk" (hardware projects or information), "Storytalk" (fiction, primarily computer related), and eventually a column called "Backtalk", which was a look back at older issues of Softalk itself (this began on the third anniversary of the magazine). One unusual column, called "Open Discussion", was quite similar to the interaction on today's online information services. They printed letters from readers that ranged from comments on previous articles to questions such as "How do I get Apple Writer to work with my printer?" Rather than directly answering each question, Softalk often left it to readers to send in replies with help. In its last year, Softalk did begin a column called "If Then Maybe", which actually took some of those technical questions and used some of its consulting writers (the "Softalk Sages") to answer them.

Each month there was a new contest, usually involving a puzzle of some sort that might or might not require the use of a computer to help solve it. The winners of the previous month's contests were awarded a credit towards \$100 worth of products advertised in Softalk. The puzzles were creative and unique. One issue asked to have various shapes in a later part of the magazine identified (some that were obvious, such as a computer monitor, some less so, such as a hand phaser from Star Trek). Another contest consisted of only lists of five character scrambled words; no clues, no instructions, no direction. One month had a crossword puzzle with VERY obtuse clues. One November issue featured tiny little "hi-res" turkeys scattered throughout the magazine; the goal was to correctly count ALL of them. Some of the contests even allowed those entering to be creative; one asked entrants to write a short paragraph that might illustrate the use of an Apple computer by a fictional or non-fictional historical figure (an example being Emperor Nero playing an adventure game in which he is trying to figure out the correct commands to get it to allow him to burn down Rome). In the case of multiple entries with correct answers, the winner of the monthly contests was selected with a random-number generator. Even if you didn't enter the contests, they were fun to read and ponder, and some of the winning entries (when creative writing was involved) were great.

Softalk suddenly disappeared after the August 1984 issue was mailed. There was no announcement, nothing that had indicated that this was going to happen, and with its disappearance the "Golden Age" of the Apple also passed. (By this time Softalk Publishing also had two other magazines, "Softalk For The IBM PC" and "St. Mac", for the Macintosh). This ending could have been predicted by the way in which the magazine had gotten smaller and smaller in size over the previous few months, but its ending was still somewhat of a shock to the readers. One reader was reported to have said that if he had known that they were having financial problems he would have taken up a collection!

What led to the demise of Softalk? Several factors likely played a role. One was the explosion in the number of magazines for and about computers between 1981 and 1983. Each new magazine that appeared was yet another place where a vendor needed to consider putting advertising dollars, and for some small companies it was simply not affordable to put ads in ALL of them. Another factor that figured in was the introduction of the IBM PC, and the sudden need for companies to produce versions of their programs that would run on THAT computer. When the recession of 1982-84 arrived, the computer market began to lose steam, and small single-product companies either had to associate with larger ones or go out of business. Lower consumer spending on computer hardware and software hurt the market

further, and the necessary advertising dollars were simply not available, and Softalk became, unfortunately, one of the casualties.<11> Perhaps the major factor that contributed to this was that Softalk did not have any large publishing company backing it up; it was owned and operated by the Tommerviks, and they didn't have the cash cushion that would allow them to pay expenses during time of slow advertising revenue.<12> Perhaps if a major publisher had taken an interest, Softalk would still be around today.

In its prime (December 1983), Softalk was over 400 pages long, but by its final issue in August 1984 it had shrunk down to only 128 pages. Although a next issue was in the works (according to the "previews" section in the table of contents), it never made it to the printer. Remaining subscriptions were filled out by inCider magazine, but sadly, the magic was gone.

[\*][\*][\*]

NEXT INSTALLMENT: Magazines, cont.  
\*\*\*\*\*

NOTES  
\*\*\*\*\*

- <1> Peterson, Craig. GENie, A2 ROUNDTABLE, Mar 1992, Category 2, Topic 16.
- <2> Suther, Kathryn Halgrimson. "The Inside Track", CALL-A.P.P.L.E., Oct 1984, p. 34.
- <3> Vanderpool, Tom. GENie, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
- <4> Barr, Mike. GENie, A2 ROUNDTABLE, Oct 1992, Category 2, Topic 16.
- <5> Harvey, Mike. "Nibble At Seven Years...Roots And Blooms", NIBBLE, Jan 1987, p. 5.
- <6> Harvey, Mike. "Time Flies When You're Havin' Fun!", NIBBLE, Jan 1985, p. 5.
- <7> Golding, Val J. "Call-A.P.P.L.E. Book Review", PEEKING AT CALL-A.P.P.L.E., VOL 3, 1980, p. 249.
- <8> Tommervik, Margot Comstock. "Straighttalk", SOFTALK, Sep 1980, p. 3.
- <9> Levy, Steven. Dell Publishing Co., Inc, HACKERS: HEROES OF THE COMPUTER REVOLUTION, New York, 1984, pp. 308-310.
- <10> Bird, Alan, & Weishaar, Tom. "Old Timers: Two Survivors", 1991 A2-CENTRAL SUMMER CONFERENCE (tapes), July 1992.
- <11> Golding, Val J. "The Magazine That Dared To Sing", CALL-A.P.P.L.E., Oct 1984, p. 34.
- <12> Disbrow, Steven. "Old Timers: Apple II Magazines", 1992 A2-CENTRAL SUMMER CONFERENCE (tapes), July 1992.

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/
/ "The IIGS is about as obsolete as the 1966 427 Cobra.
/   A few years old, yes, but still one of the hottest
/   machines around!"
/
////////////////////////////////////// E.SHEPHERD //////////////////////////////////

```

[EOA]

[LOG]//////////////////////////////////////

LOG OFF /

//////////////////////////////////////

GENieLamp Information

\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp

- o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month  
 \*\*\*\*\* on GENie page 515. You can also find GENieLamp on  
 the main menus in the following computing RoundTables.

| RoundTable     | Keyword   | GENie Page | RoundTable             | Keyword     | GENie Page |
|----------------|-----------|------------|------------------------|-------------|------------|
| DigiPub        | DIGIPUB   | 1395       | Atari ST               | ST          | 475        |
| Macintosh      | MAC       | 605        | IBM PC                 | IBMPC       | 615        |
| Apple II       | A2        | 645        | Apple II Dev.          | A2PRO       | 530        |
| Macintosh Dev. | MACPRO    | 480        | Geoworks               | GEOWORKS    | 1050       |
| BBS            | BBS       | 610        | CE Software            | CESOFTWARE  | 1005       |
| Mini/Mainframe | MAINFRAME | 1145       | Programming            | PROGRAMMING | 1445       |
| Data Comm.     | DATAComm  | 1450       | (Windows Coming Soon!) |             |            |

GENieLamp is also distributed on CrossNet, Internet, America Online, Delphi and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to [genielamp@genie.geis.com](mailto:genielamp@genie.geis.com) OR [jpeters@sosi.com](mailto:jpeters@sosi.com)

- o Our Internet anonymous FTP address is: [sosi.com](ftp://sosi.com). All current versions of GENieLamp are available in the `~/pub/GENieLamp` directory. Due to the added expense involved, we ask that when you get GENieLamp via the anonymous ftp for GENieLamp, that it not be ftp'd during the hours of 9AM and 5PM Eastern Standard Time. We appreciate your cooperation in this matter.

- o Current issues of all versions of GENieLamp as well as back issues of GENieLamp IBM are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform              | Magic Name To Use |
|-----------------------|-------------------|
| GENieLamp IBM .....   | GLIBM             |
| GENieLamp ST .....    | GLST              |
| GENieLamp A2Pro ..... | GLA2PRO           |

GENieLamp Macintosh ..... GLMAC  
 GENieLamp TX2 ..... GLTX2  
 GENieLamp A2 ..... GLA2

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet us "live" talk to us every Wednesday night in the Digi\*Pub Real-Time Conference, 9:00 EDT. M1395;2
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

>>> GENieLamp STAFF <<<  
 \*\*\*\*\*

|                               |                       |                |                      |
|-------------------------------|-----------------------|----------------|----------------------|
| GENieLamp<br>*****            | o John Peters         | [GENIELAMP]    | Publisher/Editor     |
| IBM<br>""                     | o Bob Connors         | [DR.BOB]       | EDITOR               |
|                               | o David C. Leithauser | [D.LEITHAUSER] | HyperRead Editor     |
|                               | o Brad Biondo         | [B.BIONDO]     | IBM Staff Writer     |
|                               | o Tippy Martinez      | [WIN.LAMP]     | IBM Staff Writer     |
|                               | o David Holmes        | [D.HOLMES14]   | IBM Staff Writer     |
|                               | o Don Lokke           | [D.LOKKE]      | Cartoonist           |
| GENieLamp<br>Windows<br>***** | o Tippy Martinez      | [WIN.LAMP]     | EDITOR               |
|                               | o Brad Biondo         | [B.BIONDO]     | Windows Staff Writer |
|                               | o John Osarczuk       | [J.OSARCZUK]   | Windows Staff Writer |
| MACINTOSH<br>*****            | o Richard Vega        | [GELAMP.MAC]   | EDITOR               |
|                               | o Tom Trinko          | [T.TRINKO]     | Mac Staff Writer     |
|                               | o Bret Fledderjohn    | [FLEDDERJOHN]  | Mac Staff Writer     |
|                               | o Ricky J. Vega       | [GELAMP.MAC]   | Mac Staff Writer     |
| ATARI ST<br>*****             | o John Gniewkowski    | [GENIELAMP.ST] | ST EDITOR            |
|                               | o Mel Motogawa        | [M.MOTOGAWA]   | ST Staff Writer      |
|                               | o Sheldon Winick      | [S.WINICK]     | ST Staff Writer      |
|                               | o Richard Brown       | [R.BROWN30]    | ST Staff Writer      |

Apple II Computer Info

|              |                  |                |                       |
|--------------|------------------|----------------|-----------------------|
|              | o Al Fasoldt     | [A.FASOLDT]    | ST Staff Writer       |
|              | o Fred Koch      | [F.KOCH]       | ST Staff Writer       |
|              | o Sandy Wolf     | [S.WOLF4]      | ST Staff Writer       |
| ATARI ST/TX2 | o Cliff Allen    | [C.ALLEN17]    | EDITOR/TX2            |
| *****        |                  |                |                       |
| ATARI [PR]   | o Bruce Faulkner | [R.FAULKNER4]  | EDITOR/GENieLamp [PR] |
| *****        |                  |                |                       |
| APPLE II     | o Doug Cuff      | [EDITOR.A2]    | EDITOR                |
| *****        | o Tara Dillinger | [TARA]         | Co-Editor             |
|              | o Phil Shapiro   | [P.SHAPIRO1]   | A2 Staff Writer       |
|              | o Darrel Raines  | [D.RAINES]     | A2 Staff Writer       |
|              | o Gina E. Saikin | [A2.GENA]      | A2 Staff Writer       |
|              | o Steve Weyhrich | [S.WEYHRICH]   | A2 Staff Writer       |
| A2Pro        | o Nate C. Trost  | [A2PRO.GELAMP] | EDITOR                |
| *****        | o Tim Buchheim   | [T.BUCHHEIM]   | Co-Editor             |
| ETC.         | o Jim Lubin      | [J.LUBIN]      | Add Aladdin/Scripts   |
| *****        | o Scott Garrigus | [S.GARRIGUS]   | Search-ME!            |
|              | o Bruce Maples   | [B.MAPLES]     | Copy Editor           |
|              | o Mike White     | [MWHITE]       | (oo) / DigiPub SysOp  |
|              | o Susie Oviatt   | [SUSIE]        | ASCII Artist          |

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////////////////////////////////////  
 (c) Copyright 1993 T/TalkNET Online Publishing and GENie. To join GENie, set your modem to 2400 baud (or less) and half duplex (local echo). Have the modem dial 1-800-638-8369 (in Canada, have the modem dial 1-800-387-3880). When you get a CONNECT message, type HHH. At the U#= prompt, type: XTX99014,DIGIPUB and hit the [return] key. The system will then ask you for your information. Need more help? Call (voice) 1-800-638-9636 for more information.  
 //////////////////////////////////////  
 [EOF]



Yours For the Downloading.

discQuest GS w/ Jawaid Bazyar.

PAL NEWSLETTER ..... [PAL]  
April 1994 Report.

APPLE II ..... [AII]  
History Part 20/21b: Magazines.

LOG OFF ..... [LOG]  
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing system  
"....." to help make reading the magazine easier. To  
utilize this system, load GENieLamp into any ASCII word processor or  
text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]  
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].  
If you want to scan all of the articles, search for [EOA]. [EOF] will  
take you to the last page, whereas [IDX] will bring you back to the  
index.

MESSAGE INFO To make it easy for you to respond to messages  
"....." re-printed here in GENieLamp, you will find all the  
information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)  
\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|\_\_\_\_\_|  
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page  
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic  
1.

A message number that is surrounded by brackets indicates that  
this message is a "target" message and is referring to a "chain" of two  
or more messages that are following the same topic. For example: {58}.

ABOUT GENIE GENie's monthly fee is \$8.95 for which gives you up to  
"....." four hours of non-prime time access to most GENie  
services, such as software downloads, bulletin boards, GE Mail, an  
Internet mail gateway, and chat lines, are allowed without charge.  
GENie's non-prime time connect rate is \$3.00. To sign up for GENie  
service, call (with modem) 1-800-638-8369. Upon connection type HHH.  
Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get  
the prompt asking for the signup/offer code, type: DSD524 and hit  
RETURN. The system will then prompt you for your information. Need  
more information? Call GENie's customer service line (voice) at  
1-800-638-9636.

SPECIAL OFFER FOR GENieLamp READERS! If you sign onto GENie using the  
"....." method outlined above you will  
receive an \*additional\* six (6) free hours of standard connect time  
(for a total of 10) to be used in the first month. Want more? Your  
first month charge of \$8.95 will be waived! Now there's no excuses!  
\*\*\* GET INTO THE LAMP! \*\*\*  
.....

```

////////////////////////////////////////////////// GENie_QWIK_QUOTE //
/
/          RISC: Proof that less is more expensive.          /
/
////////////////////////////////////////////////// F.GREATOREX //

```

[EOA]

[FRM]////////////////////////////////////

FROM MY DESKTOP /

////////////////////////////////////

Notes From The Editor

\*\*\*\*\*

by Douglas Cuff

[EDITOR.A2]

There's no doubt about it, my wife Tara should really be writing these editorials. I'm sure we could overcome the technicality of her not actually being the editor of GENieLamp A2 if we tried.

Tara uses our Apple IIgs every day to log in to the UNIX-based system at the university she attends. It requires her to enter her login name... and it's case sensitive. So the daily ritual goes something like this: She starts up SnowTerm, a shareware VT100 package, and dials the university computer. She waits for the "Login:" prompt, rapidly types her account name, and then groans as she sees it appear on the screen... all in capitals. I've left the Caps Lock key down again. "Oh well," she sighs. "Other wives have their toilet seats; I have my Caps Lock key."

Although I have three brothers and no sisters, I've always had excellent toilet-seat manners. So how is it that the only time I leave the Caps Lock key up is when I'm in a word processor? I admit my first computer was an Apple II-Plus, but it's been 10 years since then. Like most bad habits, mine has an unconscious element. As soon as I exit AppleWorks, I hit Caps Lock with my thumb without even thinking about it. Evidently I have a deep-rooted fear that any minute I may need to run some software written for a 48K Apple II.

Even Tara's masterly condensing of the Caps Lock Key Condition pales compared to her summary of the reaction in the Macintosh press to the "death" of the Apple IIe. I showed her the vicious rejoicing that was taking place on CompuServe and, while incredulous, was not too appalled to quip, "Pretty Mac-y-avellian."

Is it any wonder I want her to take over my monthly editorial?

[\*][\*][\*]

The silly season came early this year, and March did not deign to come in either like a lion nor like a lamb, but chose to come in a like a loony. That has to be the explanation. How else do you explain such comments in the A2 RoundTable as:

Knock, knock! Who's there? Grammar! Grammar who? Grammar  
\_whom\_!

-- J.SCHONBLOM [J.ERIC]

and:

> Randy, don't you just hate 5.25 disks...?

This is the essence of truth, refined into one pure rhetorical question.

-- BRANDT [Randy]

And how about this mnemonic for people who don't understand which of the Hewlett-Packard printers -- DeskJet or DeskWriter -- works well with an Apple II?:

Simple enough to remember....

The GS can use the JET, the Mac has to WRITE ahead for reservations :)

-- H.HISLOP [Harold]

Ken Lucke (K.LUCKE) and Harold Hislop (H.HISLOP) collaborated on "The Case of the Hundreds of rBundles", a discussion that reads like a 1930s American hard-boiled detective story:

It was a cold day in the city. The frozen ground felt like peanut brittle. I felt like a cigarette. If you don't know what a cigarette feels like, ya ain't missin nuttin. 'Specially after they's been ground out.....

I'd had a busy week, trying to crack the Case of the Absent Download. I was relaxin' in my office, plannin' to do a little modemin' that night, but waiting for the rates to go down.

Eventually, Ken got around to detailing his problem, which was a Desktop file that kept expanding whenever he ran Spectrum. Harold took up the tale:

It was a rainy day in Trenton, so much that even the organic frisbies were grounded... I had been perusing GEnie looking for things that seemed out of whack when I stumbled into an old nemesis... Finder 6.0x! The infamous (and somewhat nasty) bug in it that tries to glom onto disk space had struck yet again!

Harold proposed a solution: lock your Desktop file. It could have ended there. Evidently Ken doesn't like to be outdone (though, equally obviously, he has no compunctions about being overdone):

It was another gritty, rainy day in the City of Seaside, all the tourists were under cover. 'Cept fer one. Name of Harold. Harold Hislop. Came into town on a big white horse, which is kinda strange, even for a tourist town. Has this stethoscope around his neck and a hundred or more cables of different types and lengths trailing around him like Lady Godiva's hair. Said he had the cure for ol' Mr. Spectrum.

Maybe all of the foregoing is due solely to spring fever. All I know for sure is that I'm glad there's a phone line separating these people -- not just from me, but from each other! The mind boggles at the thought of what some of these people will get up to during July's ICONference.

Still, as Hunter S. Thompson observed, "When the going gets weird,



```

`::;%%           .,%;
::;,%%          ;%;'
`::;%%          .,%;
::;,%%          ;%;'
`::;%%          .,%;
::;,%%,         ;%;'
`::;%%          .,%;
::;,%%          ;%;'
`::;%%          .,%;
::;,%%          ;%;'
`::;%           .,%;
:,%            .,%;'
:,%            .,%%;
`:%            .,%%;'
`::;%;'

```

"The first Daffodil of Spring"

ASCII Art by Susie Oviatt  
[SUSIE]

```

[EOA]
[HEY]////////////////////////////////////
           HEY MISTER POSTMAN /
////////////////////////////////////
Is That A Letter For Me?
*****
by Douglas Cuff
[EDITOR.A2]

```

- o BULLETIN BOARD HOT SPOTS
  - o A2 POT-POURRI
    - o HOT TOPICS
      - o WHAT'S NEW
        - o THROUGH THE GRAPEVINE
          - o MESSAGE SPOTLIGHT

```

>>> BULLETIN BOARD HOT SPOTS <<<
*****

```

- [\*] CAT2, TOP9 ..... Friends of Harold
- [\*] CAT10, TOP9 ..... Iigs Fax Software
- [\*] CAT13, TOP19 ..... Tool069 and Other Illegal Tools
- [\*] CAT13, TOP23 ..... BlueDisk and PC Transporter
- [\*] CAT29, TOP12 ..... HOT patches for GECOPilot
- [\*] CAT12, TOP8 ..... Hewlett-Packard DeskJet 520 & 560C
- [\*] CAT2, TOP13 ..... The Tinies!
- [\*] CAT6, TOP3 ..... The Tinies! (yep, again)

```

>>> A2 POT-POURRI <<<
*****

```

APPLE IIGS RGB MONITOR FIX Any reasonably competent technician can fix

\*\*\*\*\* that problem for pennies (plus his or her labor charges) with the following information....

1. The part that causes the problem when it fails is a "choke" or "inductor" , it is mounted on a small circuit board attached to the back of the monitor tube itself. This part looks like a small blue ceramic ball with two leads coming out the bottom, and is color coded for 10 microhenries.

2. There are three of these items on that circuit board, and if any one of them fails, the symptom is a screen all of one color, with total loss of any controls of the monitor. The parts are identified by number, and what color the screen is will tell you which one to replace....

- L6R2 for a Red screen
- L6G2 for a Green screen
- L6B2 for a Blue screen

3. You can probably get a 10 microhenry choke at Radio Shack, or it is available for \$1.28 (plus a \$5 Handling charge) from Digikey Corporation at (800) 344-4539. They take Mastercard, Visa, and C.O.D.

The Digikey part number is M8025-ND.

4. After replacing this part, the monitor colors will need to be readjusted via the small color trimpots on the same circuit board.

Gary R. Utter (GARY.UTTER, CAT12, TOP25, MSG:104/M645;1)

SHAREWARE UPDATE Dave Lyons is no longer accepting shareware fees on his \*\*\*\*\* software.

-- Eric S.  
(aka Sheppy)  
(E.SHEPHERD, CAT34, TOP9, MSG:281/M645;1)

APPLEWORKS WORD PROCESSOR AND NP > This concerns inserting 'NP' into word \*\*\*\*\* > processor documents I find that > having done this the cursor jumps to some distance away for where the > 'NP' was inserted so that it is no longer on the screen.

You've been bitten by a feature. AppleWorks 4.0 will not break a paragraph with the np option. If you wish to do just that, just add a carriage return to the end of the line just before the place you wish to issue the new page command.

This new feature/bug has actually saved me time. When I see a page splitting a paragraph that I don't want split (most of them are just these type), I just issue the np command and continue onward knowing that the np command was inserted at the end of the previous paragraph.

Quality Computers --- Power for performance.  
(W.CARVER1, CAT42, TOP29, MSG:182/M645;1)

>>>> I have some more information regarding the jumping cursor when \*\*\*\*\* inserting 'NP' options.

This again occurred when I was getting GENieLamp ready to print.

I have found it occurs after using 'O-A K' to calculate the existing breaks then doing 'O-A O' NP the cursor then moves to a variable distance from the 'NP' always below it and in one case it was 42 lines below.

Note this only occurs if the 'NP' is inserted while the calculated page breaks are still visible ie no other editing is done first. This is annoying as I usually want to do other things at that point ie removing of redundant blank lines at the top of the new page.

KenDawson [England]

(K.DAWSON2, CAT42, TOP29, MSG:276/M645;1)

>>>> That may make a lot of sense. There was an AW3 bug with page breaks  
"\*\*\*\*\*" jumping, and I fixed it in AW4, but I may have only fixed the  
ctrl-P entry point and not the OA-O NP, although I'd think they should use  
the same code. I'll check it out.

(BRANDT, CAT42, TOP29, MSG:282/M645;1)

BROKEN HARDWARE Farmer Ken, your post to Harold give me the perfect  
"\*\*\*\*\*" opportunity to say again..

Please, all user's/lovers of Apple II's, if you have any related hardware that is no longer working, and not economically reparable thru commercial sources. DON'T trash it, don't just let sit in the cellar, or the garage, untill it gets damaged further, or thrown out. Invest a few \$ in the future, and in other Apple II users in need. Send them to one of us who can and will perform component level salvage and repair, without commercial labor charges. It really doesn't much matter which one of us gets what, we communicate and exchange with each other on a need and have basis regularly.

Please distribute this ideas as far and frequently as you can!

Many of the parts we can get through salvage are either not available for purchase, not affordable for purchase, or simply take too much time to track down for purchase (even when they are available and affordable).

Doug Pendleton --> Delivered by Co-Pilot, ProTerm & Woz IIGS System 6.01  
Science and magic are interchangeable terms, dependant on the observer.  
(H.PENDLETON2, CAT4, TOP17, MSG:292/M645;1)

>>>> Just to amplify a little..  
"\*\*\*\*\*"

Hardware that you send to Doug or myself doesn't have to be Apple related in all cases. Things like hard drives (SASI, SCSI, IDE) have MANY parts in common, as do tape drives, power supplies, some keyboards, etc. (Now that the BlueDisk controller is available, yes, even PC type floppy drives and tape drives are desired!)

Also there have been numerous times where I have salvaged parts from boards taken from other systems (PC, Mainframe, Industrial Controllers, etc) that have been used to repair stuff that works on Apples.

Basicly, if it has anything to do with a CPU controlled device, and it's unusable by you, there is a VERY good chance that Doug or I can salvage enough parts from it to fix items that are used on Apples to make it worth our time and effort. (Who knows, you may be the next person to

benefit from this :)

-Harold (H.HISLOP, CAT4, TOP17, MSG:293/M645;1)

SIMPLEXITY SOFTWARE Don't worry I got clever and found the old info and
\*\*\*\*\* phoned the old number. The new number is 714-776-3625

Michael E
(M.EWEN, CAT13, TOP24, MSG:156/M645;1)

OTHER MAIL SERVICES > Can someone tell me how to address an email to
\*\*\*\*\* > someone on AOL.

Sure, it's: username@aol.com

While we're at it, here are some other useful addresses for networks
which have email through the InterNet:

- CompuServe -- xxxxx.xxxx@compuserve.com
where xxxxx.xxxx is the user number. Note that the "," is
replaced with a "."
MCI Mail -- 123-4567@mcimail.com
MCI Mail -- username@mcimail.com
Applelink -- username@applelink.apple.com
BIX -- username@dcibix.das.net
AT&T Mail -- username@attmail.com
Sprint Telemail -- username@sprint.com
EasyLink -- 62xxxxxxxx@eln.attmail.com
where xxxxxxxx is the eight digit user number after the 62
BITNet -- username@domain.bitnet
The Bitnet domain is dependent on the user's area.
America Online -- username@aol.com
Delphi -- username@delphi.com
Prodigy -- username@prodigy.com

!
| Terrell Smith
| tsmith@ivcfns.com
| (T.SMITH59, CAT10, TOP10, MSG:221/M645;1)

NOT A VIRUS DEPT., PART 1 Well I have found the source of my "Welcome
\*\*\*\*\* Datacomp" problem!!!! I believe it was refered
to as "unlikely", but it is NOT on my hard drive ANYWHERE. It is coming
through my Vision Plus card that I purchased used recently! You say
"Pizza, How do you come to this conclusion!" I say simple! When I posted
about my problem here, I dissassembled my GS to take to a user group demo.
When I did that, I disconnected the line running to my VCR. The problem
has been gone since. Well today, I hiched up that cable again and left for
work. When I came home I had a screen full of "Welcome Datacomp, Welcome
Datacomp, Welcome Datacomp, Welcome Datacomp, Welcome Datacomp, Welcome
Datacomp, Welcome Datacomp, Welcome Datacomp, Welcome Datacomp, Welcome
Datacomp, Welcome Datacomp, Welcome Datacomp, Welcome Datacomp, Welcome
Datacomp, Welcome Datacomp" WELL you get the picture! So I disconnected
the cable to my VCR and left it for about an hour, nothing. I reconnected
the cable, and in an hour I had that message on my screen 4 times! WOW! So
at least I know where it's coming from [sort of].

Thanks for all the suggestions!

(EW.CHRISTIAN, CAT12, TOP16, MSG:50/M645;1)

THE APPLE II LED THE WAY Here's one of the better reminiscence articles  
"\*\*\*\*\* I've seen since the official shut-down of the  
Apple II by Apple in November. I found it in the March 1994 issue of the  
Monsanto Apple Users Group newsletter, "MAUG Log", and was submitted to  
that newsletter by Ralph Supinski from America Online by someone named  
"Clyde III" (BTW, I'd like to know how to get in touch with that person if  
anyone knows; is that an AOL user name, and what is the Internet gateway  
address of AOL?)

-----

What It Was All About  
From: Clyde III

Years from now, when Power PCs are considered low-end machines, and  
Macs and Pentiums have long since been forgotten, I hope they'll remember  
the Apple II.

What the Apple II was all about:

The Apple II was about computing in color: the first computer with  
built-in color video. The Mac tried to make black & white cool, but it  
almost died on the vine for trying. Now that every computer uses color,  
except for the cheap or light weight, will they remember that the Apple II  
was the first one?

The Apple II was about the speed of disk drives: the first  
micro-computer to use a disk drive. Remember cassette tapes? Could it  
have been that they might today be using hard cassette drives, if not for  
Woz and his Disk ][?

The Apple II was about fast startups and low memory overhead: the  
only computer ever to use sensible floppy disk-based operating system. DOS  
and ProDOS required nothing more than the juice from the plug and a closed  
drive door to get up and running from a floppy. 'Nough said!

The Apple II was about business sense: the first spreadsheet that lit  
the business world on fire. After Lotus and Microsoft knock each other out  
fighting over this crown, will they remember that it was Visicalc on the  
Apple II that first blew everyone away?

The Apple II was about integrated applications: when Mac's OS and  
Windows are long gone, will they remember that it was AppleWorks that  
showed the way?

The Apple II was about losing yourself in a computer game: the  
greatest software was born on the Apple II. Ultimas I-V were created on the  
Apple II. Wizardry was born on the Apple II. Sierra On-Line's first game  
was programmed on an Apple II. Will they remember?

What the Apple II was all about was breaking open the door to  
computing for the rest of us and giving us access to this most powerful and  
wonderful of pursuits.

We will never forget.



(D.CRUTCHER, CAT17, TOP4, MSG:351/M645;1)

>>>> When you elucidate on the memory manager bug you refered to would  
"\*\*\*\*\* you please include the Apple part number on the ROM\_01 rom that  
you've confirmed this problem with. (ie: 342-0077-A, 342-0077-B, etc)

I have reason to beleive (however this is NOT yet confirmed) that  
Apple may have actually released more than one "flavor" of the ROM\_01 roms  
without publicly documenting it. This memory manager bug may, or may not  
exist in all such suspected versions, and I'd like to gather as much info  
on this possibility as I can before "jumping out of the frying pan and into  
the fire" as it were.

Thanks!

-Harold  
Resident solder slinger.

(H.HISLOP, CAT17, TOP4, MSG:354/M645;1)

<<<<< Okay, I opened up a can of worms. Here are the facts as I know  
"\*\*\*\*\* them. I have a client in Brooklyn who handles his entire watch  
repair business with AppleWorks. A couple of years ago I updated him to  
DoubleData and TotalControl to increase his capacity. As he worked with  
files up to 500k or so in size, he suddenly started having random  
characters, often parentheses, appear in his files. He called me in a  
panic, worried about the macros messing things up. We went back and forth  
on it for weeks as he went crazy, having to do searches for weird  
characters and hoping he'd catch the corruption each time.

Finally, he came up with a series of 100% reproducible steps, but  
they worked flawlessly for me. Then he shipped me his hard drive and memory  
card so I was running the same byte-for-byte programs on the same data, but  
it still worked great. Suddenly it hit me that he had ROM 01 and I had ROM  
03. I took his drive and card to a ROM 01 and there it was! He got rid of  
both ROM 01 computers and his Laser, got three ROM 03 machines and has  
never seen the problem since. I have no idea what the serial numbers were  
on his ROM 01 computers, so I can't help there. I just know that the  
problem could be demonstrated in minutes on any ROM 01, and never on a ROM  
03.

Later he found an Apple tech note about a memory management bug which  
is fixed by GSOS. He's convinced that was his problem, although I don't  
believe we ever tried the steps under GSOS to see if that fixed it. This  
bug was insidious, since he could run for days without a problem, then  
suddenly end up with a trashed file when he was busiest.

(BRANDT, CAT17, TOP4, MSG:355/M645;1)

THE EASY (APPLEWORKS) WAY TO ADD LINEFEEDS   Lloyd, an empty file is just  
"\*\*\*\*\* a receptacle, but it can be an  
AppleWorks word processor receptacle, a text receptacle, or an MS-DOS text  
receptacle. When you put your contents into an MS-DOS text file and save  
it, the linefeeds are added because AW4 knows that the output has to be in  
MS-DOS format. This means you can keep an empty MS-DOS shell file handy,  
and any time you need MS-DOS output, you just dump your text in, change the  
name and save. Presto! An instant MS-DOS text file.

(BRANDT, CAT17, TOP14, MSG:66/M645;1)

NOT A VIRUS DEPT., PART 2   I Think I have just been hit by a virus!

\*\*\*\*\* Doesn't seem to be an evil one, though.

What happened was I accidentally quit CoPilot to go "Online & Quit" to Spectrum. I realized that I didn't want to do that, just wanted to quit. So as Spectrum was loading, I was holding down the Apple key in anticipation of hitting "Q" to quit. When Spectrum's opening dialog showed, I suddenly got, in the exact center of the screen, a smaller box that had a nicely drawn British flag and the words "Made in Britain", and the sound "Trumpets" played (even though it is NOT assigned to any of my control panel sounds). I wasn't paying much attention until it hit, and had already hit the "Q", and the Flag disappeared before I had any chance to inspect it closely.

At first, I thought that this might be some sort of "Easter Egg" in Spectrum (although why they would say "Made in Britain" was beyond me), but I have NOT been able to duplicate this happening.

Since the words "Made in Britain" appeared to be part of the picture, I have not tried searching for those words anywhere on my disks, but I think I will try it anyway. I have added NOTHING to my system lately that I didn't get online here on GENie or commercially. No HD damage has appeared, nothing else untowards has happened.

Anyone else ever seen this?

Ken Lucke (K.LUCKE, CAT12, TOP16, MSG:54/M645;1)

>>>> Do you suppose the fact that the author, Ewen Wannop, is a resident  
\*\*\*\*\* of Great Britain might have any relevance?

Ain't now way this is a virus. Period.  
(GARY.UTTER, CAT12, TOP16, MSG:55/M645;1)

<<<<< I have had it confirmed by Dave at Spectrum that this is an easter  
\*\*\*\*\* egg, and that I was the first to report it. No prize, though :(

Ken Lucke  
(K.LUCKE, CAT12, TOP16, MSG:65/M645;1)

APPLE GRAPHICS TABLET INTERFERENCE Please, avoid the Apple Graphics  
\*\*\*\*\* Tablet if at all possible. While it works quite well, it was removed from the market at the "request" of the FCC as it really radiated a TON of radio and TV interference (could cause problems well over a block away)

-Harold  
Resident solder slinger.  
(H.HISLOP, CAT6, TOP4, MSG:115/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

GS FAX SOFTWARE BY WIFALL > Where will Pointless (no problem, I think),  
\*\*\*\*\* > and Harmonie (not in the picture even) fit  
> in?

Harmonie will continue to work with your printer. The fax driver is simply for another device that happens to be connected to your modem port

rather than to your printer port. ;-) It will appear as a 200 dpi printer to GS/OS, so all existing software that works with today's printers will automatically be able to fax documents. Pointless will continue to work as it always has (in fact, you will \*need\* Pointless to create good looking faxes).

Think of it this way: rather than sending a document to your own printer, you are using someone else's fax machine as the "printer". :) That's why implementing sendfax as a printer driver is the only reasonable solution. Trying to fit send-receive fax into Spectrum or Proterm would be a wasted effort since you have to fire up those program every time a fax came in or you had one to send out. This way, the fax driver becomes instantly available to any properly written GS/OS desktop program that uses the Print Manager. Even something as old as my 1986 copy of DeluxePaint II will now be able to fax graphic images. Who would have imagined this just a few years ago? ;-)

```

-----|----- Sent by CoPilot (beta)
*>=====[_L)   for ANSITerm 2.1
  _'`-`-
                (B.TAO, CAT10, TOP9, MSG:32/M645;1)

```

```
>>>>>  My dad was kind enough to let me post something here to clear
""""""  things up a bit.
```

First of all I would like to reinforce what Brian said that no one on this topic speaks for me. So anything you hear here about my program is going to be at best second hand and at worst simply rumors. With that aside, let me try to answer a few questions on this topic about my program.

It will be GS specific and so will obviously require GS/OS. At this stage it will only work with Class 2 compatible modems. In particular, any modem that uses the rockwell chipset and supports Class 2 should work quite well (I am developing the program using a Supra v.32bis) Current plans are for a NDA for receiving and fax manipulation, and a print driver for sending. Shell executables and/or any other form would be nice, but will probably depend more on what type of deal I make with a publisher than anything else (ie Yes, it will be commercial).

I'm not looking for any beta testers at this time. I don't have any release date planned, and even if I did I wouldn't tell what it was. :) If you want more information on exactly how the development is progressing I suggest you read the gsfaxstat.txt file (I don't know if Brian uploaded this or not, but you can get it on internet from grind.isca.uiowa.edu apple2/caltech/uploads/gsfaxstat.txt via ftp) I will be updating that file semi-regularly and making it available on internet (unless someone wants to give me a free account here ;).

If you are planning on purchasing a faxmodem and you want it to work with my program when it is released, make sure it is class 2 compatible. I doubt I will ever get around to working on any Class 1 support. (Note: I don't think the Supra144LC supports Class 2, but make sure to ask Supra or find out.)

If you have any specific questions, I can answer them using this account till I go back to school. (Translated this means anything posted after friday night won't be replied to by me. I can be contacted by internet email at rwifall@nmsu.edu though. Read your GENie user manual for help

sending internet email :) (friday night meaning March 11th)

Richard Wifall | Have you ever received a fax on your AppleIIgs?  
rwifall@nmsu.edu | You will. But it won't be a product of AT&T.  
(J.WIFALL, CAT10, TOP9, MSG:75/M645;1)

>>>> Ummmmmm. This makes one of the dumber guys ask, "What's the diff  
"""""" between Class 1, Class 2 and Class 3, etc.?"

Mature mind wishes to know...

Dave (D.MATTIS@GENIE.geis.com)  
(D.MATTIS, CAT10, TOP9, MSG:77/M645;1)

>>>> Dave - Ok, heres a quick primer in fax-speak. Class 1, 2 and 2.0  
"""""" refer to how the computer talks to the faxmodem in software. Class  
1 is an official standard. Class 2 is not an official standard, but is  
fairly well standardized among faxmodem makers. Class 2.0 is the offshoot  
of Class 2 and is also an official standard.

Ok, now you're wondering what in the world this means to you? First  
of all you can ignore Class 2.0 for awhile. There aren't any faxmodems  
that I know of that actually support this standard yet. This leaves class  
1 and class 2. The differences between them are basically that the class 1  
command set requires that the computer do more of the work involved in a  
fax transmission whereas in class 2, the modem does more of the work and  
the computer does less. Class 2 is enough of a standard among the faxmodem  
manufacturers that compatibility should not be a problem. There is no such  
thing as class 3 at this time. I choose to support Class 2 at this time  
because it is easier from my standpoint and I haven't really taken a good  
look at what Class 1 requires.

Don't confuse "Class" with the "Group" designation of a fax-machine.  
The Group designation determines what machines your fax will talk with  
Basically every modern fax machine or fax modem is group 3 and should have  
no problems communication with each other (outside of bugs in the  
firmware).

BTW, I forgot to mention above, but the main reason that Class 2 is  
fairly well standardized among faxmodem manufacturers is because many of  
them use the rockwell chipset so they all should have the same  
implementation.

Now on another note: Printing faxes..

If you own an HP DeskJet or some other high resolution printer,  
you're in luck. I printed out a fax today using a HP DeskJet portable. (It  
has the same internals as a DeskJet 500) and it looks good. Now if you  
are unlucky enough to still use an ImageWriter II (like I am) then printing  
faxes is not going to be a fun experience. Basically it boils down to the  
fact that the ImageWriter II simply does not have a high enough resolution  
to support printing faxes without some loss in quality. This means that in  
order to print a fax on an ImageWriter II it must be scaled down first. To  
put it frankly, the output does not look all that great. I may have to  
offer the option of splitting a fax into multiple pages so that it can be  
readable when printed on an IWII. (especially with small text)

I think thats all for now...

Richard (In disguise ;)  
(J.WIFALL, CAT10, TOP9, MSG:79/M645;1)

TIMEOUT FAX    A recent brochure from Quality indicated that TimeOut Fax was  
"\*\*\*\*\*"       coming soon. Does anyone know more about that? Hope it works  
on the //e...

(J.GOODMAN10, CAT10, TOP9, MSG:28/M645;1)

>>>>>    TRON  
"\*\*\*\*\*"

> On Quality and their fax software, the last thing I heard is that they  
> had abandoned all their fax projects, it's funny how they keep  
> advertising it though.

You might note that the IIGS version of the FAX software (which we  
abandoned) is different from the FAX software that we advertised in the  
AppleWorks flier. The IIGS fax software was a longterm project that the  
author never finished. We felt that we couldn't keep our customers waiting  
any longer and just cancelled our participation in it. That's not to say  
it won't be finished in the future, or that we aren't interested in any  
other products that might do the same thing.

Walker - QC           (W.ARCHER2, CAT10, TOP9, MSG:55/M645;1)

>>> WHAT'S NEW <<<  
"\*\*\*\*\*"

AFTERWORK SCREEN SAVER RELEASED    Just received AfterWork. I had trouble  
"\*\*\*\*\*"       with the 5.25 installer. After  
installing, none of the UM.Inits loaded, only the AfterWork inits. I  
checked the disk, and both the UM.inits and the MR.inits were there ok.

Then when AW started, it jumped to the "You must activate Inits and  
reboot to use UM" message on the standard setting inits screen. Inits  
\_are\_ activated. But OK, I'll bite, so I changed it to "no" then "yes" and  
rebooted, just to be sure. Same thing.

Now, for the Installer to "find" the AW disk, I did find I needed to  
change the AW Startup disk pathname from /AW back to /Appleworks. After  
installing AfterWork, I renamed the disk /AW again. My inits are on a disk  
named /Appleworks in another drive, to avoid swapping disks. Since the  
standard settings have the init pathname, this ought to be OK, no? So why  
din't the UM.inits load after the AfterWork inits?

My 5.25 AfterDark Installer disk shows an error on Track 16 Block B,  
and the back of the disk (notched) is blank. No, it does have something on  
it: it makes the drive head go beserk, which needs a reset to stop it.

I had no problems with the 3.5 installer on another machine with a  
3.5 drive. However, the oa-x UM function no longer worked at all with  
AfterWork installed. Is this normal? (I sure hope not.)

The various modules are GREAT! Especially Meltdown (I almost died  
laughing, and can't wait to set the time to 1 minute while my son is  
typing), Trickle (you should have seen the eyes of the people at work),  
Fans, Lemming Lines, and Boxes. And to be able to add sound and change the

settings, Wow! One guy at work said, "Hey, I can't modify any Windows screen blankers!" Another asked, "Can I get that for my screen?" "No, sorry," I answered, "you have to have an \_Apple\_ to get this kind of stuff."

BTW, I noticed that with the delay for blanking set to 1, it went into AfterWork even while I was typing away. No big problem, just a comment.

Randy and Matt are to be commended on a job well done. But how about these questions?

!
|
| Terrell Smith
| tsmith@ivcfnsc.fullfeed.com
| (T.SMITH59, CAT42, TOP29, MSG:162/M645;1)

TIMEOUT SHRINKIT SHIPS TimeOut ShrinkIt should be shipping today,
\*\*\*\*\* finally. (Got the manual done last week. <g>)
(QUALITY, CAT42, TOP29, MSG:194/M645;1)

>>>> Actually, TIMEOUT SHRINKIT officially shipped this afternoon. :)
\*\*\*\*\* Sorry for the delay.

Walker - Quality
(W.ARCHER2, CAT42, TOP29, MSG:206/M645;1)

ENHANCE SHIPS APPLE II TO II ALIVE Have you ordered from us in the past
\*\*\*\*\* year? If not, you won't get our
catalogs and whatnot... usually. There are other ways to get on the
mailing list, namely by being on one of the other lists we rent.

We are mailing a separate Apple II catalog this time. All Apple II
stuff that is NOT related to education has been removed from Enhance. And
if you have told us that you are NOT a teacher, you will stop getting
Enhance since it does not have any Apple II home/consumer stuff.
(QUALITY, CAT42, TOP2, MSG:218/M645;1)

NEXUS RELEASED AS FREWARE! It seems as if the Apple IIGS world is going
\*\*\*\*\* hyper over hypermedia.First HyperCard IIGS,
then...

Tracy Valleau, the author of Nexus, has just re-classified the status
of that hypermedia authoring system. Formerly costing \$179, Nexus has just
become copyrighted freeware! In his distribution notes, Tracy says that the
freeware Nexus is the"exact same commercial program that won rave reviews
and an A+ Editor's Choice.

"Nexus allows you to link together standard text, graphics and sound
files. There is no need for you or your students to learn new graphic or
authoring software: just use the files and programs you already have.

"Using Nexus, you can open a text document, click on the word
'elephant' and Nexus will automatically retrieve and display a picture of
an elephant (or more text about elephants, or play the sound of an
elephant.) This is all done without importing the files, changing their
format or even altering them in any way! Use it for interactive fiction;
multimedia based education and so on. The limit is the imagination."

Mr Valleau has stated that in order for any profit making organization to distribute Nexus, written permission must first be received. I have just written to Mr Valleau seeking that permission.

I have also spent the morning getting hyper about Nexus. Mr Valleau had sent me a demo disk that is filled with Nexus created stacks, and after looking at many of them, I feel that Nexus is a valuable addition to the IIGS hypermedia arena. It may not be as powerful as HyperCard IIGS, and it may not have as many bells and whistles as HyperStudio, but the price is right and its ease of use will make Nexus a powerful hypermedia contender in schools.

Shareware Solutions II would like to salute Tracy Valleau for making Nexus available as copyrighted freeware!

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:342/M645;1)

>>>> Here comes Nexus  
\*\*\*\*\*

Mr Valleau has given Shareware Solutions II permission to distribute both the Nexus program and the Nexus demo. He didn't want me to add the sample Nexus files I already had to the program disk, so it looks like the SSII Library will start off with both.

He also said that it would be just fine with him if Nexus were uploaded here to the A2 Library. Since I mentioned this yesterday in email to both Dean and Tim Tobin, let me ask them...do you want to upload it, or should I?

As I like to joke, Shareware Solutions II sometimes takes on a life of its own, and tells me what I should write about. It sure likes like the major theme of issue #5 is going to be IIGS hypermedia.

Joe (J.KOHN, CAT28, TOP4, MSG:351/M645;1)

MAGIC NEWS GROUP ARRANGER [and it's FREE to registered owners of THE  
\*\*\*\*\* MAGIC NEWS GROUP READER]

by Gary Hayman  
(c) Copyright 1994  
Gary Hayman & Magical Software

[Versions for AppleWorks 3.0 with TimeOut Installed and AppleWorks 4 with TimeOut activated]

Those of you who already own Magical Software's THE MAGIC NEWS GROUP READER (MNG READER) know of the great 'Subject thread' following features that are included with that program.

All one needs to do is to register the thread in any message with a SA-T)hread and subsequent presses of SA-N)ext will take you to the next message in the thread (even replies) until there are no more messages in that thread left. A press of SA-E)xit will exit the thread search and return you to your starting message. If you want, you can use the BA-T)hreadCount feature to actually tell you how many messages in the thread from that point to the end of file.

Announcing a New Related Product THE MAGIC NEWS GROUP ARRANGER (MNG  
..... ARRANGER) takes your news group captures  
and automatically sorts each message so that all same subject thread  
messages appear one after the other. This is done by completely  
re-arranging all the messages in the file - no simple task.

Now as you read your messages, with the MNG READER you will see  
groups of subject thread messages -- all together. This will even increase  
your speed in reading news group messages for if you enter a thread that  
you are not interested in, the quick repeated pressing of SA-Down Arrow  
will zip you through them without you having to read the contents of the  
messages in the thread. The included 'Subject is Highlighted' feature of  
the MNG READER aids in this task.

Once activated, the MNG ARRANGER does it's job and produces a new  
file with the arranged messages in the proper order. MNG ARRANGER will  
first count the number of messages in your file in order to later provide  
you with a running status indicator of the number of messages out of the  
total number have been processed. While it is doing this first task, it is  
also checking to see if 'CS-ID: ' and 'Subject: ' are in the proper place  
[flush left, separated by two lines]. If not, it will let you know and  
provide you with the opportunity to hand correct the errant message(s).  
When all is well, it will proceed to do its major task of finding and  
moving. If you have hundreds of messages, you may want to grab a cup of  
coffee as the MNG ARRANGER does it's automagical stuff - or just watch  
while being hypnotized by the flashing screens. You can always check on the  
progress by the text printed on the message line. As the messages are  
transferred, the processing speed keeps on increasing.

Example To give you an example as how I use it to my advantage; I am  
'.....' in and capture the Internet/USENET newsgroup messages of  
'alt.magic'. I process the messages with MNG ARRANGER and read the new file  
with MNG READER. I use the SA-C)lipping feature to extract messages or  
portions of messages in which I am interested. I later use this clipped  
file to post on a Magic BBS in the Washington DC area. By having subject  
threads together, it provides a continuity for my clippings.

How Can You Get Your Copy Of The Magic News Group Arranger? Until further  
..... notice, I  
will furnish FREE OF CHARGE to all registered owners of the MNG READER, the  
new MNG ARRANGER. If you are a registered owner you must request it by  
sending email to me at:

ghayman@cap.gwu.edu

The file will be sent to you via email in a BINSII format of some  
Shrunk files. This means you must have one of the BINSII programs (ProDos  
or GS/OS) and one of the Shrink.It programs (ProDOS or GS/OS) in order to  
process the file I send you. Using this technique, my turnaround time is  
very rapid and you can receive your file in only minutes after I read your  
email request and verify you as a registered owner of MNG READER. Also, and  
this is a plus, I can send it to foreign countries with no international  
border bother at all.

The MNG ARRANGER is designed as a TimeOut application that is to be  
placed in your TO.APPLICATIONS directory (AW3) or TIMEOUT directory (AW4).  
Since there are two different versions of the program (AW3 and AW4) you  
must specify which one you desire. You may have both, however, please make

separate requests and on different dates please.

Running The Magic News Group Arranger Once installed in the proper directory all you have to do is to go to your TimeOut menus [OA-ESC], highlight MNG.ARRANGER, select it, and let it do its thing. You will find your arranged news group messages in a new file on your desktop named ARRANGED.

Another Related Program P.S. To let you in on a little secret. There is, in existence (at this very moment), a third module in this series -- THE MAGIC NEWS GROUP RESPONDER which I am still playing with to ascertain if it would be of value to individuals other than myself. In the future, I may release this module too.

NOTE: OA = Open Apple or Command key  
SA = Solid Apple or Option key  
BA = Both Apples or the Command & Option keys

The MAGIC NEWS GROUP READER & ARRANGER require AppleWorks 3.0 with TimeOut installed or AppleWorks 4.x with TimeOut activated.

See previous messages for details about THE MAGIC NEWS GROUP READER and its use for off line high speed reading of Internet/USENET News Group messages. A 'received' format is required.

March 4, 1994  
GARY HAYMAN  
MAGICAL SOFTWARE  
8255 Canning Terrace  
Greenbelt, MD 20770  
Phone: (301) 345-3230  
Email: ghayman@cap.gwu.edu  
(G.E.HAYMAN, CAT10, TOP10, MSG:226/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

THE ULTIMATE ULTRAMACORS BOOK? Doug, it's the compleat, concise, and unabridged anthology, encyclopedia, dictionary, reference, easy does it, yes, I can! book of UltraMacros. Items are listed A to Z; if you want to learn about Display 0, just look up under D and you'll get everything you ever wanted to know, and some you didn't know you needed to know.

I do not have an official title yet. It is specific to AppleWorks 4. Available after April 15.  
(B.CADIEUX, CAT13, TOP15, MSG:223/M645;1)

<<<<< Gary, TEXAS II subscribers will be the first (and the only) ones to know.  
(B.CADIEUX, CAT13, TOP15, MSG:226/M645;1)

BILL HEINEMAN GAMES OF SOFTDISK G-S? Don't pester us about Bill's games -- pester Bill. We have been trying for MONTHS to get Bill to make final changes to his games and he is not.

Believe me, we want to publish those games as much as anyone, but we can't publish them until they are complete.

Bryan (SOFTDISK.INC, CAT34, TOP4, MSG:117/M645;1)

APPLEWORKS GS 2.0 SETBACK? I called the other day and placed my order for  
\*\*\*\*\* AWGS v2.0. I was informed at the time that  
the new projected release date is now July,'94. This is fine by me. My  
only question is that when you first acquired the rights, a mention was  
made about a version 1.2 to correct bugs, followed by the v2.0 for some  
major enhancements. Has this changed?

Jeff - Delivered by CoPilot v2.1.1 and Spectrum v1.0  
(J.CARR20, CAT42, TOP32, MSG:376/M645;1)

>>>> Yeah, our programming force of extraordinary magnitude just sort of  
\*\*\*\*\* fell apart. The person we picked to lead it just didn't have the  
full-time commitment for the job.  
(QUALITY, CAT42, TOP32, MSG:377/M645;1)

DIGISOFT UPDATE Sorry for my couple week absence! I have been pretty  
\*\*\*\*\* busy with school and other endeavors and now things are  
back to normal.

Re: Art Contest

We are currently sorting and reviewing the entries received. If you  
still would like to enter, that is okay - feel free to email us any more  
art! We hope to reach a final decision within a few weeks; I will keep you  
posted.

Re: DigiSoft CD

This is currently our top priority... We are putting a lot of work  
into it and are making considerable progress. Stay tuned. It will have  
everything we can find that is usable to an Apple II user, in all  
uncompressed form.

<<Jim (DIGISOFT, CAT13, TOP29, MSG:86/M645;1)

ALL-TECH ONLINE? Speaking of All Tech, look forward to them being online  
\*\*\*\*\* in A2 in the near future. :)  
(GARY.UTTER, CAT2, TOP19, MSG:187/M645;1)

WAITLESS ALMOST READY? Since we're in the AW 4 topic, I might add that  
\*\*\*\*\* Dan Verkade is about done with WaitLess (those  
California guys with their pointless names!), an AW 4 print spooler which  
stores the print info on the desktop as fast as AW will kick it out, then  
sends it to the printer during cursor blinks, allowing you to keep working  
as the printing goes on in the background. Printing isn't faster, it's  
probably slower, but you get your computer back much quicker, as Chuck  
explained, and as the WaitLess name implies.  
(BRANDT, CAT42, TOP29, MSG:286/M645;1)

SHAREWARE SOLUTIONS II UPDATE Several things have changed since I  
\*\*\*\*\* initially announced Shareware Solutions II  
in May, 1993.

In my initial press release, I stated that SSII would be 12 pages in  
length. As we all know, each issue has been 20 pages.

I also announced that I had high hopes that Shareware Solutions II, after a few issues, would become a monthly publication. I had initially thought that when I became more familiar with Desktop Publishing that I'd be able to step up my production schedule.

After having produced 4 issues, I think I can safely say that it would be a Herculean - if not impossible - task for any one person to write, edit, layout, publish, fold, stamp and mail a 20 page newsletter on a monthly basis. I'm comfortable now with the bi-monthly schedule, and have come to the conclusion that Shareware Solutions II will remain a bi-monthly newsletter. Actually, I came to that conclusion several months ago.

I just wanted to let everyone know that it is now official; Shareware Solutions II is, and probably always will be, a bi-monthly publication.

When I first announced Shareware Solutions II, I stated that a subscription was for 12 issues. Being a man of my word, I just wanted to clarify that all current subscribers (with very few exceptions) will receive those 12 issues of SSII. Your 12 issue subscription has effectively become a 2 year subscription. I feel a need to clarify that now, as several people have recently sent me subscription renewals; since you're a year too early, I will be returning your checks to you.

Knowing now for a fact that SSII is a bi-monthly publication, I plan to re-vamp the subscription fees to bring them more into line with what other Apple II publications charge. Although nothing definite has been determined, I'm thinking of offering two different subscription rates...

Plan A) This will be a one year, 6 issue subscription. People who subscribe to Plan A will start their subscription with the then-current issue.

Plan B) This will be similiar to the current "charter subscriber" plan. It will be a 2 year, 12 issue subscription starting with the Premier issue of Shareware Solutions II.

I have not yet set the rates for these new plans, but will think about this a whole lot in the next week or two, and announce those new rates here. Whatever they are, they will become effective on May 1, 1994.

Anyone subscribing to Shareware Solutions II between now and May 1, 1994 will still be able to take advantage of the Charter Subscriber Rates. If you subscribe now, you will receive a package that includes the first 4 issues, and still have over a year left on your subscription.

Joe Kohn  
Publisher, Shareware Solutions II  
(J.KOHN, CAT28, TOP4, MSG:409/M645;1)

APPLIED ENGINEERING SWAN SONG? According to a good source...  
\*\*\*\*\*

As of Monday, March 25 1994, Applied Engineering has closed their doors. (confirmed by their lawyer)

I have very mixed feelings about this.

1) AE finally got their just deserts for having sc\*#ed all the Apple // people who are the ones who really built the company in the first place.

2) Now where do people like Doug, Bill and myself go to get replacement custom chips (PAL, GAL, Eprom, VLSI, etc) to repair AE products????

If a whole bunch of Apple // users were to pool some funds real quick there MIGHT be a chance that a bunch of these irreplaceable chips, in house documentation, source code, etc could be purchased before it gets lost, or sold for salvage value. I am NOT in a position to pursue this possibility, but maybe there are others here with the needed background and finances to pursue this possibility.

If this occurs, I would be willing to make the effort to get to Carrolton (etc) to sort thru a bunch of this hardware, doccumentation, source code, etc so that prime repair parts (the really critical stuff) and needed paperwork, etc could be obtained.

-Harold  
Resident solder slinger.  
(H.HISLOP, CAT5, TOP3, MSG:41/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 2, Topic 9  
Message 59 Mon Feb 28, 1994  
D.JOHNSON106 [VACC Dave] at 23:53 EST

> in all the years that I have participated in online communications  
> via various avenues, I have never seen such an outpouring of good  
> will towards another.

I think our goodwill toward Harold comes, not from the fact that he fixes our broken toys, but from the fact that he personifies a quality that seems to be in short supply these days. The old work ethic. Most of us in this forum share this ethic, but we see a lot of the opposite all around us. So many people these days (maybe it was always so) look for any excuse to avoid work. Work is the enemy to them. But our friend Harold solicits work to do for us at no charge so that he can feel useful. And useful he is. I liken society to a machine. We are all cogs, gears, shafts and cams in the machine. Some are just idlers, some carry their share of the load. Some drive and some are driven. Quite a device.

VACC Dave .....

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.



And the great COBOL could finally start to be removed. Open systems and high capacity graphic's aided and spurred C on until there was C for DOS, C++, and finally, C for the IBM series 3090.

And it was very good.

```

//////////////////////////////////////////////////// GENie_QWIK_QUOTE //
/
/ If "authority" fails to give a good answer when queried
/ sincerely, then such "authority" is such in name only,
/ and further investigation is warranted.
/
/ Must be related to "Always listen to experts.
/ They'll tell you what can't be done, and why.
/ Then do it." (the motto of every Apple II
/ programmer). :)
/
//////////////////////////////////////////////////// H.HISLOP / B.TAO //

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[EOA]

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[REF]////////////////////////////////////
                REFLECTIONS /
////////////////////////////////////
Thinking About Online Communications
*****
by Phil Shapiro
[P.SHAPIRO1]

```

>>> THE FUTURE OF ONLINE COMMERCE <<<  
 \*\*\*\*\*

Our nation has always had a long and proud history of inventors and tinkerers. From Benjamin Franklin and Thomas Jefferson, to Henry Ford and Thomas Edison, to Orville and Wilbur Wright, to Steve Wozniak and Steve Jobs -- the creative spirit of Americans emerges anew in each and every generation.

Inventiveness is so much a part of our national culture that we even have stores which cater specifically to the "do-it-yourself" spirit. Almost every city in the nation has a few "home repair" stores, and every small town in the nation has at least one Radio Shack store.

The usefulness of Radio Shack stores was brought home to me in a personal way last month.

Without any warning, my Apple II monochrome monitor burned out. A kind and helpful person in the local computer user group, Jon Hardis, offered to take a look at it for no charge. Two weeks later I received a phone call from Jon saying the monitor had been fixed. "All you really needed was an inexpensive doo-dad replacement from Radio Shack," he declared matter-of-factly.

The way he said the words "Radio Shack" implied that the burned-out part in my monitor could be replaced with a commonplace device that any self-respecting electronics hobbyist could obtain with a simple stroll down to Radio Shack. Well, I don't hold myself out to be an electronics whiz by any means, but I'm fascinated by the fact that he was able to repair my monitor so easily. And to think that all he really needed was an

inexpensive doo-dad from Radio Shack.

But this episode also got me thinking about some not-so-positive encounters I've had with Radio Shack. On more than a few occasions, I've asked technical questions of Radio Shack in-store employees, only to be given entirely erroneous answers in return.

To be sure, you could hardly expect every Radio Shack employee to be knowledgeable about everything they have for sale in their stores. The complexities of the products, and the complexity of the terminology describing the products, are too much for anyone but an electronics hobbyist to fully master.

Which is where online communications could come into play. Radio Shack could take a leadership role in bringing online tech support to its customers. Tandy doesn't need to hire an audio components expert for each and every one of its stores. Rather, it could provide an audio components expert online, with an Internet address that could easily be reached by anyone with an account on GENie, America Online, or CompuServe.

Likewise, Radio Shack could provide tech support for any of their other products they sell. Note: I'm not just talking about post-sale tech support. More than anything, Radio Shack needs pre-sale tech support.

And the tech support need not be narrowly focussed to a particular product. Someone working on an electronics project should be able to discuss that project online with a suitable Radio Shack expert, and then receive recommendations and suggestions by that expert.

Imagine the possibilities: an ongoing online dialogue between a techie guru and someone with a keen spirit of inventiveness. If Radio Shack had had an online tech support service back in the 1960s, you can bet that they would have received a barrage of questions from that pesky youngster, Steve Wozniak.

By offering such an online service, Radio Shack would overcome the problems they currently have with in-store employees who are unable to answer tough technical questions. Not only that, Radio Shack would dramatically reduce the quantity of returned merchandise -- merchandise bought in error.

But more important, by implementing a free online tech support service, Radio Shack could help foster and perpetuate the inventive spirit that brought our county the electric light bulb, the airplane, the Model T, and the Apple II.

The next generation of inventors are making their way through elementary school today. And they have just a ton of questions they'd like answered.

[Footnote: I called Tandy-Radio Shack's main office in Fort Worth, Texas, to find out if they might already offer an online tech support service. They told me the closest thing to such a service that they offer is tech support for Tandy computers, via PC-Link.

If you're interested in seeing Radio Shack offer free pre-sale and post-sale online tech support, take a minute to write a hard copy letter to Tandy Corporation's director of customer relations, Ms. Lucille Frey. The

address for Tandy Corporation's executive offices is: 1800 One Tandy Center, P.O. Box 17180, Fort Worth, TX 76102. If you'd rather not write a letter, you might send Ms. Frey a hard copy printout of this article.]

Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at P.SHAPIRO1; on America Online at: pshapiro.

[EOA]

[BEG]////////////////////////////////////

BEGINNER'S CORNER /

////////////////////////////////////

Polishing Green Apples

\*\*\*\*\*

by Steve Weyhrich

[S.WEYHRICH]

>>> HOOKED ON STORAGE (Part 2) <<<

\*\*\*\*\*

PRELUDE Last time I laid the groundwork for an understanding of the "\*\*\*\*\*" function and use of a hard disk, with a brief explanation as to why a hard disk is not necessarily a luxury item, on through to some vocabulary that will be used as we continue to discuss the topic. This month the discussion will turn to what is needed to create a mass storage system for YOU.

PUTTING THE PIECES TOGETHER Now that you've decided to take the plunge "\*\*\*\*\*" and buy a hard disk, what exactly do you need to make it work with your computer? Your decision depends primarily on which computer you have, how much storage capacity you plan to buy, and how much speed you want. As usual, some of those decisions will hinge on how much money you can afford to spend on this upgrade. Remember that no matter HOW much storage or speed you have today, you'll want more within a year. It is probably best to buy as large and as fast a drive as you can afford right now, because on the used market you can be sure that you will never get back what you paid for it. (The depreciation of computer equipment is pretty steep.)

APPLE IIC For IIC owners, the choices are few. Originally a "sealed" "\*\*\*\*\*" computer that the user would simply plug in and start using, the Apple IIC was not designed with expandability in mind. In fact, the original IIC was conceived to use one and ONLY one external 5.25 drive; it was not until user demand prompted them to upgrade the hardware and firmware to handle the larger capacity 800K UniDisk 3.5 drive that it became possible for a greater variety of disk devices to be used on the IIC. This modified disk port, which is nearly identical in function to the one later used on the Apple IIgs, utilizes a firmware protocol that Apple named the "Smartport" protocol. It includes the necessary commands to allow the ProDOS operating system to communicate with different types of disk devices.

After the Smartport protocol was created, however, a protocol that was more flexible and more widely accepted across the computer industry

came into use. The Small Computer Systems Interface (SCSI; pronounced "scuzzy") protocol used commands similar to those used on the Smartport, but not similar enough to be directly compatible. Although Macintosh computers beginning with the Macintosh Plus came with a SCSI port built in, the IIC never was upgraded with that ability. Companies that wanted to build hard drives that would work on the Apple IIC had to jump through some hoops to make it work at all. Consequently, you will definitely pay more for a hard drive on the IIC than it would cost to outfit a II Plus, IIE, or IIgs with a similar-sized drive.

**Sequential Systems** For brand new hard drives, there is only one choice ..... available: Sequential Systems sells a SCSI drive, originally designed by Chinook, which uses a built-in adapter to enable it to work with the Smartport on the IIC. That adapter translates Smartport commands into proper SCSI commands. After Chinook sold their hardware operations to Sequential Systems, the IIC hard drive was not discontinued, as it fills a niche that is available nearly nowhere else.

As of this writing, Sequential still sells the CT-40c (\$399) and CT-100c (\$549), 40- and 100-meg hard drives respectively. They are selling the 40-meg version "while supplies last", as it is getting more difficult to obtain new hard drives at a size less than 100 megs. These drives use SCSI mechanisms made by Quantum, a respected name among disk drive manufacturers. With the drive comes a utility program that will allow you to repartition the drive if you wish, but it does come already formatted and partitioned. (Recall that partitions are necessary since ProDOS can handle disk volumes only up to 32 meg in size.) The CT-40c is divided into two 20 meg partitions, and the CT-100c into multiple 32 meg partitions.

(Note: These drives will work only on versions of the Apple IIC that can accept a UniDisk 3.5. To see which version of the IIC YOU have, get into Applesoft BASIC, and type "PRINT PEEK(64447)". If it responds with "255", you need an upgrade -- which Apple is still supposed to do for free; ask for authorization number "ODL660" at your dealer. If you see a 0, 3, or 4, you can use this hard drive. The Apple IIC Plus will respond with a 5, and will be compatible with the Sequential drives.)

**Alltech Electronics / ProApp** Alltech Electronics still sells some older ..... hard drives for the Apple IIC that carry the ProApp name. These are 40 meg drives, and require UniDisk 3.5-capable Apple IIC's. However, they use a protocol called "RLL", which is different from the more common IDE and SCSI types of hard drives. As with the Sequential drives, the ProApp drives come with partitioning software, and are divided into two 20-meg partitions.

**Quark** One other hard drive for the Apple IIC may be found on the used ..... market: the Quark QC-10. This is a 10-meg hard drive that was released soon after the IIC came on the market in 1984, and was unique in that it managed to function on the ORIGINAL Apple IIC disk port (recall that this was designed to work ONLY with a single external 5.25 drives). Because of that design, a QC-10 possibly may NOT work with a IIC that has been upgraded to use the UniDisk 3.5 or memory expansion; however, if the drive itself is still functioning, it may be possible for an enterprising hacker to make the modifications to allow it to work. (I do not have specifications about what type of hard drive this was, nor how they made it work on the old IIC disk port, and cannot be certain about whether it can be used "as is", or would require modifications.)

HARDENING AN APPLE IIC     A couple other considerations about the use of  
 "\*\*\*\*\*"                    hard drives on the IIC must be made here.  
 Versions of ProDOS up through v1.9 would allow no more than four disk  
 devices to be attached to a disk device on slot 5 (which is where the IIC  
 and IIgs Smartport appears in the classic Apple II slot scheme). On other  
 slots no more than two disk devices could appear. Because of this, a hard  
 disk that was partitioned into more than four volumes would not be fully  
 available for use on the IIC. For example, if you purchased a CT-100c and  
 wanted five 20 meg volumes, only the first four would show up in a disk  
 list. (ProDOS must remap those other drives to make it appear that they  
 are attached to another slot and drive. The first volume attached to the  
 Smartport can be accessed at Slot 5/Drive 1, the second at slot 5/Drive 2,  
 the third at Slot 2/Drive 1, and the fourth at Slot 2/Drive 2.)

Beginning with v2.0.1 of ProDOS, up to fourteen disk devices could be  
 attached to a single slot. If you are running that version or any later  
 one on your IIC, you could theoretically divide that 100 meg hard drive  
 into as many as twelve smaller-sized volumes. (To go beyond twelve would  
 possibly interfere with access to the internal 5.25 drive, and to the 64K  
 RAMDisk in Slot 3/Drive 2.) My personal recommendation would be to aim for  
 20 meg partitions on the IIC; if you use ProSel as a program selector --  
 highly recommended, by the way -- some of its hard disk management  
 utilities cannot handle volumes greater than 20 megs unless you are running  
 on a IIgs.

One other little problem with the use of a hard drive on a IIC: The  
 IIC will start at slot 7 and scan down to slot 1 until it finds a disk  
 device with a valid disk that can be booted. The internal 5.25 drive is at  
 Slot 6/Drive 1, and a hard disk attached to the Smartport will appear at  
 Slot 5/Drive 1. It is preferable to boot from a hard disk, for the sake of  
 convenience. On a IIe, you would just put the hard disk card into slot 7;  
 on the IIgs, you would change the control panel setting to make it boot  
 from the right slot. How to do this on a IIC, where such changes cannot be  
 made?

When I used a IIC and a Chinook CT-20c hard drive, my solution was to  
 write a short utility that I called "SmartBoot". It is still available in  
 the A2 Library:

```
13641 SMARTBOOT.BXY V2.1      X S.WEYHRICH  901002   32760   328  40
      Desc: Improved Hard Disk Booting
```

This program, which is also useful on the IIgs and IIe, lets you use  
 a disk device that IS available immediately (such as the internal 5.25  
 drive on the IIC) to look at another slot and drive, and continue checking  
 that location until a valid disk is available. That means that you can  
 also turn on both the computer AND the hard disk simultaneously, and  
 SmartBoot will wait until the hard disk has come up to speed before it  
 tries to boot it. In the above example, SmartBoot is stored on a disk in  
 the internal 5.25 drive, and is configured to check Slot 5/Drive 1, which  
 is where the hard disk's first partition is found. (SmartBoot has other  
 features, but I won't go into them here.)

RESOURCES     Here's where to get in touch with the companies mentioned in  
 "\*\*\*\*\*"     this article:

|                         |                     |
|-------------------------|---------------------|
| Alltech Electronics Co. | Sequential Systems  |
| 602 Garrison Street     | 1200 Diamond Circle |

Oceanside CA 92054

Lafayette CO 80026

800-995-7773

800-759-4549

619-721-7733

619-721-2823 (fax)

[EOA]

[TEC]////////////////////////////////////

TECH TALK /

////////////////////////////////////

Apple II Hybrids

\*\*\*\*\*

by Jay Curtis

[J.CURTIS8]

Want a hybrid computer that "does everything", but can't wait for a PowerPC with Apple II emulation? A colleague of mine recently reported that he had a Mac LC 475 (1) up and running with an Apple II PDS card and Soft PC, giving him a hybrid computer platform that runs Apple II, Mac and MS-DOS software.

MACINTOSH LC 475 According to my colleague, the economical, 68040-based \*\*\*\*\* Mac LC 475 runs at a sprightly 22 MIPS (3 times faster than the 68030-based LC-III). Because of this fact, he claimed that he could get "acceptable" performance from Insignia's PC emulation software while running DOS-only applications on his Mac. Formerly, the biggest complaint about Insignia's Soft PC emulator for the Mac has been its lethargy, but the LC 475 gives Soft PC a shot of adrenaline.

My colleague said that Windows still runs slowly on his 475, however. He also said that Apple II emulation from the PDS card remained consistent with an off-the-shelf, 1 mhz IIE. The IIE screen display may be somewhat faster with the LC-475 than with the LC-III, however. Of course, the 475 won't run IIgs applications, but this poor man's PowerPC may be just the thing for Apple IIE owners who want to expand their horizons while retaining their capability to run the latest and greatest 8-bit applications like AppleWorks 4. We will talk more about the LC/IIE hybrid and the Mac's PDS IIE card in next month's article.

TRACKSTAR Up to this point, all our hybrid articles have focused upon PC \*\*\*\*\* Transporter-equipped Apple IIE and IIgs computers. However, there are other Apple II hybrid platforms that blend PC and Apple II technology that should to be covered in this series. All of them are based upon Diamond Computer System's "Trackstar" card, a 128K, 65C02 coprocessor board that is designed to fit into an expansion slot on a PC or PC compatible system to make a PC/IIE hybrid. Radio Shack sold these cards with its Tandy 1000s, and Diamond Computer sold them direct to public schools.

Two of the more notable hybrid systems that used the Trackstar were the "WPC Bridge" and the "Laser Turbo XT DUO". New Science Prospects, a company in Houston, Texas, sold the Laser Turbo XT DUO, while Cordata corporation bundled the Trackstar with its Wizard PC and sold their system as the WPC Bridge. It's worth noting that the Trackstar card uses exactly the same Apple II ROM instructions as the Laser 128 Apple II compatible computers.(2) Therefore, the DUO and Bridge also possess this same relationship to the Laser 128.

Last December a spokesperson for Diamond Computer Systems advised me that the Trackstar is "no longer in production." However, Diamond Computer may still have some of these cards within its inventory, and many of them can be obtained as used equipment. If you can get your hands on a Trackstar Plus, which can be installed in a 386 class computer, you may find some of its capabilities to be quite useful. Like the Trackstar, neither the DUO nor the Bridge are manufactured any longer.

**DUO** The 8088-based DUO ran at 10 mhz (PC mode). It sported two 5.25 "" floppy drives, which could read both 143K Apple and 360K IBM formatted disks. It came with 512K RAM in IBM mode. At approximately \$1300 for computer and monitor, the DUO cost a bit less than the pricey WPC Bridge, which listed for \$1695. Like the DUO, the WPC Bridge also sported dual IBM/Apple-compatible 5.25 drives, an 8088 microprocessor and 512K RAM. However, the Bridge sold as a single plug-and-play unit with a monitor built right into the CPU chassis, just like the Mac Classic.

**WPC BRIDGE** Cordata corporation felt like the WPC Bridge would be a sure "" hit with public schools. However, like so many others, including Apple Corporation itself, Cordata misjudged the schools and the Apple II market. While Apple users were moving in droves to 128K systems and ProDOS, or to the Apple IIgs, Cordata was sending out its Bridge as a 64K Apple II Plus emulator, bundled with Apple DOS 3.3.(3) In order to allow the Bridge to make full use of its 128K Apple RAM, the user would need to supply his or her own ProDOS.

Besides being bundled with an older Apple disk operating system, the Bridge was also bundled with an older IBM operating system (DOS 2.11), and this was done when MS-DOS 3.3 and the 286-level PC had become the accepted standards. The WPC Bridge wasn't a complete flop, however. It had many excellent features, although many of its best features (so far as Apple II users were concerned) were derived from the Trackstar card itself.

**TRACKSTAR FEATURES** Because the Trackstar is a CO-PROCESSOR card which has "" its own on-board Apple RAM and microprocessor, one of its neatest features was (and is) the Trackstar's ability to do multiprocessing. This was a feature also found in both the DUO and the WPC Bridge. Using an Alt-Esc key combination, a Trackstar user can switch between two programs running simultaneously in both Apple and PC modes. For example, a spreadsheet program can be run on one side of a PC/IIe hybrid while the user works in the word processor on the other side.

Another good Trackstar feature is its ability to be used in a PC LAN network. When installed in a 286-level or 386-level PC, the Trackstar can function as a server to a network of similarly equipped hybrids, enabling a group of PC/IIes to access both 8-bit Apple II and MS-DOS programs and data that have been stored on a single server. This feature has been of particular interest to schools which have equipped their PC labs with the Trackstar, enabling their students to enjoy the best of both the Apple II and PC worlds over a network.

The Trackstar shares similar features with the PC Transporter. For example, while the PCT allows the storage of MS-DOS data and programs on the Apple's CGR volumes, the Trackstar enables the storage of ProDOS data and programs on a PC's MFM volumes. Virtually any of the PC's MFM block devices will work, including devices which use high density diskettes. Unfortunately, it is not possible to attach a CGR/ProDOS 3.5 microfloppy device directly to the Trackstar so it is not possible to load programs or

data from this type of diskette. However, MFM/ProDOS diskettes, which have been written in a Floptical or similar device, should be accessible by the PC's drives.

Like the Transporter, the Trackstar uses a specially configured directory on the PC's hard drive for the storage of ProDOS files and programs (up to 10MB only). MS-DOS is used for I/O management between the Trackstar's 65C02 microprocessors and the PC's serial and parallel ports, printer and drives. A special connector on the Trackstar enables a standard, 5.25, Apple-compatible drive to be connected to the Trackstar for hard-to-load, copy-protected programs. Also like the Transporter, the Trackstar uses keyboard emulation to allow PC-standard keyboards to function like the Apple keyboard.

The Trackstar was sold with utility software that allowed rudimentary text and binary file translation between MS-DOS and ProDOS. This software, however, was not as powerful as the corresponding PCT file translation software. Just as the PCT is booted from ProDOS, the Trackstar coprocessor card is booted from the PC's MS-DOS operating system. The Trackstar Plus was keyboard selectable for 2 mhz "turbo" operation, and it would support 640x200 CGA and 720x348 Hercules video resolutions on the PC monitor. An Apple compatible joystick could be connected directly to a special connector on the Trackstar, a feature not offered with the Transporter.

For Apple II power users, the Trackstar's 128K of RAM was a major limitation. New Science Prospects promised in one of their flyers that the 128K Apple RAM would become expandable to 640K in the Turbo XT DUO by late 1989. I don't know if Diamond Computer's engineers were planning to actually add on-board RAM expansion capability to the Trackstar, or whether they were planning to borrow the DUO's native 512K RAM (through some kind of system software magic) for the Trackstar. Though I have made calls to dealers, I have never been able to verify that this feat was accomplished, and I believe that the Trackstar's Apple RAM never exceeded 128K.

A few years after New Science Prospects had promised to make more RAM available for their Trackstar-equipped DUO, Apple computer itself was faced with the same problem with their IIe PDS card and Mac LC. Fortunately, for those Apple II power users who made the switch to the LC and IIe PDS card, Apple delivered on their promise and could make up to 1MB of the LC's RAM available to the IIe card. Next month, we'll talk about the Apple IIe PDS card and the Mac LC series computers. Until then, think Hybrid!

NOTES  
\*\*\*\*\*

- (1) The Mac LC 475, Mac Quadra 605 and Mac Performa 476 are all essentially 68LC040-based LC-IIIs.
- (2) To my knowledge, the Laser 128 and Trackstar were the only 'legal' Apple II clones that were ever produced. A firm called "Language Arts" wrote the Apple II ROM knockoff for these systems. Anyone wishing to produce an Apple II software emulator for the PowerPC might be wise to start by attempting to acquire the rights to this ROM.
- (3) Grevstat, Eric. "WPC Bridge." InCider. September, 1988. p. 77.

[EOA]  
[MOO]////////////////////////////////////

CowTOONS! /

////////////////////////////////////  
No Cow Foolin'  
~~~~~  
by Mike White
[MWHITE]

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Cowoperation

Seldom was heard a discouraging word
but this Cowboy is hittin' the trail.

Warmest thanks to John Peters and the
whole herd of GENieLampers for giving
me a home on the range for 18 months.

Keep reading GENieLamp Online Magazines.
I'll see you on the drive!

(oo)....Cowboy Mike

```

//////////////////////////////////// GENie_QWIK_QUOTE ////
/
/ Perhaps its time for a sanity check to see if we can find
/ out where your <Parents> are.
/
//////////////////////////////////// INTREC ////

```

[EOA]
[DRT]////////////////////////////////////
DR'S EXAMINING TABLE /
////////////////////////////////////
Golden Oldie Review: Bard's Tale

by Darrel Raines
[D.RAINES]

This month I intend to pull another "Golden Oldie" from the shelf and review a software package that you will be most likely to find in the "used software" areas -- "Bard's Tale". This program was originally written for and distributed by Electronic Arts. The game was produced for many different computer systems, including the Apple II, IIgs, IBM clone, Atari and Amiga platforms. The game was successful enough to justify two follow-up games and, for some platforms, a construction set that allowed you to create your own scenarios. I will be reviewing the Apple IIgs version of this game.

Bard's Tale is an adventure game in the mold of the Wizardry

scenarios: You are called upon by the people of Scara Brae to rid them of an evil wizard who has closed down the city gates and controls most of what goes on within the city walls. Outlaws, demons, and monsters of all description have taken over the city. You are responsible for gathering a band of merry men to release Scara Brae from the clutches of this deadly maniac. Fortunately, there is a good deal of monster-thumping to be done along the way. We should be in for some fun!

The first thing that struck me when I loaded this game was the graphics. "Out of This World" has some of the best animation that I have ever seen on an Apple IIgs, but Bard's Tale gets my vote as one of the best still-graphics games. It is true that the graphics in this game have some limited animation, but this is only a crude frame swapping that doesn't really qualify as animation in my book. The graphics are realistic and lead the player to believe that he/she is actually viewing the scenes depicted on his/her computer screen.

The screen is laid out with three main areas. The bottom half of the screen is reserved for a view of the party roster and the current statistics of each character. You may point with the mouse to get more information about a character. This action will also bring up a menu that allows the character to perform many different activities, such as trading supplies and casting spells. The roster also indicates in what order the band travels, which is important for battles since the first three characters are the ones who do most of the hand-to-hand combat. The back three characters are only able to join in the fray via the magic system. Current statistics are always shown in this area including the all-important health indicator (hit points) for each character.

The top left corner of the screen is dedicated to showing a view of the outside world. If the team is engaged in combat mode, the view screen is reserved for a picture of the nasty that you are currently facing. The limited animation comes into play here, but does not really add much to the overall effect of the game. When not engaged in battle, the port is used to show the streets, houses, and insides of homes that are apparent in your field of view.

The final display area is the top right hand corner. This area is used to tell the player what is going on in the world around him. It is also used in combat mode to select which option each character will take during battle. Any information displayed in this area will scroll at a rate selectable by the player. Therefore, you must pay attention to this part of the screen, or you may miss something important.

The play of Bard's Tale should be familiar to all adventure-game players. You go through a short character-building sequence and then are thrust into the adventurer's guild where you can build a team of characters. Some of the character classes are geared toward fighting, while others are geared toward magic. The Rogue is a thief. Finally, there is a unique class called the Bard. The Bard can fight and can wield weak magic with his songs.

The composition of a party is pretty much standard. You need two fighters, a Bard, a Rogue, and two magic users. You may chose to differ from this standard, but the results may not be what you want. Even though this game has an objective (getting rid of the evil wizard), the main task is to build your characters in experience. Once you have some powerful characters, you can go whip the big boy.

When it comes to character development, this game has a number of good features. However, one of the worst features is the one that hits new players right off the bat. It is extremely difficult to get characters past the first and second levels of the game. Your characters will soon be dropping like flies.. The only way to bring them back to life is with the help of some expensive monks -- the cost of healing and bringing back to life a party of six characters required me to create and steal the money from more than fifty throw-away characters. Life is tough, and then you die... and then you pay exorbitant fees to come back to life!

Once you get a few levels under your belt, the fun begins. Exploration commences in a large city that has a number of hidden dungeons. You soon find that life will go well for you if you can develop a couple of powerful magic users. There are four types of magic users. However, once you learn the spells of any one branch of magic, you can start over (retaining the memories of the learned spells) and learn a new branch of magic. Therefore, it is possible to develop a magic user that will know all the spells for each of the four magic disciplines. This type of character will be known as an Arch-Mage. The greatest part of your time will be spent in trying to develop one or more of these characters.

As you explore the city and dungeons, mapping is an important concept. There are a few riddles and hidden items that must be found for you to be able to find the ultimate bad guy. You must therefore delve into each and every corner of the dungeons to assure success in the final battle.

The quality of graphics in the dungeons and the wide variety of monsters that you encounter make this game a joy to play. The interface is smooth and allows both mouse and keyboard entry of commands.

Bard's Tale uses the sound support of the IIgs to good advantage. The number of instruments used in the music is limited, but the quality of the songs is better than usual. One of the unique features of this adventure game is the special nature of the Bard character. As you would expect, there are certain advantages to be gained for this character. The Bard can weave certain long-term magic by playing tunes on his musical instrument. There are many different instruments available. Some of them have special attributes that are useful in battle as well. Of course, only the Bard can use these instruments. When these weapons are used you will hear appropriate sounds from your speakers.

There are a few weaknesses in this game. The chief fault is that you must return to the adventurer's guild before you can save a game. This can be most annoying if you happen to lose your way in a maze. More than once, I had to turn off the monitor and hope that we did not have a power failure before my next session. As mentioned earlier, it is difficult to get past the first two levels.

In general, Bard's Tale is an extremely enjoyable game and deserves a look. The play is smooth and absorbing; the graphics are fun to look at and add to the realism of the game; the user interface is comfortable. My recommendation would be to find a copy of this game and play it!

DR's prognosis: A fine specimen of an adventure game. It has a fine future ahead of it as an aging classic.

[*][*][*]

Darrel Raines likes to play games on his computer. He has been known to write reviews about these games from time to time. He also sometimes works for NASA as a subcontractor on the International Space Station.

[EOA]

[HUN]////////////////////////////////////
THE TREASURE HUNT /
////////////////////////////////////

Yours For the Downloading

by Charlie Hartley
[C.HARTLEY3]

>>> WELCOME TO THE TREASURE HUNT <<<

The purpose of this new column is to introduce you to some files in the A2 library that you may have overlooked. Each month I'll try to find a variety of files that deserve a little recognition and tell you a little bit about them. When appropriate, I'll offer suggestions on how to make them more useful.

All of the files described this month are public domain. Each month I'll identify the files that are copyrighted freeware or shareware.

Let's get started with 8 files that are among the first 4000 files ever uploaded to the A2 library.

[*][*][*]

INTERNAMAZE.BNY File #1298 6300 bytes (ProDOS game)
.....

INTERNA-MAZE by Dennis G. Ward with Applesoft conversion by Bill Fortenberry is a good example of a lo-res graphics game. It's also a neat program to study if you're interested in improving your knowledge of lo-res graphics programming.

The program creates a random maze on the lo-res screen and shows it to you from a top (overhead) view. Then it switches to a head-on (as if you were in the maze) view and waits for you to decide which way to go. Movement is determined by the E D X S keys with E being forward, X reversing direction or turning around, D turning right and S turning left.

The game has various aids or on-screen helps. You may choose to leave footprints, have compass directions displayed, and have access to a map. The map is the overhead view of the maze with your path clearly marked.

You start the game with 100 points. Each time you look at the map, it costs you 5 points. You also lose 1 point each time you go forward if you have already been there before. The object of the game is to complete the maze, losing as few points as possible.

In addition to deciding if you want to leave footprints, have a

compass, or have access to the map, you also choose a difficulty level between 1 and 10. I've chosen level 1 and also level 10, and I haven't noticed a great difference; but I haven't examined the code closely enough to determine for sure what the difficulty level does.

The graphics are acceptable on a monochrome screen, but are easier to see on a color monitor. Uppercase input is required. I haven't discovered any way out of the game except control-reset.

Running on a regular IIe, the program is kind of slow, but that is because it is written almost completely in Applesoft BASIC. You spend a fair amount of time waiting for the maze to be created; but since it's created on the screen in front of you, it's interesting watching it do its thing.

If you're into maze type games you'll like this one. And if you're interested, you'll be able to fix some of its shortcomings and make it even better by following these directions:

Get into BASIC. LOAD the program into memory. If you don't know how to do that, do this: RUN the program and at the first chance you get to type anything, press CONTROL-RESET to exit the program.

Next, type the following lines just as they appear below. Press RETURN after each line.

```

1500 IF G$ = "y" THEN FTS = 1
1515 IF G$ = "y" THEN COMP = 1
1525 IF G$ = "y" THEN MAP = 1
1660 IF Z = 155 THEN TEXT : HOME : END
1665 IF Z > 197 THEN Z = Z - 32
    
```

Next, type "SAVE INTERNAMAZE" (without the quotes) and press RETURN. Now, thanks to line 1660, when you press the ESCAPE key you will exit the program without having to press CONTROL-RESET. The other lines add the ability to use lowercase letters.

[*][*][*]

```

THE.GALLOWS.BNY      File #1612      5040 bytes      (ProDOS game)
.....
    
```

The next program is titled THE GALLOWS and was written by Douglas Konitzer and uploaded on March 29, 1987. It is a fancy take-off on the hangman type game. It is actually misnamed because it displays a guillotine instead of a gallows or hanging tree. It requires an 80 column display.

This "word guess" program displays a guillotine which lowers each time that you select an incorrect letter. Like most games of this type, you are shown a list of the letters that you have selected. The program also tells you whether the word is a person, place, or thing. It comes with a supply of words, but it is fairly easy to change them or add additional ones. The words can be up to 18 letters in length.

There are some drawbacks to the program. The most serious is that the program treats lowercase and capital letters as separate letters. This can create a problem when the sample words are in all capital letters and the user is typing lowercase letters. The other main problem is that you need to know at least a little about BASIC programming to change the sample words.

If you're into hangman type games you'll like this one. And if you're interested, you'll be able to fix some of its shortcomings and make it even better by following these directions:

Get into BASIC. LOAD the program into memory. If you don't know how to do that, do this: RUN the program and at the end of the program, when it asks you if you want to play again, type a capital N.

Next, type the following lines just as they appear below. Press RETURN after each line.

```
1725 GL = ASC(GL$) : IF GL > 90 THEN GL = GL - 32 : GL$ = CHR$(GL)
```

```
1995 IF T$ = "n" THEN TEXT : HOME : END
```

Next, type "SAVE GALLOWS" (without the quotes) and press RETURN. Now you will be able to type your answers in lowercase. If you want to correct the erroneous references to "gallows" and replace them with "guillotine" then add the following lines before you SAVE the program.

```
1140 DT$(1) = "Welcome to the GUILLOTINE game"
```

```
1210 DT$(8) = "bottom of the GUILLOTINE. To help"
```

```
1300 VTAB 3 : HTAB 13 : PRINT "THE GUILLOTINE"
```

```
1580 VTAB 12 : HTAB 5 : PRINT "RESETTING GUILLOTINE-STAND CLEAR"
```

The program lines that contain the sample words are lines 2040, 2050, 2060, 2070, 2080, and 2090. To replace them with sample words of your own, do the following: decide first whether the word is a person (1), place (2), or thing (3). Then begin typing with the number first followed by the word as shown in the examples below.

```
2040 DATA 1,CLINTON
```

```
2050 DATA 3,GOLDENROD
```

```
2060 DATA 2,ARKANSAS
```

```
2070 DATA 0,0
```

The line number is typed first, followed by the word DATA and a space. Next type the number (1,2,3) followed by a comma followed by the word TYPED IN CAPITAL LETTERS. Do not put any spaces before or after the comma. Press RETURN after each line. Finish with a line like #2070 above. The two zeros tells the program that it has reached the end of the list. There can be up to 150 words listed. Be sure to SAVE the program after you add new lines.

[*][*][*]

MSETXT.RACE.BNY File #2232 5040 bytes (ProDOS game)
.....

RACES is a rather simple game that uses the 80 column enhanced IIE, IIC, or IIgs to run a race among 5 runners. The whole program runs randomly from the decision as to how big your stake is to which runner wins the race. You get to decide how much to wager and whether to bet for or against a particular runner. The odds are different depending on how you bet.

If you regularly purchase lottery tickets, you'll probably like this game. The skill involved and the chances of consistently winning are about the same in both. <grin>

The author is identified only as Michael A.

[*][*][*]

BMW.BNY File #1352 3780 bytes (ML Subroutines)
.....

The next program, BILL'S MINI WINDOW, may be of some use to those of you who like to program the IIE in Applesoft. According to the directions file that comes with it, this program "provides a way to do simple 'pop-up' windows in Applesoft Basic. The &SAVE command stores the current text screen (40 or 80 column) in a buffer and opens the window. The &LOAD command restores the text screen and sets the text window to full screen dimensions."

A WORD OF CAUTION HERE! I've been able to get this program to work with the 40 column screen, but there seems to be a problem with the 80 column version. The &SAVE clears the window, but the &LOAD returns garbage to the screen. Since the main part of the program is written in assembly language, you will need that ability to try and fix it.

BMW.BNY unpacks to 3 ProDOS files: BMW -- the actual program; BMW.DEMO -- Applesoft demonstration program; and BMW.DOC -- text file of documentation. Bill Fortenberry is the author of this program, which was uploaded on January 25, 1987.

[*][*][*]

Joysticks and RF Modulators
.....

Jim Lubin uploaded several interesting files in late 1986. Among them were two sets that described how to build an RF modulator and a joystick. Each set contains a short text file listing the parts needed and giving a brief description of the process, and a high-res graphics screen showing the schematics. The graphics are very well done.

If you're reasonably proficient in working with hardware, you might want to take a look at these. If you're not, don't bother.

The RF modulator files are RF.MODUALOR.SCH.BNY (file #1246) and RF.MOD.BNY (file #1245). The first one is the graphics screen with

approximately 8820 bytes. The second one is the text file and is approximately 3780 bytes.

The joystick files are JOYSTICK.BNY (file #1244) and JOYSTICK.TXT (file # 1243). The first one is the graphics screen with approximately 8820 bytes. The second one is the text file and is approximately 3780 bytes.

According to Jim Lubin, this will tell you how to build your very own joystick for your Apple II, II-Plus, IIe, or IIgs.

[*][*][*]

ANS.MACHINE.TXT File #1437 8820 bytes (text file)
.....

Do you hate answering machines? Then you might be interested in this next text file. According to the long description...

"This file, written by Rod Serling of CYGNUS, discusses the backlashes of buying an answering machine. Ever notice how the number of calls to your house seem to drop drastically when you install that answering machine? A humorous look at the common answering machine."

This is dry humor, not slapstick. You'll either agree with him or wonder why you downloaded it.

[*][*][*]

KERMIT Reference Files
.....

Do you use KERMIT? I found two files uploaded by Pharing in late 1987 that may be helpful to you. The first one, named VI.CMD.REF.TXT (file #2660; approximately 15120 bytes), is described this way.

"Apple users with the KERMIT program will appreciate this extended command reference when using VI on a UNIX/XENIX/ULTRIX system. Print out this text file and keep it handy."

The second one, named VI.QUICKREF.TXT (file #2659; approximately 5040 bytes), is described this way: "This is for Apple users, using KERMIT on UNIX/XENIX/ULTRIX systems; a quick reference card for vi for those who don't have access to one."

With the increased interest in accessing the Internet, some may find these files useful.

[*][*][*]

WOZ.HRTZFELD.TXT File #494 22680 bytes (text file)
.....

The oldest file that I could find in the A2 Library is an article titled...

Reflections from Steve Wozniak and Andy Hertzfield
on Apple Inc., and Diverse Other Items,

During a Flying Visit Downunder for Breakfast

This is a report by John MacGibbon of a visit by Woz and Hertzfield with the New Zealand Wellington Apple Users' Group in December 1985.

The greatest part of the article is given over to a discussion of Steve Jobs at a time when Woz and Jobs were not on the best of terms.

Some of the other topics discussed include LCD monitors for the Apple IIc, the AppleTalk network, AppleWorks for the MAC, Jam Session, the Mac's future, esoteric uses for the Thunderscan, desktop publishing, and products linking the Apple II and the Mac.

While most of this information is available in other places and is dated, it is interesting to compare what they had to say in 1985 with what has happened since then.

I wonder what became of files 1-493?

[*][*][*]

Next time we'll take a look at some more recent files, including some that are GS-specific. Until then, happy downloading!

-- Charlie Hartley

[EOA]
[HAR]////////////////////////////////////
HARDVIEW A2 /
////////////////////////////////////
discQuest GS
"*****"
by Jay Curtis
[J.CURTIS8]

>>> A VISIT WITH JAWAID BAZYAR <<<
"*****"

A CD-ROM software interface for the IIgs seemed a pipe-dream to many Apple II fans. However, Jawaaid Basyar, author of GNO/ME, SwitchIt, and discQuest, never had any doubts that it could be done.

I met Jawaaid on a cold, snowy Saturday this past February at Sequential Systems in Lafayette, Colorado, where he had promised me a personal demonstration of Sequential's CD-ROM bundle and the discQuest software that makes it all possible. Just a few miles away in Boulder there was an all-important basketball game that same day between the University of Colorado and my own alma mater, the University of Kansas. The rest of my family was going to that game. However, for me basketball could wait; I couldn't pass up the opportunity to meet Jawaaid and see discQuest.

"Someone called up here and wanted us to admit that we didn't have CD-ROM capability," Jawaaid said as he unlocked a door to Sequential's plant and offices. He explained that after Sequential sent out their press releases, many people couldn't believe it was true, and others seemed openly hostile to the idea that the GS could actually possess such a capability. Nonetheless, discQuest is a reality that not only works, but

it works well.

In a matter of minutes, Jawaid and I were sitting in front of a RamFAST-equipped IIgs with CD-ROM drive, and he was running a beta color version of discQuest. As reported in last month's GENie, the color version of discQuest is no longer in beta, and is now being sold with Sequential's CD-ROM bundle as version 1.2.

Jawaid is a C programmer who does some GS development on a 486 PC compatible and then ports his code to the GS using his UNIX-like environment, GNO/ME. The discQuest software, however, was developed strictly on a GS. According to Jawaid, DiscQuest makes use of a CD-ROM format called "DiscPassage". To date, Sequential and Jawaid have identified some 15 DiscPassage CD titles that will work with discQuest. No doubt Jawaid's familiarity with the PC has helped him in his understanding of DiscPassage, which was originally set up for use by PCs.

DiscPassage is primarily a hypertext format that includes 640x480, 256-color images. A bit of software sorcery is necessary to make a PC's VGA color images fit the IIgs's 640x200 screen resolution. To do this, Jawaid's discQuest "front-end" turns the GS screen into a mouse-controlled window that slides around over a slightly magnified PC graphic image to display portions of the image in color mode. Keyboard commands can then shift between this color image and what Jawaid calls a "16-color gray scale" display to provide full, single-page images of the graphics. Color or gray-scale can be selected as defaults. The arrangement works smoothly on an algorithm that Jawaid calls an "octree quantization method."

The CD-ROM search functions of discQuest are performed from a standard GS screen display with menu bar. Searches can be performed by author, keyword, subject and title. A "Related Items" selection is also available from the menu bar. Jawaid feels that the search functions benefit from a "very fast index built into DiscPassage". Subjectively, searches seem to occur about as quickly with a RamFAST-equipped GS as those performed on a CD-ROM drive attached to a MAC LC. Text displays are in standard 640x200 GS black-on-white. The GS user can capture the text for use in other documents, and graphic images can be printed to disk. Jawaid explained that GS/OS system 5.04 or higher is necessary to use discQuest.

Sound is provided through the CD-ROM drive, itself, rather than the GS. As the user accesses specific portions of a CD's text and graphics, an audio track on the CD automatically plays the corresponding sound data through a speaker jack on the drive. Sequential bundles a pair of small, multimedia speakers with its drive, discQuest software and CD-ROMs. In this writer's opinion, the speakers provided adequate sound and amplification. A flyer from Sequential offered two bundles, both of which include an RF card, single and double speed "Texel" CD-ROM drives, multimedia speakers and a selection of four CDs.

The RamFAST SCSI card offers the widest compatibility with CD-ROM drives. However, discQuest will also work with the Apple high speed SCSI card. For those who missed last month's GENieLamp A2, it was reported that the RF card would work with Texel, NEC, and "virtually all" SCSI-2 CD-ROM drives. The Apple high speed SCSI card would reportedly work with the Apple CD-150, Apple CD-300 and some Apple SCSI-2 drives. Jawaid said that Tulin was completing a driver for the Apple HS SCSI card which would allow it to be used with NEC drives. However, if you own the Apple SCSI card, it might be best to try before you buy. For those who already own a RamFAST

or Apple HS SCSI card, Sequential will sell the discQuest software, CDs and drives separately. RamFAST owners may require a ROM upgrade to their cards for compatibility.

Jawaid lamented that no encyclopedia CD was as yet available for the IIgs. This was due mainly to the fact that none exists in "DiscPassage" format. Nonetheless, Jawaid felt that an encyclopedia was "doable", and he expressed confidence that an encyclopedia would eventually be available. He said that DiscPassage is licensed to several different companies but that none have yet come up with an encyclopedia. Meanwhile, at more than 600MB storage per disk, there's more than enough information available on Sequential's collection of 15 CD-ROMs to keep users busy for some time.

Big Red Computer Club has announced through their publication SCARLETT that they will also offer the Sequential CD-ROM bundles, discQuest software and CDs for sale. A full list of the CD titles is available from Sequential and another list of the titles was posted in last month's GENieLamp A2. Additional lists with complete descriptions of each CD are available in the most recent issue of Scarlett and on GENie's Apple II RoundTable in Category 20, Topic 12. Check out these lists. They include such things as a Darwin multimedia collection with complete text and graphics from several of his works, the complete Monarch Notes, complete collected works of William Shakespeare, U.S. history, world history, and countries of the world on CD.

Jawaid explained to me that he wrote discQuest for the same reason that he wrote GNO/ME, simply because "People told me it couldn't be done." He said, "People get to a point in the GS market where anything that couldn't be done in the past becomes impossible. I've never let anything like that bother me." He said a CD-ROM interface for the GS was always a possibility once GS/OS system 5.04 (with its support of ISO 90 CD ROMs) was released.

Personally, I'm glad that Jawaid Basyar enjoys this kind of challenge. DiscQuest really works. I've already got a RamFAST card, and CD-ROM drives are dropping in price faster than leaves in October. Now all I need to do is save a few more of my pennies, and I'll be able to get my own drive and discQuest software. I can hardly wait.

[EOA]
[PAL]////////////////////////////////////
PAL NEWSLETTER /
////////////////////////////////////
April 1994 Report

by GENa Saikin
[A2.GENA]

The Planetary Apple League (PAL) is an online user group that meets the third Sunday of every month. The purpose is to provide a place that Apple II users can meet with their fellow users and gain knowledge and have fun! Our meetings include the main speaker plus information about what's happening in the Apple II world and in the Apple II RT on GENie, as well as guest articles -- some humorous, some serious.

WHAT'S NEW IN APPLIEDOM? Soon to arrive -- early this summer, we hope! --
***** will be the long-awaited update to AppleWorks GS,
making it more function and System 6 compatible.

Several other new programs have already been out, and have been enthusiastically embraced, among them:

- o Spectrum, a desktop communications program for the Apple IIgs;
- o AppleWorks 4, and update to the "workhorse" of the Apple II world;
- o AnsiTERM 2.1, another communications program for the Apple II, with a marvelous ANSI emulation.

A new "diskazine" has entered the Apple II world: PongLife, which will contain informative articles, product reviews, and many graphics and music -- done in HyperStudio format.

SPECIAL SPEAKERS - PONGLIFE Auri Rahimzadeh and Ben Johnson, co-editors
"*****" of PongLife were the guests at the March 20 meeting of PAL.

They told us about PongLife, and what to expect in future issues. The first issue contained a reviews of several communication programs, and an interview with accomplished programmer Tony Morales.

According to both Auri and Ben, issue #2 will have more graphics, more music and a much better interface, plus more articles, more reviews, interviews, and other goodies. To quote the editors, the new interface will have the following features:

"Online Help in all areas, so if you ever wonder what an option does, just click on Help Me! and it will list all buttons on the screen and tell you what they do! A JUMP command, which will let you jump to any 'page' in the issue, instantly. And the questionnaire will automatically ask you questions then create the text file so you can print it out without printing it out first, then filling it out..."

THE LIBRARY STACKS With over 22,000 files uploaded to our library, it is
"*****" exceptionally hard to choose which ones to put here, as all are good. However, since in the interest of space, we DO have to narrow it down. Below is what is known as the Dean's List -- a list of the best files:

- 22225 MINITALK162.BXY Telecom program in a CDA!
- +22222 AT.COMMAND.BXY Text file of modem commands.
- 22220 CDA.ADB.BXY CDA to view AppleWorks database files
- 22207 DISKOPEN.BXY Automatically open your Finder disk icons
- 22200 HCGSSTARTER.BXY HyperCard IIgs starter kit - A must-get!
- +22183 A2.DOM.0294.BXY A2 Disk of the Month, February 1994
- 22181 DISKTIMER2.BXY Check the speed of your hard drive
- +22171 A2AWLIBLONG.BXY AppleWorks database - lists all A2 files\
- 22151 FLI.VIEWER.BXY View IBM .FLI animations!\ling\
- +22090 NF.BXY Nightfall II v1.0 - NICE astronomy program
- 22084 EAR1.1.BXY Hear sounds/music directly from Finder
- 22083 EYE1.1.BXY View graphics & more from Finder
- 22081 BLEACH.V1.1.BXY Makes Finder & now STANDARD FILE folders white!

GUEST COLUMN: THE CONTINUING SAGA OF MY APPLE II Well, after several
"*****" months of using my
Apple IIc on GENIE, I finally took the plunge and bought an Apple IIgs. I

would have never been able to do this without the support of all the good guys and gals of A2. I have a basic "bare-bones" system with CPU, keyboard, a monochrome monitor, and a 5.25 drive.

The "continuing" part of this saga is how everyone is really joining in to help me find the other parts that I need to have a complete system. Everyone is helping me hunt high and low and in the bulletin board for equipment. It seems that I am finally on my way to becoming an Apple II user of today!

But then, it happened. My quest for new equipment was postponed as I had to refocus my attention on having my keyboard cleaned and repaired. Folks, I know you have heard this a thousand times, but DON'T EAT AND DRINK AROUND YOUR COMPUTER!!!! Yes, salsa. Not the thick chunky kind either. The thin, runny, oozing kind. It makes a nice layer of sludge inside a keyboard. Trust me. I know this for a fact.

Well, my Apple fate is now in the hands of Harold, A2's resident hardware guru. I think if it weren't for all the people here in A2, I would have defected to the world of PC by now. But, I am still here and still working at it! Stay tuned for more details!

WHAT'S NEW IN A2? We continue to have nightly Real Time Conferences (RTCs) from 9 p.m. to 1 a.m. eastern time, and all afternoon on Sundays (2 p.m. to 8 p.m. eastern). Our bulletin board is a wealth of information for Apple II'ers, so feel free to browse -- and post! And don't forget our library, filled with thousands of useful and fun files.

There has been one sad note in A2. The son of Doug Pendleton, known for his expertise in hardware, and a frequent visitor to A2, was shot and killed in a drive-by shooting on March 19. We wish Doug and his family the best, and grieve with him in his loss. Topic 18 in Category 2 has been designated "In Memoriam" for Doug's son.

[EOA]

[AII]////////////////////////////////////
APPLE II /
////////////////////////////////////
Apple II History, Part 20/21b

by Steven Weyhrich
[S.WEYHRICH]

>>> APPLE II HISTORY <<<

Compiled and written by Steven Weyhrich
(C) Copyright 1994, Zonker Software
(PART 20/21b -- MAGAZINES, CONT)
[v1.2 :: 10 Feb 94]

INTRODUCTION We continue this month with review of the Apple II magazines that kept us using our favorite computer to its fullest, including Computist, A+, inCider, Apple IIgs Buyer's Guide, II Computing, Open-Apple/A2-Central, Compute!, and Apple Orchard. (As a reminder, I've taken the original parts 20 and 21 of the History and combined them, added some new info, and then split the result into three Lamp-sized pieces.)

Computist (1981-Present) This magazine began originally back in 1981 with
 "*****" the name "HardCore Computing". A flier mailed
 out during 1982 gave this description of the magazine: "HARDCORE COMPUTING,
 a small magazine in Tacoma, Washington, warns pirates about the latest
 technology that companies are using against them. HARDCORE is a magazine
 dedicated to the Apple-user. There are a lot of computer magazines, but
 HARDCORE prints the information that other magazines refuse to print,
 information vital to you as a computer user."<1> By 1983 it was split into
 two separate publications: "HARDCORE Computist" (devoted to "kracking";
 see below), and "CORE" (devoted to general Apple II topics). CORE was to
 have been published four times a year, but was dropped after only a few
 issues. The first issues of CORE, during 1983, covered graphics,
 utilities, and games. The third quarterly issue was to have been about
 databases, but the games topic was substituted and the database topic never
 appeared in print.<1>,<2>,<3>

For the first four issues, the name "HARDCORE" dominated the title
 page. Beginning with issue #5, "Hardcore" appeared in smaller type, with
 "COMPUTIST" taking over a dominating position on the cover. By issue #27,
 the name "Hardcore" was dropped completely from the cover. Although it
 began as a glossy format magazine, this was discontinued with issue #45 in
 1987, and with issue #66 in 1989 they changed to a tabloid format. The
 publishers claim that one reason for the name change to simply "Computist"
 stemmed from a complaint sent in by a young subscriber whose mother was
 throwing out the magazine before he got it, because she thought it
 contained pornographic materials!<1>

"Computist" was, admittedly, in the business of teaching users how to
 "strip". But this did not refer to X-rated topics, but the ability to
 strip the copy-protection from commercial software. This technique, known
 as "kracking", was a popular pastime for some software hackers of the day.
 Using powerful programs such as Locksmith and Copy II Plus, Computist gave
 specifics on how to make a disk work as easily as a standard Apple DOS
 disk.<3> The combination of ProDOS and un-protected commercial programs
 took much of the wind out of Computist's sails, since the special help
 needed to copy disks was no longer necessary. There were, of course, those
 who used the techniques printed in Computist to "pirate" programs
 (duplicate and distribute protected software), but many used it to
 standardize the modified DOS so that the programs could be used with RAM
 disks, large floppies, and hard disks.<1>

Though it is still being printed, "Computist" is much different than
 it was in its early days. It is no longer Apple II-specific, and has
 expanded to also cover the Macintosh and IBM. Its publishing schedule has
 also become rather irregular. Each new subscription still comes with a
 tutorial by Wes Felty on disk de-protection and the use of a program called
 "Super IOB".<4>

A+ (1983-1989) Ziff-Davis, who published other computer magazines such as
 "*****" Creative Computing, began publishing A+ in January 1983.
 This new Apple II magazine carried primarily hardware and software reviews
 and consumer-oriented articles. It was somewhat similar to today's
 inCider/A+ in terms of being a general interest Apple II magazine as
 opposed to the programming slant of Nibble (A+ had virtually no type-in
 programs).<5> During the time that both A+ and inCider were being
 published there continued a friendly rivalry between the two.

One of the features unique to A+ was a column called "Product

All-Stars", a classified-style listing of the current popular software and hardware similar to the old "Fastalk" column in Softalk magazine.

During the latter part of A+'s publishing run, Gary Little became its editor. He had previously written books about the Apple IIe, IIC, IIgs, and their disk operating systems, and so was very qualified to know the computer and its uses. He replaced Lisa Raleigh, who left to take a job with Apple Computer. Not long after, and just prior to the magazine's merger with inCider, Gary Little also was hired away by Apple. It was felt by some subscribers that Little's short stint with A+ significantly improved the magazine, and they were saddened to see him go.

When Creative Computing had ceased publication in 1985, subscribers found their remaining issues were switched over to A+ Magazine by Ziff-Davis. In 1989, the publisher chose to discontinue A+, and allowed it to merge with inCider magazine.

inCider (1983-1993) This magazine was originally begun by Wayne Green, "*****" who had been involved in technical magazines for many years. As mentioned above, it was not a programming magazine, though it carried columns that answered readers' questions about programming as well as other Apple II questions. The main direction that it has seemed to take over the years was in helping advertise available software and hardware, and carry articles that helped Apple II users learn to use the software they owned. These columns included "AppleWorks In Action" by Ruth Witkin; "Press Room" by Cynthia Field (which detailed ways to do desktop publishing with Print Shop, Publish-It!, AppleWorks GS, and GraphicWriter); "Bridging The Gap" by Gregg Keizer (discussing ways to help the Apple II and Macintosh work peaceably together); "Apple IIgs Basics" by Joe Abernathy (highlighting programming on the IIgs); and "Apple Clinic" (questions and answers about using Apple IIs).

In 1989 inCider merged with A+ Magazine, as mentioned above, and in December 1990 the editors chose to broaden their audience by adding coverage of the Macintosh computer to their Apple II features. This was a highly unpopular move with many Apple II loyalists, who had already had quite enough of Apple Computer telling them to "move up" to a Mac. "Polluting" their Apple II publication with this better-loved younger sibling infuriated many, and they vowed to let their subscriptions expire. However, at this point in time there were few national Apple II-specific publications remaining, and no others that appeared on the magazine racks at large newsstands (since Nibble had by then gone to mail-only distribution to subscribers). Apparently inCider's distributing company, A+ Publishing, felt that they couldn't survive without making some attempt to broaden their customer base, and they chose this as what they felt was their best defense in a shrinking market. For several months afterward, the magazine got just a little bit smaller in size, eventually going from a square-bound back to a stapled format. This shrinkage stabilized in early to mid 1992, and by late that year, inCider/A+ was still in business.

However, rumors began to surface in October 1992 about plans by inCider to change to a format that would focus almost entirely on the Macintosh, with significantly less attention paid to the Apple II.<11> Initially, it was said that inCider/A+ would cease under that name with the January 1993 issue, and would reappear as just "A+" in February 1993. Reasons cited at the time were declining advertising revenue, and they hoped that by changing themselves to deal with the Macintosh in more detail (particularly from the point of view of educators), they could continue to

be printed.

Cameron Crotty, Associate Editor of inCider/A+, stated online in the A2 Roundtable on GENie during October, "inCider/A+ is going primarily Macintosh. The shift will occur in February and will probably include a name change (not finalized). WE WILL CONTINUE TO COVER THE APPLE II FOR AS LONG AS IT REMAINS FEASIBLE. I cannot say (because I do not know) whether the coverage would be mixed in or in a separate section (input would be appreciated). With the shift in focus, we are also trying to enlarge the book..."

He also said, "Right now, inCider/A+ has two choices: 1) stay with the Apple II and be dead in 6-8 months or 2) shift to the Mac and try to survive. We believe that there is a low-end Mac niche at least as large as our current circulation (perhaps larger), and that most of our readers (75% or more) will maintain their subscriptions (numbers from editorial surveys & such). We also believe that we can attract the advertising we need to survive by shifting to the Mac. We may be wrong. We may be dead in 6-8 months anyway. But a change has to be made. We cannot survive on our current course."

There was, of course, considerable discussion of this planned move on the A2 Roundtable on GENie. Some advertisers, like Quality Computers, threatened to withdraw their advertising ENTIRELY, if such a move took place. Perhaps it was because of statements like this, or perhaps Crotty spoke out without authority to do so. In any case, there was considerable back-peddling on the announcement that began to appear. Joe Kohn, who had been writing a column in inCider/A+ called "Shareware Solutions" for some time, stated that he had been told that there had as yet been no CORPORATE decision to make any changes, and previous statements should be disregarded.<12>

inCider/A+'s new Editor-In-Chief, William Kennedy, wrote an editorial for the February 1993 issue of the magazine. In his editorial, he made great pains to point out that the rumors that had been flying about were never accurate from the beginning. Yes, with the March 1993 issue they had plans to redesign the layout of the magazine, and probably put the Mac stuff in a separate section, but he stated firmly that it would remain oriented to the Apple II.<13>

However, it was eventually clear that IDG Communications, the company that printed the magazine for A+ Publishing, was not going to continue to produce what they viewed as a losing venture. Quality Computers, which had decided by early 1993 to start their own Apple II magazine, arranged to take over inCider/A+'s remaining subscription base and fulfill it with their publication. inCider/A+ ceased publication with the July 1993 issue, but ended it as abruptly as did Softalk, with no announcement to subscribers to make them aware of the change until Quality Computers sent a letter discussing it. IDG then planned to begin a new Macintosh publication called Mac Computing, utilizing most of the old inCider/A+ staff. However, after the first issue was produced and distributed, IDG changed their minds and terminated the project.<14>

If the editors of inCider/A+ had chosen to maintain their focus on the Apple II, and had not taken the unpopular move of becoming a combination Apple II/Macintosh publication, perhaps they would have survived longer. Perhaps things would have still turned out as they did, even if they HAD remained true to their original topic. In any case, with the disappearance

of inCider/A+, so also ended the era of newsstand Apple II magazines.

Apple IIgs Buyer's Guide (1985-1990) This magazine began originally under
 "....." the name, "The Apple II Review" in
 the fall of 1985. After about five issues the name was changed to "The
 Apple IIgs Buyers Guide". The changed magazine began in the Fall of 1987,
 and it ceased publication in the Fall of 1990. It was published in a high
 gloss format, and over half of each issue was devoted to a listing of
 available IIgs software/hardware.<6>

II Computing (1985-1987) This magazine published from October/November
 "....." 1985 until February/March 1987. Trying to
 appeal to a variety of readers from beginners to experienced Apple II
 users, it printed program listings (including at one time listings made for
 the Cauzin strip reader), reviews, and general articles. It covered items
 in more depth than inCider, but less than Call-A.P.P.L.E. or Nibble,
 offering a combination of both type-in programs and general articles. It
 had available a companion disk available containing the programs in the
 magazine.<5>,<7>

Open-Apple / A2-Central (1985-Present) As mentioned above, Tom Weishaar
 "....." was a writer of Softtalk's
 "DOSTalk" column beginning in April 1983, after Bert Kersey retired from
 the position. He continued with it until Softtalk went bankrupt after the
 August 1984 issue. An Apple II user since 1980, and author of two programs
 sold by Beagle Bros (Frame-Up, a graphics slide-show displayer, and
 ProntoDOS, an enhanced version of DOS 3.3), Weishaar had previous
 experience with writing newsletters from his days with the Commodity News
 Service in Kansas City. After Softtalk folded, he realized that there was
 still a market for a technical publication for the Apple II that also could
 be helpful for the beginning user. In January 1985 he began with a
 newsletter he called Open-Apple, which continued where "DOSTalk" left off.
 The initial issue (Volume 1, No. 0) included readers' letters (some left
 over from DOSTalk, but some intentionally phony, with return addresses like
 the Okefenokee Swamp), information about Applesoft and Logo, and one
 response to a reader asking how to create a disk that would boot WITHOUT
 DOS 3.3. At \$24 for a monthly eight page newsletter, its subscribing cost
 was as much as full-sized magazines of the day. However, Open-Apple did
 not carry any advertising, and the amount of useful information printed
 each month made it worth the expense.<8>

As the newsletter matured over the years, the coverage of Logo
 disappeared, and Applesoft dwindled as well, reflecting changes in reader
 interests. During the late 1980s, coverage of AppleWorks was heavy, and
 nearly every issue would contain some way to patch the program to customize
 it for a certain function. Coverage of the IIgs was also prominent, and
 Weishaar and his various editors have struggled to find the balance between
 articles that dealt with the new technology without ignoring the sizable
 number of readers who still owned the older 8-bit Apple IIs.

In December 1988, the name of the newsletter was changed to
 A2-Central. Several reasons were given for the change. One was similar to
 the reason given by A.P.P.L.E. for changing its name to TechAlliance; Apple
 Computer was in the habit of threatening legal infringement against those
 who used "their" name without permission (or at least licensing it).
 Another was to indicate philosophically what was the purpose of the
 magazine: To be the center of the Apple II universe, and a central source
 of information and programming resources. Earlier in the year, Weishaar

had also agreed to be the manager of the Apple II roundtables on the online service GENie. This extended the information available to him for his publication, as well as the ability for more prompt exchange of information for his readers. In fact, there was a great similarity between the conversations that took place on GENie, in the reader questions section of A2-Central, and the old "Open Discussion" part of Softtalk magazine. New users could ask "how do I get XYZ program to run with my ABC printer?", and experienced users could help them, either online or in a letter written to A2-Central.

Because the newsletter included international readers as well, and these people had difficulty in getting their hands on certain Apple II-related products or books, a catalog was added to the A2-Central line-up in early 1989. This initially carried books, but quickly expanded to include software and hardware. February 1989 also saw the first issue of A2-Central-On-Disk, which included a text file of the current month's newsletter, as well as an assortment of the latest shareware and freeware programs for the Apple II. At times it also contained text files with useful information (such as updates to the official Apple II tech notes).

September 1989 saw a change in editors for A2-Central. After nearly five years of working constantly on it, Weishaar turned over the reins for the month-to-month work to Dennis Doms, and moved himself to the position of publisher. There was little change in the content or style of the newsletter (since Weishaar was still running the show), but it freed him to recover from the burnout of meeting a monthly deadline, and to work more on managing the company itself. One of the new items that appeared in December 1989 was a disk-based publication called Stack-Central (later changed to Studio City). What was unique about this bi-monthly product was that it was based on HyperStudio, the graphics, sound, and text manipulation program from Roger Wagner Publishing. As such, it could be read in a "non-linear" fashion; that is, you didn't have to start at the beginning and read through until you got to the end. You could jump from one topic to another, or thread through topics in a fashion that could not be duplicated in a printed publication.

More new disk-based products appeared from A2-Central in 1990. August 1990 saw the start of TimeOut-Central, devoted to AppleWorks and the TimeOut series of enhancements distributed by Beagle Bros. It was also a bi-monthly publication, and was originally edited by Richard Marchiafava, who had previously written a column called "AppleWorks Advisor" for user-group newsletters. In March 1991 the editorship was transferred to Randy Brandt, the Beagle Bros programmer who had written many of the TimeOut applications, as well as several for his own small software company.

8/16-Central, specializing in programming for both 8-bit Apple IIs and the IIgs, began in December 1990. It was a continuation of a short-lived magazine called 8/16, published by Ross Lambert's Ariel Publishing Co., which itself was preceded by several separate newsletters that specialized in Applesoft or assembly language or other programming for the Apple II series. 8/16-Central was a monthly disk, but didn't keep enough subscribers to stay afloat. In October 1991 it was discontinued, and the remaining subscriptions were folded over into GS+ Magazine. Later, the contents of the entire run of 8/16-Central were upload as individual file archives to A2Pro on the same exclusive basis as were the Apple Assembly Line files previously mentioned.

Weishaar's organization began to carry Hyperbole in March 1991. Produced by an outside source, it was also a HyperStudio-based disk publication, but its focus was not on making HyperStudio stacks, but on actually USING the program to produce a literary form that had never been done before. It consisted of poetry, art, and sounds, combined together in a way that could not be presented in printed form. For example, one series of stories that appeared early on in Hyperbole involved a medieval theme, with the story told from various points of view, depending on which picture was selected on the "door" that introduced the story. To get the entire story required going back to the main door and selecting a different picture. Sound and graphics were also integrated into articles that appeared in this disk-magazine.

Finally, Script-Central began in June 1991. This was similar to Stack-Central, but was dedicated to HyperCard IIgs. It featured some animated sequences that introduced it, and the user could select the articles to read by pointing to doors in the Stack-Central "building" on the screen, and follow hallways to other articles (sort of like combining a magazine and a video game).

A2-Central itself has undergone few changes in its life. Its focus has shifted slightly to keeping abreast of the newest changes in the Apple II world (in terms of products and events that affect that computer), where previously it spent a lot of time talking about various specific products (such as AppleWorks, HyperStudio, etc.) The spin-off disk publications that were started have filled the niche needed to continue user-support of those Apple II products. The editorship has changed a couple of further times as well; Jay Jennings briefly took the place of Dennis Doms as editor in November 1991, before going to work for Softdisk. Ellen Rosenberg began editorship after that, and made the change of accepting feature articles from outside authors for the first time since A2-Central began publication.

When Nibble magazine folded in 1992, A2-Central took over their subscription list, filling out remaining issues for those people. It was hoped that many of those people would see enough value in A2-Central to renew when the time came, but not enough readers did so. Weishaar started up a new paper newsletter called Fishhead's Children, intended to be a resource for those who had to bridge themselves among the Apple II, Macintosh, and MS-DOS computers. However, the new publication did not have enough subscribers to maintain a positive cash-flow, and in June 1993 a letter was sent out to both Fishhead's Children and A2-Central subscribers:

Dear Subscriber,

Dominoes are falling at Resource Central and you've been hit.

As the Apple II nears the end of its life-cycle, renewals to our flagship publication, the paper version of A2-Central, have fallen to less than 20 per cent. That domino has been teetering ever since we took over Nibble's subscribers a year ago.

We had hoped to stabilize the situation with a new publications, Fishhead's Children, which would take us into new territory. Unfortunately, that publication hasn't been the success we had hoped it would be. For each \$100 we've spent trying to obtain new subscribers, we've taken in less than \$10.

We can no longer carry this expense without putting our entire company in jeopardy, so that domino has ceased publication and fallen.

Without a successful Fishhead's Children, there's nothing to pay the even-increasing bills the paper version of A2-Central is running up. A2-Central-On-Disk continues to have strong renewals, as do our other disk publications, but they're not big enough to continue supporting our paper publications. It all means that I have no choice but to cease publication of the paper version of A2-Central as well.

The letter went on to explain that the value of remaining subscriptions (not counting the old Nibble people) would be credited to the subscriber's account, and could be refunded or applied to another product sold by Resource Central. A2-Central-On-Disk would continue to be produced as it had before; it cost much less to duplicate and mail disks than it did to print and mail paper newsletters. This would also be the place where the newsletter A2-Central would continue to appear (in a digital, rather than in a paper format).

The January 1994 issue of A2-Central-On-Disk was renamed to simply "A2-Central". Dean Esmay, who had been editing the disk publication from its beginning, went on to work with Softdisk in Louisiana, and newcomer John Peters came on as editor. The appearance of the text was dressed up in a manner similar to that used in the GENieLamp online newsletters, which Peters had been overseeing for several years. Not himself an Apple II user at the time when Weishaar signed him up, Peters gathered several veteran Apple II writers to assist in producing the text of the newsletter each month, and in collecting the freeware and shareware files that were included with each issue. At this time my own independent monthly news compilation, the A2 News Digest, became exclusively a part of A2-Central. (The Digest had previously been available on GENie as source material for Apple user group newsletters.) Doug Cuff, who was editor of the A2 edition of GENieLamp and a contributing editor for II Alive, was also tapped to write articles for A2-Central. Peters continued the practice started by Ellen Rosenberg of soliciting articles written by other authors not routinely associated with A2-Central.

Peters was also commissioned to coordinate work on disk publications for the Macintosh (called Macrocosm), and IBM and compatible computers (Solid Windows and Config.Sys, for the Windows and MS-DOS user, respectively).

The disk newsletter, catalog, and other disk publications continue today under the corporate umbrella of Resource Central, Inc., which also has sponsored annual summer conferences since 1989. These conferences have brought together some of the top Apple II developers in the country for two days of classes and workshops on many topics. Held in Kansas City in July or August, it has been nicknamed "Kansasfest", since it contains AppleFest-like activities.

Weishaar's interest in and dedication to the Apple II has been much appreciated; he was chosen as a recipient of the Apple II Individual Achievement Award for 1991. His philosophy was summed up in a statement made in a printing of the A2-Central catalog in the Fall of 1990, where he wrote: "The significant thing about the Apple II has always been the community of people that has sprung up around the machine, teaching other

people how to use it, designing hard and software for it, exposing its inner flesh to the light of day, and USING it to manage businesses, run church groups, educate children, and turn out prosperous and happy human beings."<9>

Compute! "Compute!" was a hybrid magazine that catered primarily to the "***** Commodore 64 computer. It would usually feature games that had versions written for several different computers, including the Apple II. In the late 1980s it began having special issues dedicated to some of the different platforms featured in the main magazine, and there were a few issues called "Apple Applications" for the Apple II.

Apple Orchard Apple Orchard was published by the International Apple Corp "***** for about several years. It was aimed primarily at user groups, and was billed as a user's group user's group. Contents of early issues were a compendium of articles from various user group newsletters.<3>

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NEXT INSTALLMENT: Magazines, cont.

NOTES

- <1> Hood, Hugh. GENie, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
- <2> Wessel, Hank. GENie, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
- <3> Vanderpool, Tom. GENie, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
- <4> Felty, Wes. GENie, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
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- <6> Disbrow, Steven. "Old Timers: Magazines", 1992 A2 CENTRAL SUMMER CONFERENCE (tapes), July 1992.
- <7> Schack, Robert. GENie, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
- <8> Weyhrich, Steven. "MACH Interview: Tom Weishaar", M.A.C.H. NEWS, Jul 1991, pp. 6-11.
- <9> Weishaar, Tom. -----, A2-CENTRAL CATALOG, Fall 1990, p. 2.
- <10> -----, "The History of Softdisk: Part 1", SOFT TALK (company newsletter), Oct 1987.
- <11> Weyhrich, Steven. "inCider Twists The Knife", A2 NEWS DIGEST, Oct 1992.
- <12> Weyhrich, Steven. "More On The Changes At inCider ...", A2 NEWS DIGEST, Nov 1992.

<13> Weyhrich, Steven. "inCider Removes The Knife", A2 NEWS DIGEST, Dec 1992.

<14> Weyhrich, Steven. "inCider: R.I.P.", A2 NEWS DIGEST, Jun 1992.

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//////////////////////////////////////////////////// GENie_QWIK_QUOTE //
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/ This is one of those subjects where even the details of /
/ the details have detailed details ;)/
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GENieLamp Information
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- o COMMENTS: Contacting GENieLamp
 - o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month
 ***** on GENie page 515. You can also find GENieLamp on
 the main menus in the following computing RoundTables.

| RoundTable | Keyword | GENie Page | RoundTable | Keyword | GENie Page |
|----------------|-----------|------------|------------------------|-------------|------------|
| DigiPub | DIGIPUB | 1395 | Atari ST | ST | 475 |
| Macintosh | MAC | 605 | IBM PC | IBMPC | 615 |
| Apple II | A2 | 645 | Apple II Dev. | A2PRO | 530 |
| Macintosh Dev. | MACPRO | 480 | Geoworks | GEOWORKS | 1050 |
| BBS | BBS | 610 | CE Software | CESOFTWARE | 1005 |
| Mini/Mainframe | MAINFRAME | 1145 | Programming | PROGRAMMING | 1445 |
| Data Comm. | DATAComm | 1450 | (Windows Coming Soon!) | | |

GENieLamp is also distributed on CrossNet, Internet, America Online, Delphi and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to genielamp@genie.geis.com OR jpeters@sosi.com
- o Our Internet anonymous FTP address is: sosi.com. All current versions of GENieLamp are available in the ~/pub/GENieLamp directory. Due to the added expense involved, we ask that when you get GENieLamp via the anonymous ftp for GENieLamp, that it not be ftp'd during the hours of 9AM and 5PM Eastern Standard Time. We appreciate your cooperation in this matter.
- o Current issues of all versions of GENieLamp as well as back issues of GENieLamp IBM are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform
***** | Magic Name To Use
***** |
|---------------------------|----------------------------|
| GENieLamp IBM | GLIBM |
| GENieLamp ST | GLST |
| GENieLamp A2Pro | GLA2PRO |
| GENieLamp Macintosh | GLMAC |
| GENieLamp TX2 | GLTX2 |
| GENieLamp A2 | GLA2 |

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet us "live" talk to us every Wednesday night in the Digi*Pub Real-Time Conference, 9:00 EDT. M1395;2
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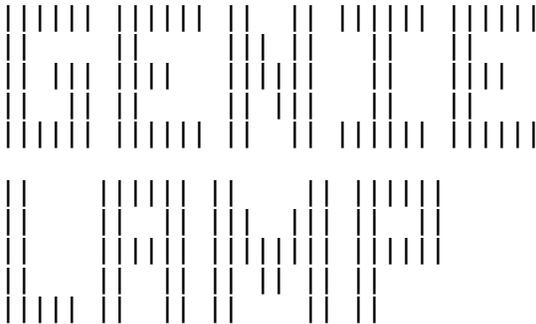
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[EOF]

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Your
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RoundTable
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~ WELCOME TO GENIElamp APPLE II! ~

- ~ POLISHING GREEN APPLES: Hooked on Storage, Part 3 ~
- ~ HARDVIEW A2: BlueDisk Controller Card ~
- ~ DR'S EXAMINING TABLE: VCR Companion ~
- ~ APPLE ANECDOTES: My First GS ~
- ~ APPLE II HISTORY: Part 20/21c, Magazines ~
- ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

////////////////////////////////////
 GenieLamp Apple II ~ A T/TalkNET OnLine Publication ~ Vol.3, Issue 26

Editor.....Douglas Cuff
 Publisher.....John F. Peters

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ May 1, 1994 ~

- | | |
|---|---|
| FROM MY DESKTOP [FRM]
Notes From The Editor. | HEY MISTER POSTMAN [HEY]
Is That A Letter For Me? |
| HUMOR ONLINE [HUM]
God and the Bureaucrats. | REFLECTIONS [REF]
Economics of Electronic Mail. |
| BEGINNER'S CORNER [BEG]
Polishing Green Apples. | TECH TALK [TEC]
Macintosh Apple IIe Card. |
| ASCII ART GALLERY [ASA]
Swallowtail Butterfly. | HARDVIEW A2 [HAR]
BlueDisk and MTOOLS. |
| DR'S EXAMINING TABLE [DRT]
Oldie review: VCR Companion. | THE TREASURE HUNT [HUN]
Yours For the Downloading. |

APPLE ANECDOTES [ANC]
On Getting My First GS.

APPLE II [AII]
History Part 20/21c: Magazines.

LOG OFF [LOG]
GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing system
"....." to help make reading the magazine easier. To
utilize this system, load GENieLamp into any ASCII word processor or
text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
index.

MESSAGE INFO To make it easy for you to respond to messages
"....." re-printed here in GENieLamp, you will find all the
information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____|_____|_____|_____|_____|
|Name of sender CATEGORY TOPIC Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

A message number that is surrounded by brackets indicates that
this message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95 for which gives you up to
"....." four hours of non-prime time access to most GENie
services, such as software downloads, bulletin boards, GE Mail, an
Internet mail gateway, and chat lines, are allowed without charge.
GENie's non-prime time connect rate is \$3.00. To sign up for GENie
service, call (with modem) 1-800-638-8369. Upon connection type HHH.
Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get
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1-800-638-9636.

SPECIAL OFFER FOR GENieLamp READERS! If you sign onto GENie using the
"....." method outlined above you will
receive an *additional* six (6) free hours of standard connect time
(for a total of 10) to be used in the first month. Want more? Your
first month charge of \$8.95 will be waived! Now there are no excuses!
*** GET INTO THE LAMP! ***

.....

```

//////////////////////////////////////////////////// GENIE_QWIK_QUOTE //
/
/  It's too bad we can't make the lawyers cease and desist. /
/
//////////////////////////////////////////////////// K.LUCKE //

```

```

[EOA]
[FRM]////////////////////////////////////
                FROM MY DESKTOP /
////////////////////////////////////
Notes From The Editor
*****
by Douglas Cuff
   [EDITOR.A2]

```

>>> GOING THE EXTRA MILE <<<

Deadlines love to lie in wait for me. What's more, while they're waiting, they invite their friends to gang up on me.

The fact is, I always have at least three monthly deadlines -- not counting the rent check -- and they're all exactly the same day: the last day of the month. GENIElamp A2 is one of those deadlines, of course, but the one that's been giving me the most trouble lately is editing the newsletter for the local Apple II user group, the London Apple Corps.

Two months in a row, my other commitments kept me from finishing the newsletter in time for our monthly meeting. (My other commitments will keep me from acting as editor for the London Apple Corps next year, but that's another story.) I was determined not to make it three in a row, and bled time from other projects to get as much advance work done on the newsletter as possible.

It wasn't enough to not to be late; this time I had to be early, for my parents were paying us a visit over the Easter weekend. Once my father and mother arrived, all work would have to cease. As my wife -- the long-suffering Tara -- and I drove to the airport to greet the travellers, one computer was uploading copies of GENIElamp A2 while another was printing out the final proofs of the London Apple Corps newsletter. When I finally dropped the proofs off at the printer, I felt great relief and satisfaction.

Except that the printer, normally reliable, didn't have the newsletter ready in time for the meeting. So I couldn't hand out copies to the attendees. So the group's postage bills were going to be over budget again.

Anger is powerful, but irrational anger has a greater strength. I couldn't do a thing about the fact that I had no newsletters to hand out at the meeting, but after the meeting was over, and the newsletters ready to be picked up, the thing began to gnaw at me. I had invested a lot of time in trying to keep the postage bill down. It wasn't my fault that the newsletters weren't ready, but that didn't make me any less angry.

I looked at the pile of newsletters with distaste. If they'd chosen that moment to make a sarcastic remark, I would have chucked the lot into the fine-paper recycling bin. Instead, I hauled out a city map and began

plotting addresses on it.

It soon became apparent that there were too many to deliver, so I started culling. Anyone outside the city limits would have to rely on Canada Post. Ditto for anyone who hadn't paid their club dues. By this process, I managed to get it down to a couple of dozen.

I don't know the city we live in terribly well. Perhaps that accounts for the fact that it took me three and a half hours to deliver 20 newsletters. (Some addresses I never did find. I only hope Canada Post fared better.)

That's how I came to travel the extra mile -- quite literally -- this month. I'm glad I did it, too. It taught me something about the city I live in and even a little something about the members.

Still, I wouldn't have done it if it hadn't been for someone who had just gone the extra mile in a less literal sense: Harold Hislop.

If you hang around the A2 RoundTable, you already know how another Apple II journal reprinted some advice on hooking up hard drives that Mr Hislop had posted. Unfortunately, that journal missed a minor but important correction that he posted afterward. When a couple of subscribers to the journal followed the advice, bad things happened. We're not talking about puffs of black smoke, but something that makes your heart sink almost as much: data loss.

The subscribers called a bewildered Harold Hislop, who took the view -- without pleasure, but also without flinching -- that if the advice had his name on it, then it was his responsibility to help the unfortunate subscribers.

Bravo, Harold. It was remembering this that kept me trudging around peering at house numbers when I felt like slinging my stack of newsletters into the nearest post-box and charging it to the London Apple Corps. Sometimes, knowing that someone else took the responsibility of fixing a problem that s/he hadn't created is all the inspiration you need.

[*][*][*]

You'll notice that there's no PAL Newsletter in GENieLamp A2. Don't worry, it'll be back next month.

You'll also notice that there are no CowToons this month. They won't be back new month, because Cowboy Mike has hung up his spurs. All hail and farewell, Mike.

You'll already have noticed that our profiles of Apple II personalities have been absent for a while. Is anybody missing them? Is anybody bidding a good riddance to bad rubbish. Can anyone out there hear me? Hello?

-- Doug Cuff

GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

REPRINTING GENieLamp

If you want to reprint any part of GENieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

[EOA]

[HEY]////////////////////
HEY MISTER POSTMAN /
////////////////////

Is That A Letter For Me?

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

- [*] CAT2, TOP4 Software of the Month Club
- [*] CAT3, TOP28 & CAT10, TOP2 .. LineLink 144e modem cable
- [*] CAT5, TOP3 Apple II laptop wish list
- [*] CAT13, TOP36 One World Software Wizards
- [*] CAT23, TOP4 Messages as property
- [*] CAT34, TOP2 II Scroll

>>> A2 POT-POURRI <<<

REPLACING SYSTEM SAVER FAN > "Is there room in a system saver for a
***** > second fan?"

Sorta. You'll have to move some wires around, maybe, but you can MAKE it fit without a lot of effort.

Gary R. Utter (GARY.UTTER, CAT2, TOP4, MSG:542/M645;1)

>>>> Just how the *&^% does one pop open the System Saver. I found two
***** small screws (besides the ones holding the fan) but there must a
trick to opening up the beast. I'm just a curious type and the talk about
changing fans made me want to peek inside. Whoaaaaa.....Rubic's Cube time.

Larry (LKRUPP, CAT2, TOP4, MSG:543/M645;1)

>>>> Larry, look under the foam, there are several screws hidden there

--HangTime [Script-Central] B->
(A2.HANGTIME, CAT2, TOP4, MSG:544/M645;1)

<<<<< What Hangtime said. It's not as mysterious as it looks. It's not so
"*****" much that they HID the screws to build a deliberate puzzle, just
that the foam goes on after it is assembled. If you feel through the foam,
you'll find them. I recommend cutting a little "x" over each screw with a
razor blade before you take the screws out.

Gary R. Utter (GARY.UTTER, CAT2, TOP4, MSG:547/M645;1)

>>>>> I'm using their 3" (80mm) 32 CFM fan, part #273-242. It fits
"*****" perfectly where the original System Saver fan goes. However, the
screws that clamp the wires to the original fan don't fit the new fan so I
just dug up some screws that do fit.

Tony Ward [via GEM 4.21/PT 3.1]
(A2.TONY, CAT2, TOP4, MSG:549/M645;1)

LACK OF RESPONSE TO FREeware File Passage is a freeware file utility for
"*****" the Apple IIGS. It implements file commands
such as copy, backup, move, catalog, and delete, and lets you customize how
each command works by the use of a great variety of options and filters.
I recently wrote to the author, Charles Bartley, to note a problem with
version 2.0.1 sometimes getting a "resource not found" error during
startup. Along with the fix, he responded to a question I had asked...

"No I haven't heard from anyone concerning FP except another
programmer on the east coast who I sent a random free copy to."

No comments or encouragement after 100 GENie downloads? After File
Passage was included on a GENie Disk of the Month and on A2-Central?! I'm
surprised that no users dropped Charles a note to thank him for his
efforts, but it's unbelievable that nobody from Resource Central or GENie
let him know that his work is being distributed on their disks.

The new version (2.0.2) has been uploaded to the A2 library, and will
be file # 22558. If you want to send him a note of encouragement, the
address is:

Charles C. Bartley, 1310 Cholla Ct., Lake Havasu City, AZ 86406.

-- Dave Tribby (D.TRIBBY, CAT3, TOP25, MSG:80/M645;1)

MULTI GS Reply-To: ltchean@iss.nus.sg
"*****" From: Lim Thye Chean
Subject: Multi GS

I am very excited over Multi GS v2.0. In fact I am pretty impress! As
you might have known, I am a Switch It user, and have been using it for
quite sometime. So I am writing this mini-review for Multi GS v2.0, from a
Switch It user perspective.

Btw, I have also played with The Manager (demo), and the other few
switchers (including Alan Bird's and LeapFrog).

Multi GS v2.0 seems to combine the best of both world of Switch It
and The Manager. It uses similar metaphor of The Manager, where you can

click on the window to switch application, and all application shares the same screen. Like Switch It, it has stack sharing!

I am very surprise to know that Multi GS stack sharing is even BETTER than Switch It! First, it works. :) And it excels Switch It in this: Lets say you have stack sharing shares set at 4K, and under Switch It, that means that you are not able to run application like AWGS! But Multi GS allows! All it does it to create a new stack space for AWGS since it is larger than 4K. I think this feature is pretty cool, and should be implemented in Switch It in the first place.

The second feature that impressed me is: it is able to launch ProDOS 8 program - and beyond what The Manager does - it is also able to launch desktop application! You see, many applications are sure to crash. For example - GNO/ME or many games. I try launching GNO from Multi GS, and it works beautifully. And upon quitting, returns me to Multi GS. This alone can eliminate one of the major reason to buy Switch It.

Up to my surprise! I can run my own Mandelbrot IIGS v2.2 on Multi GS! And I can switch it and out without any problem. Wow. Switch It and The Manager simply fails to run it nicely. And I am even more surprise to see my other applications such as Super Magic demo to run without any problems. I have tested Multi GS with many applications, and with correct setting (like some you have to set the write direct to screen as on), this software is as stable as both the commercial products. Btw, it runs Proterm fine too.

It is also the only switcher than can load more than one application during startup. It can load up to 7! And like The Manager, it traps error quite nicely.

Of course, I am still using Switch It right now, due to some "problems" in Multi GS.

First - I hate the screen updates! Icons on desktop flashes here and there, and this is exactly why I choose Switch It over The Manager in the first place. I found that irritating. Backdrop (desktop pictures) also drops the background occasionally.

When switching application and Multi GS trying to close all the DAs, if the DAs present a dialog (like ShadowWrite with "Save..."), Multi GS will enter infinite loop.

I can't find the Show window option documented.

The 3 major reasons I prefer Switch It over Multi GS: 1) Many times during switching, there is a noticable pause; 2) Multi GS takes up 11K of stack space! 1) Even if I request Multi GS to run Finder on Start up, it will load Finder and returns control to Multi GS. This force me to manually switch to Finder everytime.

Personally I think Multi GS is now a very powerful opponent for both Switch It and The Manager. It is stable and has many features lack in the commercial software. \$20 shareware price is very reasonable, and I suggest users who has not bought any switcher yet take a close look at this software. This might be exactly what you want, with a much lower price.

For user who has The Manager, the only 2 advantages Multi GS offer

that time. I think Dave and the beta testers will make TM into a rock solid MultiFinder-like utility with all of the "pluses" of Multi-GS with all of the current "elegance" that TM offers. TM will also offer some "extras" (if I remember correctly), like InterProcess Communication so that programs will know what's going on (when they are switched to, switched out of, frontmost, etc.). I feel this will offer programmers (like myself) and ultimately users a greater "power" over the environment in which they work.

Anyway, that's my spur of the moment \$0.02 (I could come up with more +s and -s if I had the time (;)).

Rick (R.ADAMS48, CAT43, TOP15, MSG:492/M645;1)

FREWARE FLOPTICAL DRIVERS I find that by placing a RamFAST SCSI partition map on the floptical, it becomes unreadable on an Apple HS SCSI system with Rich Bennett's freeware floptical drivers. Does anyone know if this happens with the Tulin drivers?

(B.TAO, CAT11, TOP16, MSG:297/M645;1)

>>>> The reason is that when the RamFAST formats, it lay's down an Apple partition map, of about 32K or so (from memory). My driver doesn't use a partition map. My reasoning was 1) Why partition 19MB? and 2) Easier to write! ;) It also means that MS-DOS flopticals *SHOULD* work OK with the MS-DOS FST and my driver, although I haven't tested it. The RamFAST will recognise a disk without a partition map, but if you reformat, it WILL lay one down for you.

Regards, Richard (RICHARD.B, CAT11, TOP16, MSG:298/M645;1)

<<<< > My driver doesn't use a partition map

Ah, so you're the culprit. ;-)

> My reasoning was 1) Why partition 19MB?

I didn't mean to partition any of my disks (except one), but once it's there, you cannot remove it with the RamFAST software even if you do a low-level format. One disk *is* divided into one 15-meg and 6 800K partitions. The 15-meg one is a backup of my HD boot partition and the remaining six hold System 6.01 disk images. Very handy for distributing copies of it at the usergroup. :)

> It also means that MS-DOS flopticals *SHOULD* work OK with the MS-DOS FST and my driver, although I haven't tested it.

Haven't tried that either. I can't even get the \$&\$#! Macs at school to recognize the floptical without crashing. There are using the drivers and utility software provided by PLI (I bought the drive at a Mac store), although I may need a newer version.

(B.TAO, CAT11, TOP16, MSG:299/M645;1)

TURBO ASB WITH PROTERM 3.1 The Turbo-ASB is a daughter-board addition to the SSC to allow the use of 38400 baud and full hardware handshaking. There is a driver for ProTERM 3.1 and the Turbo-ASB available for download from The InTrec BBS. When using the Turbo-ASB driver with ProTERM 3.1, you dont need to do anything special.

From the user perspective, the only difference is that 38400 is the maximum baud rate instead of 19200. The only Rloss is that 110 baud doesn't work so well (not a big deal). In addition to the higher maximum baud rate, the Turbo-ASB also corrects a hardware handshaking problem present on many SSC boards (this problem can cause extra errors during zmodem uploads). I have used the Turbo-ASB and it works great with ProTERM 3.1. I would recommend that people who plan to use the Turbo-ASB at 38400 with a //e should have some sort of accelerator.

While it is also possible to use even higher baud rates (57600 & 230K), it becomes much harder to use and I would only recommend that for hardcore hackers.

Greg Schaefer @ InTrec Software, Inc.
(INTREC, CAT24, TOP5, MSG:173/M645;1)

TURBO ASB WITH SPECTRUM FWIW, the Turbo-ASB will work with Spectrum 1.0,
"*****" straight out of the box! Contact Seven Hills for
more details...

Regards,
Richard (RICHARD.B, CAT10, TOP11, MSG:9/M645;1)

DISCQUEST INFO BUNDLE We are pleased to announce that we now have big
"*****" bundles of information available about discQuest,
the discQuest CD-ROM drives, and the discQuest CD-ROM titles. If you want
this extensive information, simply send your name and US Snail address to
SEQUENTIAL or PROCYON.INC.

Jawaid (SEQUENTIAL, CAT20, TOP10, MSG:44/M645;1)

POSTING ON THE INTERNET VIA GENIE The only "public" destination you have
"*****" to worry about is in the "Newsgroups:"
header. Use these mail commands to send a copy of your reply to the
appropriate newsgroup:

- *CC comp-sys-apple2@cs.utexas.edu
- *CC comp-sys-apple2-comm@cs.utexas.edu
- *CC comp-sys-apple2-gno@cs.utexas.edu
- *CC comp-sys-apple2-programmer@cs.utexas.edu
- [etc.]

That will mail your message to the automatic news gateway at the University of Texas. It will then post the message on your behalf to the newsgroup. Of course, once GENIE gets *real* Usenet access here, we won't have to go through this. ;-)

(B.TAO, CAT10, TOP10, MSG:319/M645;1)

<<<< Oops... a few boo-boos in my note to Harold about replying
"*****" publically on Usenet. The correct command is:

*acc,comp-sys-apple2@cs.utexas.edu@inet#

The *ACC command adds an address to your Carbon Copy list. You need a comma separating the command from the first address, and don't forget to append "@inet#" to EACH Internet address. The above example should bounce a copy of your e-mail message to comp.sys.apple2. I just mailed out a test message to see if this in fact works (and to see how long it takes).

(B.TAO, CAT10, TOP10, MSG:322/M645;1)

>>>> While perusing the Usenet's comp.sys.apple2 newsgroup yesterday, I
"*****" noticed a very interesting posting. The title of the message was
"Test" and the text of the message was, "This is just a test. Please
ignore."

On Usenet, messages like that appear fairly often. I left one myself,
just a few weeks ago, after switching Internet Service Providers.

The only thing out of the ordinary was the email address of the
sender. It was B.TAO@genie.geis.com.

Anyone care to comment?

Joe (J.KOHN, CAT10, TOP10, MSG:325/M645;1)

>>>> Ok, subtly aside. What I'm trying to ask is if GENie is working
"*****" on expanding Internet access to include more than just an email
gateway?

I personally believe that all the online services are trying to keep
up with each other. A week or so ago, AOL expanded Internet access so that
AOL members (on Mac or PC's only) can access Usenet. To my way of thinking,
that would just be the first step towards providing full net access.

Is GENie far behind? I think not.

But, I know not. I am merely speculating. Does anyone know, one way
or the other, or am I simply reading too much into Brian's usenet "test"
posting?

Joe (J.KOHN, CAT10, TOP10, MSG:329/M645;1)

>>>> Brian sent that post from GENie to test to make sure the University
"*****" of Texas mail-->Usenet mechanism worked right from GENie.

Eric Shepherd (Sheppy)
(POWERPC.PRO, CAT10, TOP10, MSG:331/M645;1)

>>>> If I DID know something about that , I wouldn't be allowed to talk
"*****" about it. In fact, anyone who had real information about a product
under development by GENie would be bound by an NDA.

Remember when Apple people couldn't talk about what Apple was
developing or not developing? This would be the same deal.

Gary R. Utter (GARY.UTTER, CAT10, TOP10, MSG:333/M645;1)

<<<<< As you no doubt realize now, that was just me testing out the
"*****" UTexas news gateway. I had given Harold the addresses to use, but
I thought it would be best to try it myself. ;-) This is the only way
GENie users can leave message to the public via netnews. Take the name of
the newsgroup, convert the periods to hyphens, and append
"@cs.utexas.edu@inet#" to it.

comp.sys.apple2.comm --> comp-sys-apple2-comm@cs.utexas.edu@inet#
rec.sports.basketball --> rec-sports-basketball@cs.utexas.edu@inet#

alt.binaries.pictures.supermodels --> well, you get the idea. ;-)

On second thought, the gateway *may* not work for the "alt" groups, since they tend to come and go as they please. That will require some additional experimentation (since I'm not sure who to contact at UTexas to ask). The mainstream newsgroups (comp, misc, news, rec, sci, soc, talk) will work.

(B.TAO, CAT10, TOP10, MSG:348/M645;1)

MUSEUM PIECE #1 >" Has anyone actually SEEN a twiggy disk? :)"

I know a guy who has one cast in a block of Lucite. He attached a couple of pen holders and stuff like that to the Lucite and it sits right smack in the front center of his desk.

This guy bought one of the first 100 or so Lisas made, and paid a FORTUNE for it. He says it is a reminder to himself that being on the cutting edge can be dangerous. :)

Gary R. Utter (GARY.UTTER, CAT4, TOP17, MSG:371/M645;1)

MUSEUM PIECE #2 The DuoUniDisk (which Apple claims to have never made, ***** but I have one of their prototypes right in front of me :) is a dual 3.5" UniDisk type drive. It's the same footprint as a standard single 3.5" UniDisk drive, but approx twice as high.

-Harold
 Resident solder slinger.

(H.HISLOP, CAT4, TOP17, MSG:384/M645;1)

NIBBLE LOST CLASSICS? How about A2 re-publishing some of the better
 ***** Nibble programs, or uploading them to lost
 classics?

Ken "Kaz" Kazinski
 (K.KAZINSKI, CAT23, TOP4, MSG:385/M645;1)

>>>> Because they are copyrighted and still commercial. They are still
 """""" being sold, either from Big Red or direct from the publisher. They
 are =not= public domain.

Tim 'The Joat' Tobin, Lost Classics & R C Font Clearinghouse
 (A2.TIM, CAT23, TOP4, MSG:387/M645;1)

BLUEDISK AND TOSHIBA [2.88 MB] PERFORMANCE

| | | Times (min:sec) | | | |
|---------|--------|-----------------|-------|-------|------|
| | | ===== | | | |
| Format | | Format | Copy | Copy | |
| Applied | Intl. | Disk | Files | Files | |
| | | | To | From | |
| ===== | | | | | |
| Prodos | 2.88MB | 2:1 | 2:00 | 0:32 | 0:28 |
| | | 3:1 | 2:00 | 0:40 | 0:36 |
| | 1.6 MB | 2:1 | 8:24 | 0:45 | 0:43 |
| | 1.44MB | 2:1 | 1:23 | 0:49 | 0:46 |
| HFS | 2.88MB | 2:1 | 2:00 | 2:20 | 0:38 |

| | | | | | |
|--------|--------|------|------|------|------|
| | | 3:1 | 2:00 | 4:53 | 0:32 |
| 1.6MB | 2:1 | 8:33 | 2:19 | 0:44 | |
| 1.44MB | 2:1 | 1:24 | 2:20 | 0:45 | |
| MS-DOS | 1.44MB | 2:1 | 1:28 | 5:07 | 5:10 |

Notes:

- (1) Copy files to and from: 10 files for a total of 717 kB. The files were copied to and from the Ram disk to minimize copying times.
- (2) Formatting and copying was performed in the Finder, except for MS-DOS formatted disk. This was performed using Peter Watson's MS-DOS utilities (mformat, mcopy, gmcopy).
- (3) MS-DOS was limited to 1.44 MB and lower densities due to limitations in mformat. Files were copied using binary option (CR translation off) for fastest copies. Approx. 3 sec. was needed to load mcopy and gmcopy into memory (included in total).
- (4) Times are +/- 1 sec.

How's that?

David (D.WALLIS2, CAT13, TOP23, MSG:427/M645;1)

PROSEL DOESN'T DETECT DAMAGED RESOURCE? If I am not mistaken, someone here had a problem with getting a message from GSOS, "Volume SoandSo may be damaged", while ProSel 16 shows that the volume has no errors.

I have discovered that ProSel 16 (at least on MY system) will not detect a damaged RESOURCE file. Specifically, the Spectrum Preferences file can be damaged/corrupted in such a way that GSOS can detect it but ProSel can't.

This file cannot be deleted by Finder, but CAN be deleted by the ProSel 16 "problem file deletion method". The volume then needs to be FIXED with Volume Repair, and once this is done, the error message from GSOS disappears.

I haven't been able to verify this other than the fact that it worked for me. (I don't know of any way to deliberately corrupt this file for testing purposes.)

Gary R. Utter (GARY.UTTER, CAT30, TOP2, MSG:376/M645;1)

WRITING ADVENTURE GAMES Oh, you can do a lot with SAM. But it takes a LOT of patience and a LOT of time, or you have to constrain your story inside the limits of SAM, which isn't easy for me to do (just look at my TELOS transcript for a hint of what I like to do with adventure games :).

I'm still looking for a good text adventure design system for the Apple II. I've started writing a general-purpose set of routines for it in Pascal, but I've been too busy to do it. I'd really like a pre-built system that I can just pump ata into to construct my game, but I don't have one. I had a good system all set up in ORCA/C a couple years ago, but I lost it in a hard drive crash.

I've got a couple dozen adventure games either totally or partially designed, either in my head or on paper, but I haven't got a good way to crank them out. :(

Eric Shepherd (Sheppy)
(POWERPC.PRO, CAT34, TOP9, MSG:330/M645;1)

<<<<< What I want to see in a text-adventure design system (having tried
"***** a lot of them :):

1. The ability to create LOTS of rooms. Many adventure design systems have a limit of less than 100 rooms, and that won't cut it for some of my more complex games. I designed a game once with over 1,200 rooms in it!

2. Directions including northeast, southwest, etc, as well as in and out.

3. Nested objects -- a piece of paper tucked in a book in a desk drawer in a desk on top of a rug.

4. Complex objects -- objects whose descriptions and information can change over time. An object may be worthless until you have done something else.

5. A reasonable parser. Commands like "Bill, put the blue onion into the rightmost pot" should be accepted.

6. Expandability -- the normal verbs go, use, open, close, eat, and take aren't enough to make a good game. I need verbs like pull, push, tie, cut, hide, and other things like that. I should be able to tack new verbs in (this is the primary thing that stalled me with SAM).

There's more, but I won't get into it now.

My problem with SAM and my adventure was this:

The game begins in a cell at the top of a tower. The ceiling is cracked and is clearly ready to collapse, but is being held upright by a sturdy beam. A sturdy bunk is fastened to the wall, and on the bunk is a horse blanket (the really rough, scratchy kind). There's a sturdy door, very tall, and mounted above the door (too high to reach) is an axe. A window lets you see the grey and decimated landscape outside.

If you stop to look at the beam, you'll notice that there's water trickling down it.

If you mess with the beam, it slips and the ceiling crashes down on you. Not only are you buried under a few hundred pounds of rock, but you also notice, just before you die, that thousands of gallons of water pour down onto you.

The solution to the "get out of the cell" puzzle was to be this:

Get the blanket and tie it to the beam, then duck down under the bunk. Give the blanket a yank, and the ceiling (and the water above) come down. You then get out from under the bunk (still underwater) and swim to

the surface, where you find yourself within easy reach of the axe. You then grab the axe and break the door open with it.

The problem was that to implement this in SAM, all the player had to do was pick up the blanket, then click USE and the blanket would get tied to the beam (since there's no TIE command). Then if they clicked USE again, the beam would move and the ceiling would collapse.

SAM's limited command set gave away the solution to the puzzle. Implemented in a text adventure, I think my puzzle would be pretty good (not spectacular, but reasonable). In SAM, there isn't a puzzle, really.

Eric Shepherd (Sheppy)
(POWERPC.PRO, CAT34, TOP9, MSG:332/M645;1)

>>> HOT TOPICS <<<

A EULOGY FOR APPLIED ENGINEERING I have extremely mixed feelings about
***** the demise of Applied Engineering.

At first, I just couldn't believe the news that they'd gone out of business. So, I tried calling them. "The number you have reached is not in service at this time."

I own a number of AE products, including a Vulcan Hard Drive, a PCTransporter, an AE-RAM card, a DataLink modem, and a TransWarpGS. At the point when I realized that I had more AE equipment inside my GS than Apple equipment, I even affixed an AE logo sticker to the front of my computer.

Like many in the Apple II world, I was upset and felt sleighted when they started charging Apple II owners for "tech support." But, I understood the reasons; they were a company struggling to stay alive.

Please remember that for many years, AE provided the Apple II world with hardware galore. For a long time, they also supported several of the Apple II magazines with page after page of ads. I used to be involved with the Apple IIGS Buyer's Guide, and know for a fact that the revenues generated by AE's ads kept that magazine afloat.

Over the years, AE employed many loyal Apple II engineers and programmers, and provided the Apple II world with a steady source of new (albeit expensive) hardware. I personally became friendly with several AE employees, and now feel bad for them, and their families, as they line up for unemployment.

Although it's been several years since I've purchased anything from AE, I'm saddened by their demise. For the longest time, AE was the number 1 supporter of the Apple II, and I don't think that we should ever lose sight of that.

As with the death of anyone, it's far better for the living to remember the dead from the era of their lives when they were vital and enthusiastic. For the longest time, AE was a great friend of the Apple II world, and I for one would rather dwell on those good times, and look back fondly at AE's contributions.

I can still clearly remember the thrill of plugging in my first GS

memory expansion card, and having a whopping 1.5 megabytes of RAM. Thanks AE.

I can still clearly remember the thrill of adding 100 megabytes of hard disk storage to my system. Thanks AE.

I can still clearly remember the thrill of stepping up to 2400 baud. Thanks AE.

I can still clearly remember the thrill of inviting one of my MS-DOS friends over to marvel at my Apple that could run IBM software...faster than my friend's XT. Thanks AE.

I can still clearly remember the thrill of running my GS 3 times faster than other GS owners. Thanks AE.

Thanks, AE, for all the good times. May you rest in peace.

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:451/M645;1)

>>>>]I just heard from Tony Diaz of Alltech that AE pretty much waited """" until they had used up all their remaining stock of parts and products before they finally closed their doors. As a result, there _is no_ large (or even small) supply of specialised components left that could be bought up by anyone to continue repairs and/or upgrades of AE products.

(A2.LUNATIC, CAT5, TOP3, MSG:283/M645;1) -= Lunatic (:

>>>> What most people don't realize is that the original owner of AE """" (and true Apple II enthusiast) sold AE several years ago. The new owner decided to branch out into the Mac arena. Approximately 1 year after starting the Mac stuff the company had a huge upheaval that resulted in more or less a hostile coup of Mac people throwing out the long time Apple II folks. This was the beginning of the end, as all the really talented and innovative people who made AE a success were lost.

D. Corkum (D.CORKUM, CAT5, TOP3, MSG:296/M645;1)

>>>> > With the demise of AE. Will we still be able to get heavy duty """" > power supplies for our GS's, and if so, where can we get them?

Already covered. We have a new supplier for power supplies. I don't personally know who it is, but I think it's the same manufacturer that AE used:) The prices of the supplies is still unchanged.

Quality Computers --- Power for performance. (QUALITY, CAT12, TOP11, MSG:121/M645;1)

LINELINK MODEM AND FAX SOFTWARE > How about the Linelink that everyone is """" > talking about. Will that wrk with the > promised Fax software FOR SURE?

Well, I did a little checking on this. The following AT commands revealed some information:

AT+FMFR (manufacturer ID) = SIERRA,V32BIS/F

AT+FMDL (model number) = SQ322X

AT+FREV (revision number) = 3.02 ,081793,SSC

AT+FCLASS can be set to 0, 1, or 2. So the LineLink supports both classes.

Now, I think the promised Fax software is based on the Rockwell chipset, as opposed to the Sierra chipset that the LineLink uses. It should be compatible, though....

--- later ---

I just called the technical support number listed in the LineLink manual. The technician told me that the LL uses a 'new' chipset that Sierra has developed, and it's compatible with the Rockwell chipset. He also said that if a particular fax program doesn't have a selection for the Sierra chipset, use the Rockwell one and everything will be fine. He also told me that I should use the MacFax software that MacWharehouse sells, as that's the software they (the technical support line) support. :)

So, if you have a LineLink, this new Fax software will work just fine. :)

|) \ /
|_)RIAN \\/ELLS

(B.WELLS5, CAT10, TOP9, MSG:130/M645;1)

ALLTECH ARRIVES ON A2! A Short bit of historical info:

Alltech Electronics Co has been around since 1983. The founder/owner of the company has been around the Apple II since then. Having worked with Vista Computer Company (Which is now ACP). Vista used to make floppy drives for the Apple II, one of which was the Vista 1500. A Removable 5.25" "magazine" that would hold 5 5.25" disks and "reach out" and get the disc you requested and pull it into the drive. Very similar to todays multi-cd players. It was very popular with BBS sysops back then.

Alltech has three southern California stores that specialize mainly in PC stuff and surplus electronics p arts/equipment. The Oceanside store, the newest of the three, opened in 1989 is where the Apple II operations are centered. Alltech began mail order Apple II peripheral sales around 1987 with a Disk][compatible, Full Size 5.25" drive, which we still sell many today.

I came upon Alltech in 1989 when the store appeared here in Oceanside less than 2 miles from my house.

Since opening the third location, and moving all the Apple II related operations here, we began to provide service and parts as well as expand the amount of products available and include new products as well, something we're not really known for. We do sell/stock new items as well. Mainly hardware items. For software sales, if we don't have it, we recommend other sources like Quality Computers, Big Red, Seven Hills, etc.

We specuaialize in hard to find and older items, and. We do repairs on just about any Apple II peripheral. All refurbished products are fully checked out before shipping. Items such as printers are torn down to the

bare bones and completely cleaned and re-assembled and tested prior to being sold.

We can be thought of as "recyclers" in a way, because when we come across a large supply of something out there that can be used as an Apple II item, with some or no modification at all, we do in order to bring more products to the Apple II. Things as simple as the IBM PS/2 Model 25 carry case that fit a GS system so perfectly, it could have been called a "IIgs system transport case" from day one. Another example is the Atari ST RGB Monitor we had recently, and now the CGA for the //c, a 100% compatible RGB color monitor solution, for only \$129.00.

We have products and services for the Apple][/][+, //e, //c & IIgs. We even have parts & service available for the Apple /// and some Lisa/Mac XL stuff too!

We will be moving soon, to a 30,000 sq. foot building with 2 stories and the phone numbers/address will change. The 800 line will remain the same and the existing phone number/address info will remain valid as the local retail portion of the current location will remain .

(T.DIAZ, CAT46, TOP1, MSG:1/M645;1)

MUCH ADO ABOUT SHAKESPEARE I am posting this on behalf of Larry McEwen
"*****" (L.MCEWEN) who has uploaded his 6-disk
Hyperstudio stack collection called, "Much Ado About Shakespeare."

[*][*][*]

MUCH ADO ABOUT SHAKESPEARE was created during 1990 and 1991. During that period of time I was growing an intra-spinal-cord tumor. I finished it the night before my entry into the hospital for spinal cord surgery the next morning. On that day, my wife walked from the hospital to a nearby postal service center and sent all six disks to Roger Wagner Publishing. Roger was beginning to collect stacks created by HyperStudio users and Steven Allen was working with him to make selections. A short time after I was dismissed from the hospital, Steven Allen called me and we agreed upon \$29.95 as the price of the finished product. During the next few months, v2.0 of MUCH ADO ABOUT SHAKESPEARE was finished and was advertised in the Roger Wagner Publishing Company catalog at \$29.95.

This is an improvement over those early versions. Because my immune system continued to deteriorate, I found that I was sick more days per month than well. Finally, I faced the fact that I could no longer work productively and was disabled. As a hobby for those very few days in some months when my energy level allowed me to dabble with the IIgs, I finished v3.11 of MUCH ADO ABOUT SHAKESPEARE.

MUCH ADO ABOUT SHAKESPEARE is not in the "Public Domain" and it may not be copied and given to another.

It is copyrighted by Larry B. McEwen, and may not be legally used unless \$25.00 has been sent to the national office of:

Immune Deficiency Foundation
MUCH ADO ABOUT SHAKESPEARE
3565 Ellicott Mills Drive, Unit B2
Ellicott City, MD, USA, 21043

Please do this within two to three weeks.

This is a good cause and we need help. The first case of Primary Immune Deficiency Disease which caught the public's eye and ear was the case of the "Houston Bubble Boy", a boy who lived in 1950's Texas. His story was made into a movie. A very young John Travolta starred as the "Bubble Boy" whose short life was contained within that plastic sterile environment.

The Primary Immune Deficiency Diseases do not receive the attention that the HIV "AIDS" cases do. Our cases do not get the headlines, and they do not get the political attention or the budgetary appropriations.

If you wish to have a Home.Stack without the appeal, I will send you one if you will send me a copy of your receipt from the IDF and your name and address.

Thank you for your help and kind consideration. Thank you!

Larry McEwen
603 East 5th Street
Hastings, NE 68901

[*][*][*]

Please send all comments regarding this stack collection to Larry McEwen (L.MCEWEN) not to me. Thanks.

Tony Ward [via GEM 4.21/PT 3.1]
(A2.TONY, CAT3, TOP25, MSG:101/M645;1)

>>>> Those downloading these files MUST d/l disc #1. It contains fonts
"*****" I designed or altered especially for these stacks. If the correct
fonts are not used, the aesthetic effects will be lost.

Larry McEwen (L.McEwen)
(L.MCEWEN, CAT3, TOP25, MSG:102/M645;1)

ALLTECH TAKES OVER SOUNDMEISTER 23 Apr 1994:

Alltech Electronics wishes to announce the availability of the
SoundMeister card for the IIgs.

We have taken over production of the SoundMeister card, the only
available stereo / digitizer card for the IIgs. Projected price will be
about \$59.00 and availability should be around the last week in May.

The SoundMeister card will ship together with Digital Session
software and a disk or two of sample rSound files for use with System 6's
Sound CDEV or Q Labs Signature GS Sonics CDev. Sonics is a replacement for
Apples Sound CDev that is shipped with system 6 and a system 6 like Csound
CDev for System 5.0.4 users.

Available also, as a set will be the SoundMeister with a set of
amplified speakers w/volume control for \$74.00.

For users of other sound hardware, Digital Session will also be
available separately, as soon as modules to support digitizing on other

hardware are completed.

(T.DIAZ, CAT46, TOP7, MSG:1/M645;1)

>>>> Someone is going to ask this, so I might as well do it. Tony, any
"*****" chance of reviving the SoundMeister Pro? I've been waiting for two
years to buy one.

Eric Shepherd (Sheppy)

(POWERPC.PRO, CAT46, TOP7, MSG:2/M645;1)

<<<<< The SoundMeister Pro, for the time being isn't an option currently.
"*****" It wasn't completely finished when the project was shelved. After
the Sound Meister is done, shipping and delt with, if there is solid demand
for something like the Pro, it can be looked into.

(T.DIAZ, CAT46, TOP7, MSG:3/M645;1)

>>>>> > It wasn't completely finished when the project was shelved
"*****"

My memory isn't what it used to be... does this strike anyone else as
being new data?

Doug Cuff, GENieLamp A2

(EDITOR.A2, CAT46, TOP7, MSG:30/M645;1)

>>>>> Everything I'd heard was that the SoundMeister Pro was almost
"*****" finished, just needed minor tune-ups, when it was killed.

(POWERPC.PRO, CAT46, TOP7, MSG:31/M645;1)

<<<<<< All this intrest, is quite intresting... at this time it's still
"*****" not something thats on the drawing board, but if a decision is
made, it won't be for several weeks. Thats all I can really say on the
matter.

As for an upgrade, if the SMP should be produced, I think that can be
worked out.

There is alot to do before it can happen, including determining just
how much more work would need to be done since this was never a finished
product, never made it past the second wire wrap prototype. No real
software support was done for it other than a couple 'raw' testing
applications.

Of course, there is support for it in Digital Session for digitizing

(T.DIAZ, CAT46, TOP7, MSG:24/M645;1)

>>> WHAT'S NEW <<<

ICONFERENCE SPEAKERS AND DEMONSTRATIONS ANNOUNCED I'm pleased to announce
"*****" that the keynote
speaker at this summer's conference will be Randy Brandt. In AppleWorks
4.0, Randy has made major contributions to the Apple II community in the
last year.

We also have a confirmation from Western Design Center that they will
be on hand to demonstrate their new Mensch Computer. Steve Disbrow from GS+
magazine is once again preparing to roast a Major Apple II Personality (and
provide lunchtime entertainment and a technical sessions as well). We also

have sessions lined up from Joe Kohn, Bill Heineman, Roger Wagner, Joseph Wankerl, and others. There are still session openings, however, so if you'd like to do a presentation, send me a proposal now! (Session proposal deadline is May 1).

(TOM.W, CAT23, TOP10, MSG:118/M645;1)

NEW RAMFAST DRIVERS I just uploaded a new version of the RamFAST Media Control drivers. This new version fixes a bug that caused crashes or other malfunctions if your RamFAST was in a slot other than 7.

It will be file #22641 when released.

Jawaid (PROCYON.INC, CAT20, TOP12, MSG:349/M645;1)

CYNTHIA FIELD JOINS SHAREWARE SOLUTIONS II Although I'll shortly be writing up a Press Release to "officially" announce a change to Shareware Solutions II, I'm so excited, I just wanted to share the excitement with all my friends online.

For several years, I was proud to share the inCider/A+ masthead with Cynthia Field. Of all of us involved with inCider/A+, it was generally Cynthia's articles that I turned to first, as they always included information that I could learn from. Over the years, she just had a way of finding out about new Apple II products, long before anyone else did.

Cynthia Field's credits in the Apple II world are long and varied. She currently is a Contributing Editor to NAUG's AppleWorks Forum. Many of you may also remember that Cynthia Field was hired by Apple Computer Inc to write the Apple II Newsletter. And, more recently, many will remember that Cynthia wrote inCider/A+'s New Product section.

I'm pleased and proud to announce that Cynthia Field will be sharing her knowledge of the Apple II with subscribers to Shareware Solutions II. Starting in Issue #5, due to "go to press" this month, and in every issue thereafter, Cynthia Field will be writing a new column, tentatively titled "New Apple II Products."

In each issue of Shareware Solutions II, Cynthia will be writing about new Apple II commercial software products and new hardware products. Details, of course, still need to be worked out as to the exact format of Cynthia's column, but knowing her as I do, I wouldn't be surprised if she wrote about 10-15 new products that even the most die-hard Apple II fan hadn't heard of before.

Is this great news, or what?

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:501/M645;1)

POWERGS DISKAZINE PowerGS is the latest "diskazine" available for the Apple IIGS. It was started by Auri Rahimzadeh (who created PongLife Issue #1), and is part of the Power-GS group, which sponsors both the new PowerGS Diskazine and GS MOD Monthly, which is published by Tony Morales. Get info on both here!

If you would like to contact me, you may reach me at the following places:

Apple II Computer Info

GENie: (email) A.RAHIMZADEH (and I'm in the RTCs almost every nite!)
Internet: (email) aurir@cap.gwu.edu Home: (phone) 890-1593 BBS: (data) 890-8771 2400-14.4k ANSI/PTSE/ASCII (email) User #1, Auri Man

By the way, PowerGS Issue #2 (I started it at 2 since I did most of PongLife Issue #1) will be finished THIS WEEK, so get your modem ready and download it! [grin]

If you would like it BINSIIed to you on internet (which is cheaper for many people), please email me your internet address and I will have it off to you once it's done.

Welcome to the World of PowerGS!!!

-Auri Rahimzadeh
Editor in Chief

(A.RAHIMZADEH, CAT13, TOP38, MSG:1/M645;1)

NEW A2-CENTRAL EDITOR Congratulations are in order for our own Doug Cuff, who's going to take over as editor of A2-Central with the next issue! John Peters, who has been our editor, is letting go of A2-Central to concentrate on ICON's new publication for Windows users, Solid Windows, and an upcoming publication for MS-DOS users, Config.sys.

Doug has long been a reader of A2-Central and brings a background in writing and publishing that should be very helpful in keeping A2-Central at the hub of the Apple II community.

(TOM.W, CAT23, TOP4, MSG:399/M645;1)

BLUEDISK UPDATE Due to the fact that the beta testers didn't have enough time for beta testing (and still being busy with other things), we have prolonged the introductory offer for the BlueDisk card. The software version 1.0 isn't available yet, but again, the beta versions have proved to be very stable and free of data corrupting bugs. In fact, the only "bug" we had to fix since opening sales was a small problem due to spindle motor speed tolerances of some disk drives (you might read between these lines -and from other messages- that BlueDisk works fine).

Here is the updated information you may need before ordering:

BlueDisk package contents:
.....

- Interface Card (works in Apple IIe enhanced or Apple IIGS)
- English Manual (draft, preliminary)
- Utilites Disk containing
 - GS/OS Driver,
 - GS/OS Driver Installer script,
 - Drive Tester,
 - special BlueDisk ProDOS 8 Formatter (including MFORMAT in the near future)
 - BlueDisk Icons file
 - R/W test program

Warranty and Support:
.....

One year limited warranty on parts and labour, free support via the

Exchange, it has the modules you need for GIF pictures. That's one nice thing about this program. They made it modular so you can add modules later for other graphic formats. I have heard that Roger Wagner is planning another disk of modules for TGE.

```

\  /
The \\\/izz      Using GEM 4.21
                  (B.MILYKO, CAT6, TOP5, MSG:170/M645;1)

```

MSDOS UTILITIES V2.1 I received e-mail today from Peter Watson concerning
 "*****" the registered version of his MTOOLS package.
 Version 2.0 is the current publically available set. Version 2.1 (and soon to be 2.11) will be available only to registered users some time in April. Here is what you can look forward to in the new version:

[*][*][*]

>>>

This list below is taken from the "revision notes" text for V2.10. BTW, the text has tabs in it.

MSDOS Utilities V2.10

All utilities:

- Better trapping of invalid device numbers and recognition of 12-bit FAT disks. Many messages edited and/or made consistent.
- Support for UNIX-style parameters, eg. MDIR -iw .d7
- Support for the device number to be included as part of the MSDOS path name, eg. MDIR .d7/TOOLS; GMCOPY GSFIL .d7/TOOLS
- A default MSDOS device may be set in an ORCA/GNO shell variable or in a parameter file named 'MSDOS.Device'!!!

COMMAND.COM:

- Strip control characters from files being 'TYPE'd
- Add CREATE, DELETE, RENAME and FILETYPE commands

MFORMAT:

- Allow disk size and interleave as options. Fix bug where D/Density disks were actually formatted as 800K, not 720K!
- Also, check for supported disk sizes before formatting
- Bug fixed in display of 'used' vs 'free space'
- More info displayed when format is complete
- Support 21Mb floptical disks (/S:21M)
- Added '/X' (no auto-eject) option
- Defaults for '/X' and '/Q' now easily patchable
- Volume name syntax changed from '/V name' to '/V:name'

MDISKCOPY:

- Allow interleave to be specified when formatting (/I:x)
- '/I:x' sets '/F' option
- Added '/X' (no auto-eject) option
- Defaults for '/X' and '/F' now easily patchable
- Will now copy a disk in up to 20 passes (ie. larger disks)
- Prompts for repeat copy of same disk, or copy of other disks

MDEL:

- Confirm if '*.*' specified or defaulted
- A directory name specified deletes all files in the directory (after confirmation!)

- Wildcard deletes can no longer affect '.' and '..' entries

MCOPY:

- Use JudgeName call to convert filenames only if necessary
- Better support for copying to non-ProDOS (eg. HFS) volumes
- Added '/O' option (overwrite existing files automatically)
- Defaults for '/B' & '/O' now easily patchable

GMCOPY:

- For generated filenames, the (extra) extension (.TXT or .BIN) is no longer automatically added
- Fixed a major bug when extending directories
- Improved support for non-ProDOS source disks
- Added '/O' option (overwrite existing files automatically)
- Defaults for '/B' & '/O' now easily patchable
- Unlike all other utilities, GMCopy now no longer supports the old command syntax where the device number followed the command name

MRENAME:

- Now renames files in subdirectories as it was supposed to do!

FINDMFM:

- Displays device numbers of MSDOS devices in decimal, not hex

MMD:

- Added utility to create directories

MRD:

- Added utility to remove directories

MFDISK:

- Added utility to display fixed disk partition details

MPATCH:

- Added utility to patch defaults of some MSDOS Utility options

You could also add that only registered users get the MMD, MRD and MPatch utilities.

V2.11 will be a minor update to support PC Transporter logical volumes larger than 16Mb (ie. with two ProDOS files), and with additions to MFormat to improve use with the BlueDisk (eg. more disk sizes supported, an option to use the GS/OS format dialogue for the low-level format).

<<<

(B.TAO, CAT13, TOP23, MSG:386/M645;1)

MORE ABOUT AUSTRALIAN SHAREWARE In another topic, long away and far
"*****" away...

The subject came up of paying shareware fees to Peter Watson for his MS-DOS Utility package.

After getting an email this week from someone asking if they should send Peter's shareware fee to me, it was suggested that I post my reply in public.

A while back, I did Peter Watson a favor. He sent me a few hundred

dollars worth of US checks, and I cashed them, and sent Peter one check in return. That way, he only had to pay one bank processing fee.

Right after we did that, Peter spoke to his banker again, and found out that what we'd done was unnecessary. The upshot of the whole matter is that Peter can cash personal US checks at his Australian bank.

Whether he brings in one check, or twenty, he only has to pay a single \$5 service charge. So, Peter is not cashing the checks immediately, but when he has \$100 or \$200, he'll bring them in, and be able to cash them all, for just a single \$5 fee.

So, feel free to submit your personal check in US dollars for MS-DOS Utilities. Send it directly to Peter Watson, whose address is listed in the documentation.

Speaking of Australian shareware...

Does anyone have v2.1 of John MacLean's DOS 3.3 Launcher? If so, could you please upload it.

Apparently, John does not currently have use of an Apple II, but he completed an update to DOS 3.3 Launcher recently, and now swears that he sent it to me. He didn't, or if he did, I never got it. I can't track it down anywhere, and John is a bit hazy on who he sent it to.

Did he send it to *YOU* ?

If he did, I want it! Please upload it. Thanks!

Joe (J.KOHN, CAT28, TOP4, MSG:513/M645;1)

>>>> I guess you've been speaking to John Maclean then? Yes, he sold his "*****" Apple IIgs late last year, and everything else Apple related with it.

I'll have an ask around locally about 2.1 of DOS Launcher. I know I only have 2.0.

John also completed yet another Graphics Exchange toolset disk about two or three years back, that RWP never released. Devoted Graphics Exchange owners may like to pester RWP for that one.

Regards,
Richard (RICHARD.B, CAT28, TOP4, MSG:516/M645;1)

APPLEWORKS GS RUMORS AND DATES I would say that a product advertisement
"*****" in our recent Apple II mailing qualifies
this as a little more than a "rumor." Rumors are things that people say to
each other based on wishful thinking. They are not things you receive
advertising for in the mail. B)
(II.ALIVE, CAT17, TOP22, MSG:89/M645;1)

>>>> I talked to Quality late last week and was told the release date
"*****" for AWGS 2.0 is July 1, 1994. Given delays I am hopeful for an
August or September release.

Michael

Delivered by ProTerm and CoPilot 2.5
(M.EWEN, CAT17, TOP22, MSG:92/M645;1)

>>>> Just to be up front with all of you... I know that the salespeople
"*****" are saying July 1, but honestly we don't have a good solid date.
The salespeople are told July 1 because that is our best and most
optimistic date.

We really hope that something will be available at least by
mid-summer.

It is a BIG job though... Basically the code is being thoroughly
re-worked.

Walker
Quality Computers
(W.ARCHER2, CAT17, TOP22, MSG:94/M645;1)

GS/OS RAMFAST UTILITY? No, not yet. But stay tuned for information.

BTW, such a thing would make a GREAT shareware program for someone to
write. The information to do it is available from the Sequential BBS.

Jawaid (PROCYON.INC, CAT20, TOP13, MSG:336/M645;1)

PRINT SHOP GS H-P DRIVERS > How's Bill Heineman coming on the PSGS HP
***** > Color Printer Drivers?

The timing of your question is kind of amazing. I just got off the
phone with the BurgerMeister, not 2 minutes ago.

As I'd mentioned in the last issue of SSII, the project turned out to
be a lot more difficult and time consuming than originally anticipated.
Apparently, Bill has had to come up with patches for 17 different PrintShop
GS files. Originally, he thought that he'd need to patch only one or two
files. But, with the patches applied, he says that PSGS now runs much
faster, and due to the changes he's made, even those who own an ImageWriter
will see improvements.

At this point, he is quesstimating that it'll be only a few more
weeks until he sends me a full working program.

Then, of course, a testing phase needs to occur, and if it passes
that, then I'll need to write some documentation. So, it's still going to
be a while.

But, according to Bill, the drivers WILL be done, and maybe we will
be printing Memorial Day signs and banners on our HP printers?

Speaking of PSGS, I can't believe that I've had that program so long,
and only yesterday found out about an Easter Egg. Run the program, and look
at the main menu. Then, re-set your IIGS clock to December 5-31, and look
at the PSGS main menu again.

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:462/M645;1)

SHEPPYWARE TEASERS hehe..yeah, Sheppy has a lot of stuff going on right

402-379-4680

If you've been thinking about ordering OOTW, but have put it off, don't put it off too much longer. I had a conversation the other day with the owner of BRCC, and he informed me that when the current stock is gone, there will be no more.

Joe Kohn (J.KOHN, CAT6, TOP3, MSG:62/M645;1)

USER GROUP CD-ROM? our Apple IIGS SIG is in the process of producing a CD-ROM. This CD will contain 238 disks worth of shrunked Apple IIGS public domain (fonts, pics, utilities, desk accessories, sounds, inits, CDEVs, etc., etc.) plus about 180 disks worth of Macintosh PD. The price for this CD will be around \$40. Shipping from Germany to the US airmail will be \$11 for the CD within the jewel case, and \$5 for the CD within a 5.25" disk mailer. Are you interested in this beast??

Udo - ... just a IIGS freak - (U.HUTH, CAT20, TOP15, MSG: /M645;1)

NEW COPILOT COMING SOON I have killed the "ascii airplane" in the next (coming up RSN!!! :) version of CoPilot, and it won't be reappearing.

-Harold Resident solder slinger. (H.HISLOP, CAT3, TOP15, MSG:45/M645;1)

WOLFENSTEIN 3-D FOR GS? I just got this message on Software Creations BBS from Joe Siegler, head of Apogee (PR at least, not sure) and sysop of The Arsenal of Freedom (Apple II) BBS:

[*][*][*]

Date: 04-18-94 (13:22) Number: 106339 of 107594 (Refer#106253)
To: KEN GAGNE
From: JOE SIEGLER
Subj: Wolfenstein for the GS
Read: 04-22-94 (01:39) Status: PUBLIC MESSAGE
Conf: Main Board (0) Read Type: GENERAL (+)

KG>I just rented Wolfenstein 3D for the Super NES. I miss the blood. :) But KG>I noticed the instruction manual says, "Developed on an Apple IIgs." KG>This makes sense since they both use the same microprocessor. Will KG>WOLF3D be released for the Apple IIgs? It seems only fair, since the KG>original Castle Wolfenstein was for the Apple II. :)

I've been trying to push id Software to put it out on the Apple IIgs. Write their E-Mail boxes on the Internet about it. I'd like to see that too, since I have an Apple IIgs.

Joe Siegler - Apogee Software

[*][*][*]

Sounds hopeful! Once I get their Internet addresses, I will post them

here (unless someone else has them handy?)!

-Ken Gagne (KEN.GAGNE, CAT6, TOP3, MSG:523/M645;1)

<<<<< OK, if you want Wolfenstein 3D to be ported to the Apple IIgs, send "*****" email to johnr@idsoftware.com, johnc@idsoftware.com, and/or carmack@idsoftware.com. (attach #INET to the end of these addresses to send them from GENIE)

(KEN.GAGNE, CAT6, TOP3, MSG:98/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 13, Topic 18
Message 275 Sun Apr 17, 1994
B.WEITHOFER at 13:59 EDT

For those of you who might not know. Sheppy doesn't just write extraordinary programs for the II. Occassionally. he turns into a knight in shining armour and charges in on a white horse to save people from disasters.

At our last meeting one of our members who is unemployed showed up with a hard drive problem. The partition with all his programs had disappeared from his hard drive. Obviously, he was very concerned and did not know what to do. Sheppy took a quick look at the problem at the meeting and then took the hard drive home with him. By the next morning, he had recovered almost all of the lost files.

This kind of dedication and help is greatly appreciated by all of us in the Apple II community.

Bob Weithofer
President - Appleholics Anonymous - Oxnard, CA
Delivered by Co-Pilot v2.5 Beta & TIC

[*][*][*]

While on GENIE, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENIElamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/
/ Hey, I insist that I be quoted at every opportunity! I /
/ want to be FAMOUS! /
/
////////////////////////////////////// D.ROGERS2 ////

[EOA]
[HUM]//////////////////////////////////////
HUMOR ONLINE /

////////////////////////////////////
Fun & Games On GENie

Author Unknown

Note: This was sent to me by someone who had it sent to her by someone...well, I guess you get the point. I just don't know the origin. :)

NADINE.K [Aladdin Lass]

[*][*][*]

What would happen if God had to do it all over again?

AND GOD SAID:

"IN THE BEGINNING, GOD CREATED HEAVEN AND EARTH." He was then faced with a Notice of Violation and a class action lawsuit for failing to file a Part A notification and an environmental impact statement with HEPA (Heavenly Environmental Protection Agency), an angelically staffed agency dedicated to keeping the Universe pollution free.

God was granted a temporary permit for the heavenly portion of the project, but was issued a "cease and desist" order on the earthly portion, pending further review by the HEPA.

Upon completion of His construction permit application and environmental impact statement, God appeared before the Heavenly Environmental Protection Commission to answer unresolved questions regarding His application.

When asked why He began these projects in the first place, God simply replied that He liked to be "creative." This was not considered adequate reasoning; and God was required to substantiate this further.

HEPA was unable to see any practical use for earth, since "THE EARTH WAS VOID AND EMPTY, AND DARKNESS WAS UPON THE FACE OF THE DEEP." And God said, "LET THERE BE LIGHT." He really should never have brought up this point, since one Commission member was very active in the Sierrangel Club and immediately protested, stating "How was light to be made? Would it be a nuclear-powered or coal-fired generating plant? Would there be strip mining? What about thermal pollution? Air pollution? Universal warming?" God explained that the light would come from a huge ball of fire. No one on the Commission really understood this, but it was provisionally accepted assuming (1) there would be no smog or smoke resulting from the ball of fire, (2) a separate burning permit would be required, and (3) since continuous light would be a waste of energy, it should be dark at least one-half of the time. And so God agreed to "DIVIDE THE LIGHT FROM THE DARKNESS, AND HE CALLED THE LIGHT 'DAY', AND THE DARKNESS 'NIGHT'." (The Commission expressed no interest with in-house semantics.)

When asked how the earth would be covered, God said "LET THERE BE FIRMAMENT MADE AMIDST THE WATERS, AND LET IT DIVIDE THE WATERS FROM THE WATERS." One ecologically radical Commission member accused Him of double-talk, but the Commission tabled action since God would be required first to apply for a "firmament" permit from the ABLM (Angelic Bureau of Land Management), would be required to obtain water permits from the appropriate agencies involved, and further, insure that construction of any

firmament would result in no net loss of wetlands.

The Commission asked if there would be only water and firmament, and God said "LET THE EARTH BRING FORTH THE GREEN HERB, AND SUCH AS MAY SEED, AND THE FRUIT TREE YIELDING FRUIT AFTER ITS KIND, WHICH MAY HAVE SEEN ITSELF UPON THE EARTH." The Commission agreed to this, as long as only native seeds were to be used.

About future developments, God also said "LET THE WATERS BRING FORTH THE CREEPING CREATURE HAVING LIFE, AND THE FOWL THAT MAY FLY OVER THE EARTH UNDER THE FIRMAMENT OF HEAVEN." Here again, the Commission took no formal action, since this would require approval of the Game and Fish Commission, coordinated with the Heavenly Wildlife Federation and the Audubongelic Society.

It appeared that everything was in order until God said that He wanted to complete the project in six days. At this time He was advised by the Commission that His timing was completely out of the question. HEPA would require a minimum of six to nine months to review the permit application and environmental impact statement, and then there would have to be a 45-day public comment period followed by public hearings. After any and all public comments were considered, it could feasibly take 12 to 18 months before a permit could be issued.

And God said, "THE HELL WITH IT!"

[EOA]

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REFLECTIONS /

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Thinking About Online Communications

by Phil Shapiro

[P.SHAPIRO1]

>>> SOME THOUGHTS ON THE ECONOMICS OF ELECTRONIC MAIL <<<

The United States postal service has proposed raising the price of a first class stamp from 29 cents to 32 cents. Like many other people, I'm adamantly opposed to this proposed increase. It doesn't go nearly far enough. An extra three cents per stamp? Oh, come on. If the postal service truly had the best interests of the nation in mind it would raise first class postage to 40 cents per stamp.

Here is why:

The low price of postage stamps continues to foster an economy based on shuffling papers and envelopes around the country. Each year billions of letters get stuffed into billions of envelopes that get mechanically hauled in aging postal service trucks to technologically undernourished sorting centers that channel the mail to overaged airplanes that fly crowded skies to understaffed airports, channeling the mail back to aging postal service trucks driven by underpaid postal carriers who are mandated to deliver the mail through inclement weather even though they may not be feeling well.

It's not quite that bad. But it's close.

By golly, it doesn't have to be this way. If the price of postage stamps were increased to 40 cents, a lot of homes and businesses would start getting interested in using electronic mail.

Suppose the Federal government adopted a policy to encourage the entire nation to get connected up online. As a hypothetical example, suppose the Federal government placed an eight cent surcharge on the new postage stamp to help fund this goal.

With the revenues from such a government subsidy, computer manufacturers could produce an inexpensive dumb terminal that could sell for \$50. This would be a disk-driveless machine. Just keyboard, monochrome monitor, and dedicated terminal program.

Plug this device into any phone jack, and you're connected to the information highway. Using this device you can send and receive electronic mail to your heart's content. No per message charge. After all, e-mail takes up just a tiny section of network bandwidth.

Now, if you want to trudge over to the post office in the freezing rain to stand in a long line to buy stamps, you should have the perfect right to do so. It's a free country.

But the government should make it its business to help promote electronic communications. Listen, communications is the vital engine of all commerce. It happens to be the engine of education, medicine, science, art and a few other things that are thought to have a positive effect on the social good.

Streamlined communications means streamlined everything else. Slow-poke communications means slow-poke everything else.

Someone once did a study to find out the real price of mailing a business letter. Well, it takes about ten minutes to write a one page business letter. Then it takes two minutes to print it. One minute to fold it. Three minutes to address the envelope. Another minute to fold and seal the envelope. A minute to stamp the envelope and throw it in the bin to be picked up by aging postal service trucks, to be hauled to... well you get the idea.

The time that it takes to send one letter doesn't seem overly inefficient. But if you multiply the inefficiencies of one business letter by a couple of billion, you arrive at a humongous collective inefficiency.

One of the best ways of making this country more competitive in the international marketplace would be to raise the price of first class postage to a sufficiently high level that individuals and businesses start taking electronic mail seriously.

Imagine the fear such an action would strike in the hearts of big business in Japan. The country that invented the telephone, the light bulb, the airplane, the transistor, and rock-and-roll -- all connected up with near instantaneous online communications.

Such a prospect ought to cause a few people to lose sleep on the other side of the Pacific. And for good reason. It's as efficient to us as it is threatening to them.

-Phil Shapiro

[*][*][*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on the information superhighway at: p.shapiro1@genie.geis.com; and pshapiro@aol.com

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////////////////////////////////////// GENIE_QWIK_QUOTE ////////////////////////////////////////
/ 14 terabytes? 5 megs a second? My brain has just exploded. :) /
/ Well, I hope you had a cover on your GS. Biomuck isn't good for it, you know. /
////////////////////////////////////// T.BUCHHEIM & A2.BILL ////////////////////////////////////////

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[EOA]

[BEG]//////////////////////////////////////

BEGINNER'S CORNER /

//////////////////////////////////////

Polishing Green Apples

by Steve Weyhrich

[S.WEYHRICH]

>>> HOOKED ON STORAGE (Part 3) <<<

INITIALIZATION Last month I concentrated on hard disk solutions for the
 "*****" Apple IIc, and some tips on use for that computer. This
 month the discussion turns to assembling a mass storage system for the
 Apple IIs that have slots -- the II Plus, IIe, and IIgs.

"INNIES" VS "OUTIES" Slots make adding features to a computer system MUCH
 "*****" easier. That has been the major strength with the
 Apple II series (except for the IIc) from the beginning. Even the
 Macintosh finally had to crumble to popular demand and make some sort of
 internal expansion slots available for users who wanted to upgrade and
 enhance their system.

Despite the help that slots give us, there are still two OTHER
 choices that must be made when selecting a hard drive. The selection of an
 internal versus an external drive has mostly to do with cost and aesthetics
 (i.e., whether or not you mind having your desktop cluttered with extra
 boxes attached to sockets on the back panel). In some situations, an
 internal drive package may be available at a lower total cost than an
 external drive, since the external needs the addition of a controller card
 (which usually comes packaged with the internal drive).

INTERNAL DRIVES The internal drives themselves come in two basic forms.
 "*****" One type is completely self-contained on a card that
 simply plugs into a slot. Some examples of these "hard card" types of
 drives include the Zip hard drive (sold by Zip Technologies, the makers of
 the Zip Chip and Zip GS card), several models of self-contained hard drives
 sold by Charlie's Appleseeds, and the Focus Hard Card sold by Parson's

Engineering (which is very similar to the Zip hard drive). The primary advantage of it is ease of use; you plug it in, turn the computer back on, and you have 20 megs or more of storage available, WITHOUT any extra wires trailing from the back of the computer. The primary disadvantage of these drives is that you can ONLY have that one drive attached to the computer on that slot; if you want to add another hard drive, you will need to use another slot. On the Apple IIe this may not be too great a problem, but on the IIgs it may require disabling one or more of the built-in features that already require a slot.

The other type of internal hard drive common to the Apple II series is one in which the computer's power supply (that large metallic box to the left when you remove the top from the computer) is replaced by another power supply that also just happens to contain a hard disk drive assembly. A cable runs from the power supply/hard drive to an interface card in one of the slots. Historically, internal hard drives for the Apple II series have been of the IDE type control protocol, rather than the more commonly-used SCSI (Small Computer Systems Interface) protocol.

Examples of this type of internal hard drive include the Applied Engineering Vulcan, Applied Ingenuity's InnerDrive, and the Pegasus drive made by Econ. None of these is currently available new, but can be found on the used market. The Pegasus drive differed from the others in that it used a SCSI controller. This has usually been an advantage over the IDE type of drive, primarily because of better speed obtainable with the SCSI interface cards.

TURBO IDE CARD SHH Systeme, a company located in Germany, manufactures a "*****" controller card they call the Turbo IDE. It significantly improves performance of IDE drives, including older ones like the Vulcan and InnerDrive. (In fact, the online "ads" I've seen for the Turbo IDE claim that "We make IDE drives RAMfast!", a take-off of advertising done by CV-Tech for its RamFAST SCSI card.) The Turbo IDE uses DMA (Direct Memory Access) to achieve its higher speeds of data transfer. This means that the block of memory being transferred to or from the disk drive is directly accessed, rather than being moved first to ANOTHER place in memory, and THEN being sent to the disk.

Since IDE drives seem to cost a bit less than SCSI drives of the same size (at least in a quick review of ads in PC-based magazines), this could be a more affordable solution without any loss of performance. Furthermore, the Turbo IDE card will significantly speed up the operation of older Vulcan drives, prolonging their usefulness. Also this card will support up to =two= IDE drives, so an older Vulcan plus another larger IDE drive could both be used.

The utilities disk that comes with the Turbo IDE Card has its own formatter that is able to reformat a Vulcan drive from its original 7:1 or 5:1 interleave to 1:1 or any other value desired (which may improve performance). A complete format takes anywhere from three to eight minutes, depending on the size of the drive. The Turbo IDE supports ANY type of IDE drive; starts up in less than a second (there is no chain of devices that has to be scanned, unlike SCSI cards); and it takes only nine seconds to get to the Finder on a minimum IIgs system, and less than a second to get to ProDOS 8. Finally, it is possible to boot from any of 16 partitions on two drives at the user's request without any extra boot utility, selected at boot time.

EXTERNAL DRIVES External hard drives are more widely used in the Apple world at this time, primarily because of Apple's decision to include a built-in SCSI port on their newer model Macintosh computers. For the Apple II, SCSI requires two pieces of hardware: a SCSI interface card, and the SCSI drive itself. Because of the flexible design of the SCSI protocol, it is possible to attach up to seven devices to a standard SCSI card, and not all of those devices need necessarily be hard drives. Tape backup drives, magneto-optical and Floptical drives, and CD-ROM drives can be attached to most SCSI cards. The limits may be more constrained by the system software than by the system hardware; whereas the Apple IIgs can easily accommodate all of the above mentioned devices, it may be more tricky for the IIe. If you have a IIe, you will have to look carefully to make sure that the device you want to attach can be accessed by the programs you are able to use. If you have any uncertainty about this, talk with a vendor that is used to dealing with Apple II users, and ask specific questions about compatibility with YOUR equipment.

SCSI CARDS - APPLE For SCSI interface cards, you can chose between the RamFAST SCSI card and an Apple-built SCSI card. The newest (last) Apple card is the Apple II High Speed SCSI card, which is the fastest version available. The older versions of the Apple SCSI card are identified as either Revision A or B; these have to be upgraded to be compatible with the Apple IIgs (although the Rev B card will work on the IIe). The Rev C card works on the Apple II, II Plus, IIe, and IIgs. The Apple High Speed SCSI card uses the 65c02 opcodes, and so requires an enhanced IIe, IIgs, or an older Apple II that has had its 6502 processor replace by either a Zip Chip or a 65c02 chip. The fastest SCSI interface made by Apple is the Apple II SCSI card.

As mentioned above, the Apple II High Speed card is a faster choice for a SCSI interface than the older cards that Apple produced. With this card, the speed of data transfer between the computer and the hard drive is significantly improved. There are some drawbacks, however. First of all, the way in which the HS SCSI card gets faster speeds is to do Direct Memory Access (DMA), just as the Turbo IDE card mentioned above. The IIe does not reliably work with DMA enabled on this card (it may actually cause a crash), and so some of the speed improvement may not be noticed on the IIe. On the IIgs, DMA works just fine. However, the speed is not nearly as good when running ProDOS 8 applications (such as AppleWorks) as it is with GS/OS applications. If a IIgs user doesn't do much in the 8-bit world, the Apple HS SCSI card may be just fine. If AppleWorks and other 8-bit programs are frequently used, the slower speed in those programs may make this a less desirable choice.

Since the Apple II High Speed SCSI card is made and sold by Apple, this may be the best way to go if you have any concerns about future compatibility and service. (Admittedly, it may take a little explanation to an Apple Dealer that this item for repair goes into an Apple II and NOT a Mac, but if all else fails, 1-800-SOS-APPL should be able to get you the needed help).

Those seeking out the Apple HS SCSI card should also be aware of a couple of other points. First, Apple made a change to the ROM (firmware) code on the card after it was released, but did NOT make any changes in how those cards were labelled. Because of this, it is not easy to always tell whether a particular card is the older or newer version. One advantage of the newer version is that the card will continue to check the hard drive attached to it until it has come up to speed, and THEN try to boot that

drive. The older card, and many other hard disk controller cards, will check the hard drive to see if it is ready; if it does not receive a positive response from the drive, it will return a "DEVICE NOT READY" error and stop. This simply means that the hard drive must be turned on first, allowed to come to speed, and then the computer is turned on.

The other possible problem with the differences between the two versions of the Apple HS SCSI card have to do with "term power". For a SCSI chain of devices to work properly, the electronics of the link between each device in the chain (including the card) require that the chain be powered by at least ONE of the devices (in some circumstances, it may be good if term power is supplied by more than one device). The older HS SCSI card did NOT supply terminator power; the newer one does. This may cause a conflict if the hard drive attached to the card does not supply term power. If the card DOES, everything is all right; if the card does NOT, then NOTHING in the chain is supplying term power, and it won't work. There are some hardware patches that have been posted to alter the cards that do NOT supply term power so that they DO. This does, however, require some knowledge of electronics and the ability to use a soldering gun, so don't try this trick unless you REALLY think you know what you are doing.

Buying an Apple HS SCSI card NEW from a mail order company does not necessary guarantee that you will have the newer version of the card. If they (or Apple) have had a card sitting in the warehouse for a long time, it may be the older card. Sometimes it is not possible to tell which version it is until you plug it in and try it out.

SCSI CARDS - RAMFAST The RamFAST SCSI card, formerly sold by CV
"*****" Technologies and now by Sequential Systems, is more expensive than the Apple card. The Apple card may be found in some places for \$99, and the RamFAST has sold for as little as \$139. However, there are several major advantages of the RamFAST:

- 1) It works as quickly under ProDOS 8 as it does under GS/OS. That means that you do NOT take a speed hit if you prefer to work in the 8-bit world (as is the case with the Apple HS SCSI card).
- 2) The card has BUILT-IN utilities to partition and format a SCSI hard drive. That means that you CANNOT lose a configuration disk somewhere in the pile on your desk; the configuration programs are ON the card and available at any time by pressing the "0" key when you do a RESET.
- 3) Some of the RamFAST utilities include tape backup software, which will even work in the background. This means that you can start a tape backup, and then exit the utility program and do some work on a disk partition other than the one which is being backed up. (Actually, you CAN work on the one being backed up, but it is locked and you will not be able to save any files to it.)
- 4) Like the Turbo IDE card, the RamFAST has the ability to shuffle the partitions on a hard disk so a different one can be used as the boot partition if you wish. For example, if you have GS/OS version 6.0.1 on one partition, and version 5.0.4 on another partition, you can select which one you want to boot by pressing the appropriate number key upon RESET. This is not possible with the Apple card.
- 5) You can specify exactly WHERE a partition will appear in the ProDOS 8 disk mapping table (which Slot and Drive number) within the

RamFAST configuration program. This was not possible with the Apple card until ProDOS 8 itself was changed to work with more than four devices on certain slots after version 1.9.

6) Finally, the RamFAST is STILL being actively supported and upgraded by Sequential Systems. It is highly unlikely that any further changes to the Apple II High Speed SCSI card will ever appear from Apple. At the time of this writing, Sequential has even made it possible to play musical CD disks in a CD-ROM drive attached to the RamFAST. Upgrades are available at a very reasonable price.

SCSI CONNECTIONS "Term power" was mentioned earlier in this article.
"*****" Part of what "term power" is powering are the "termination" resistors that must be present at both ends of a SCSI chain of devices. The resistors decrease the extra signals that can be induced and reflected on the chain due to the high frequencies used in data transfer. To work properly, these resistors need to be powered. This power can come from only ONE device on the chain, although the newer SCSI-2 protocol suggests that each device power its own terminator resistors (if being used). If the terminator absent at the end of a chain of devices, none of the drives attached may appear to be present; or, if termination resistors are active in the middle of the chain, nothing may appear PAST that point. This is not a hard and fast rule, however; sometimes things will work properly even though the termination has NOT been done properly. If it works under those circumstances, consider yourself lucky; but set it up properly as soon as possible to avoid an unexpected loss of data.

In the cases of the various versions of RamFAST cards that have appeared (up through Rev D) and on CMS SCSI cards, the SCSI card itself has termination resistors on ITS end of the chain. That means that only the LAST device attached to the SCSI chain needs to have termination resistors installed. Other devices between the card and the end of the chain should have their termination resistors disconnected or turned off, as this MAY cause problems with proper function. In the case of Apple's Rev C SCSI card, termination is NOT supplied on the card, and so the FIRST device attached to the card must have termination resistors installed, in addition to those on the LAST device attached. Also, the cable running between the Apple card and the first device on the chain should be very short.

SOURCES In case your appetite has been stimulated by this explanation "*****" (and if that is the case, you really need to get out more often), here are sources of some of the various disk drives and controller cards spoken of in this month's article:

FOCUS HARD CARD:
Parson's Engineering
5010 Rimhurst Ave
Covina CA 91724

Phone: 818-966-5538
Fax: 818-966-5701

RAMFAST SCSI CARD (and the CT-40c and CT-100c drives for the IIC):
Sequential Systems
1200 Diamond Circle
Lafayette CO 80026

Sales: 800-759-4549

John Dvorak, an editorial writer for MacUser, recently wrote, "Suppose the Mac had been based upon the Apple II, for example. Can you imagine how horrible and limited it would be?"(1) This kind of statement is not surprising, especially coming from Dvorak. Dvorak displays a remarkable ignorance of just how far both Apple II hardware and software have come in their development. Instead of checking out his facts, he uses the Mac crowd's narrow beliefs and tired cliches about the II's limitations to try to make a point about the growth of computer technology. In his editorial, Dvorak's real target is Windows running on Power Macintosh systems, but as he shoots at Windows he hits the Apple II and perpetuates Apple's own myth about its limitations.

In fact, I can easily imagine a Mac based upon an Apple II because I already own such a machine. It's called a "IIgs," and the one that I own has several desktop capabilities under System 6.0.1 that I cannot find on the System 7-equipped Mac that I use at work.

Even as a used machine, the 16-bit Apple IIgs, with its accelerated Apple IIe mode, 24 bit data bus, and 8 MB addressing still offers a reasonable upgrade path for any 8-bit Apple II user. Through Apple's development of GS/OS, the IIgs has acquired what is essentially a Macintosh user interface, a Mac-style operating system and, finally, both Macintosh and MS-DOS file system translators. Today's IIgs with System 6 will drive any of the latest peripheral devices including fax-modems, CD ROM drives and high resolution printers. I can easily imagine a server-class Apple II (built around Western Designs' 65832 microprocessor) possessing an SVGA display, 32 bit bus and unlimited addressing. In truth, whatever Apple II limitations exist, exist because of APPLE MARKETING DECISIONS, not because of any inherent limitations in the technology itself.

When Apple introduced its Apple Macintosh line in 1984, it also introduced a dilemma for Apple II users. Simply put, the Macintosh was not designed to run Apple II software. Unlike the users of IBM PCs and compatibles, who could take their old software with them when they "upgraded" to a new x86-based platform, Apple II users had nowhere to go. Many sales of the Trackstar and PC Transporter cards (discussed earlier in this series) were almost certainly generated because of this dilemma. With no clear upgrade path, some Apple II users began migrating to PCs rather than Macs, and they maintained their cross-platform compatibility with the Apple II through the use of the PCT and Trackstar coprocessor boards.

Apple has done a number of things to insure cross-platform compatibilities between the Apple II and the Mac. The company would love to convince their Apple II customers that all Apple products are essentially the same thing so that they can feel good about "upgrading" to a Macintosh. Nonetheless, even though both the II and Mac carry the same logo, they are different computers. As it gradually became obvious that Apple had no intention of developing the Apple II architecture any further (nor allow anyone else to develop the architecture), an Apple II/Mac "bridge machine" became the hope of many Apple II users.

Apple II users, however, had to wait six years after the Mac's introduction before a bridge machine would finally appear as the Macintosh LC/IIe hybrid. Yet, for many Apple II users it was too little, too late. For example, IIe users had already forged their own upgrade paths by outfitting their computers with accelerator chips, additional RAM and other improved capabilities. A good bridge machine, they reasoned, should offer them at least as much capability in IIe mode as they already possessed with

their enhanced Apple IIs. After all, when PC users upgraded to a higher x86 system, they were automatically guaranteed a faster microprocessor and better addressing to use with their existing software. Apple II users, on the other hand, were getting LESS than an off-the-shelf IIE with the IIE PDS (Processor Direct Slot) card.

As far as IIgs users were concerned, no bridge machine even existed, because the LC's IIE PDS card couldn't run IIgs software, and many IIgs users ran GS applications and games exclusively. It was especially the superb sound and color graphics of IIgs games that GS users would miss if they bought an LC. In addition, the multiple expansion slots found in IIEs and IIGSes had always been prized by Apple II lovers, and both Apple IIgs and Apple IIE users were disappointed by the fact that the LC had only one slot, which had to be used by the IIE card. The LC's lack of slots, together with the IIE card's 1 mhz processing speed were seen as significant limitations.

Comparisons between the IIE card-equipped LC and the Apple IIgs were inevitable after the LC was first introduced in late 1990. Most of these comparisons found the two computers to be nearly equal in their capabilities. Price comparisons, using mostly Apple peripheral equipment and official retail pricing, found the LC to be cheaper in price than the IIgs.(2) Most IIgs users knew, however, that the street price of a comparably-equipped IIgs remained less than an LC with IIE card, at least at the time it was introduced. However, Apple continued to hold the prices of both its IIgs and IIE at the same level while gradually bringing down the price of its increasingly more powerful LCs. It was this marketing strategy which rankled with Apple II supporters and eventually enabled Apple to discontinue both the IIgs and IIE by citing decreased demand for these systems.

Despite the LC's perceived shortcomings at its introduction, Apple's LC line and its IIE PDS card have gone on to enjoy remarkable sales. The LC, including its various Quadra and Performa incarnations, has been Apple's best selling computer, helped especially by competitive pricing and replacement sales to schools. The LC's IIE PDS card remains the only Apple II still in production. At one time, Apple was reported to be sending out 75 percent of its LCs equipped with the IIE card.(3)

Sales of the IIE card, especially to schools, remain strong in many places up into the present time. Additionally, anyone who has taken the time to read GENIE's Macintosh LC categories will find that the topic of IIE card compatibility remains very important to Mac users who are contemplating upgrading to the latest, 68040-based, LC-style machines. Many of the sales of AppleWorks 4 have almost certainly gone to users of LCs with IIE PDS cards.

It has been rumored on GENIE's A2 roundtable that some Apple officials, surprised by the strength of their LC-line and IIE PDS card, have lamented privately that they did not continue development of the Apple II line further. Hindsight, as they say, is always 20/20, but it seems very doubtful that Apple will now reverse their policy toward the development of Apple II hardware.

Although it leaves much to be desired in Apple II mode, the LC/IIE hybrid has a number of features worth exploring. As indicated in last month's article, the LC itself now comes in several versions which include the Quadra 605, Performa 475, LC 475, Performa 460 and LC-III. All of

these machines possess essentially the same motherboard with IIE PDS capability. The LC-III and the Performa 460 series computers are fast 68030-based Macs, while the Performa 475, LC 475 and Quadra 605 are VERY fast 68LC040-based Macs. As reported last month, these 68040-based LC-style Macs run at 22 MIPS, about three times as fast as the 68030-based LCs. Unfortunately, while all of these machines run Apple II software with the Apple IIE PDS card, they continue to run the software at 1 mhz, and they benefit only from slight improvement in the video display speed.

It is expected that, as sales of the Power Macintosh line increase, prices on these very fast, LC-style machines will continue to come down as they become Apple's low-end computers. It has been announced that a future Power Macintosh upgrade will become available for the Quadra 605s and LC/Performa 475s. At present, Apple is providing Power Macintosh upgrades for other Macintoshes but not for these LC-style machines. Power Macintosh upgrades for LCs are a virtual certainty, however, given the sheer number of LC-style machines in existence and the potential dollars that can be made by anyone who provides the "Power" hardware at a reasonable cost. The current official price of Apple's Power PDS card is \$699.

PowerMac upgrades will be provided in the form of complete motherboard swapouts from Apple or as PDS coprocessor cards from both Apple and DayStar corporation. The capabilities of this new hardware will vary somewhat with the type of board and the type of Mac it is installed in, but all upgrades guarantee remarkable speed improvements in Mac emulation as well as the capability to run multiple operating systems in other emulations. Apple II users must wait to see if the Apple II can play a software emulation role in the new technology. While Apple II emulation software is reportedly being investigated for the PowerMac and PowerPC systems, it has not been promised by anyone. Nonetheless, Apple II users have gotten used to waiting on new technology, and somehow it has always become available.

Despite the limitations of the LC/IIE hybrid and the perception by people like John Dvorak that the Apple II is "limited," a IIE card-equipped, LC-style Mac may well represent one of the best new computer choices for an Apple II user who plans to maintain their IIE capability while expanding their software base on a new platform. It is the tremendous power of the LC 475s, their IIE compatibility, their low cost, and the promise that these Macs will soon become PowerMac compatible that make them such a good buy. Therefore, next month we will examine how well the LC/IIE hybrid works as an Apple II. Until then, think hybrid!

NOTES

- (1) Dvorak, John C. "You'll Do Windows". MacUser. May 1994, p. 230.
- (2) Statt, Paul. "Meet The Mac LC". InCider/A+. Dec. 1990, p. 44.
- (3) Statt, Paul. "Soul of a New Machine". InCider/A+. Jan. 1993, p. 30.

[EOA]
 [ASA]////////////////////////////////////
 ASCII ART GALLERY /
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 Swallowtail Butterfly

by Susie Oviatt
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 HARDVIEW A2 /
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 BlueDisk and MTOOLS
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 by Udo Huth  
 [U.HUTH]

>>> BLUEDISK CONTROLLER (Lange) AND MS-DOS UTILITIES (Watson) <<<  
 ~~~~~

New developments of hard- and software for the Apple IIgs do not take place in the United States alone. One firm developing new products is found in Germany.

Joachim Lange (///SHH Systeme, Bergstr. 95, D - 82131 Stockdorf, Phone: ++49 89/8 57 70 40, GENIE: J.LANGE7) scored a big hit when releasing the BlueDisk controller for the Apple IIgs (and the enhanced Apple //e). This controller will accept two MS-DOS drives of any size. (These are drives which use the MFM format for data recording, whereas the "normal" Apple drives use the GCR format for data recording -- the Apple SuperDrive is capable of both MFM and GCR formats.) The formats currently supported are 5.25" disks with 360K, 720K, and 1.2MB, as well as 3.5" disks with

720K, 800K, 1.44MB, 1.6MB, and 2.88MB. Disks can be formatted from Finder with the capacities mentioned for ProDOS and HFS. (Yes, you can format 800K and 1.6MB MFM disks for ProDOS and HFS!) A BlueDisk controller with a double-drive is far cheaper than an Apple Superdrive with controller, and it's even cheaper than a SCSI Floptical drive.

As I write this, the BlueDisk controller is still available as introductory offer for DM200 plus shipping and handling. The introductory offer is valid as long as the GS/OS driver and the firmware are in "official beta stadium". Extensive tests by beta testers in the US and my own findings have shown, however, that everything works and is stable. I don't know whether the introductory offer will still be valid by the time GENieLamp A2 reaches you.

With System 6.0.1 and a BlueDisk controller, you're able to read disks in ProDOS, HFS, and MS-DOS format in the above mentioned sizes directly from Finder. You can write disks in the above mentioned sizes in HFS, ProDOS, and MS-DOS.

Just a moment -- write MS-DOS? Yes, you can write MS-DOS disks with a BlueDisk controller, although not from Finder. You have to use the MS-DOS Utilities by Peter Watson; but more on that later on.

The BlueDisk controller comes with a GS/OS driver and a testing program. The driver provides a bit more functionality than the built-in firmware. The test program lets you test the drives connected to the BlueDisk controller.

The driver operates in two modes; one mode polls the drives continuously, which generates some noise (owners of a PC Transporter will know what I'm talking about; this was the reason to develop some patches, which "hide" the TransDrives from GS/OS); the other mode does not poll the drives continuously, which will keep GS/OS from recognizing disk changes automatically. In this second mode you have to press the Control key to tell the BlueDisk controller to check the drives. You may toggle the modes with the key combination Shift-Control.

When the driver is deactivated, you'll see a 5.25" disk icon on the desktop for every drive connected to the BlueDisk controller (just like for the normal Apple 5.25" drives). After inserting a disk, you have to double-click on the drive icon, to show the disk icon for opening it (just like you have to do with Apple 5.25" drives). Without the active BlueDisk driver not all of the above mentioned disk sizes are available, because they are not (yet) implemented in the firmware.

The circuit board itself is very well done. You use a DIP switch to configure the slot you want to install the BlueDisk controller in. A set of three jumpers is used to tell the BlueDisk controller how many (one or two) and what kind of drives (5.25" or 3.5") you have connected to it. Two soldered jumper wires configure two signals for 2.88MB drives.

After installing the controller and connecting the drives (when you buy everything from ///SHH Systeme, a cable for that is provided), I started the first tests. I took a pack of preformatted MS-DOS disks I happened to have available -- the disks were recognized by Finder just fine as MS-DOS disks. I reformatted one into a HFS disk and copied a file onto it -- and was disappointed -- it took forever and forever and forever... but more on this in a moment. It was definitely NOT the fault of the

BlueDisk controller and driver.

I performed the following tests (all tests were conducted with a stock IIgs running at 2.8 MHz):

Writing and reading of a 490K file to the different disk sizes and formats with and without the BlueDisk driver.

| Write | with driver/without driver: | | |
|---------------|-----------------------------|----------|-------------|
| ProDOS 360K | 34 sec. | | (345K only) |
| ProDOS 720K | 56 sec. | 55 sec. | (3.5") |
| ProDOS 720K | 46 sec. | n.a. | (5.25") |
| ProDOS 800K | 48 sec. | | |
| ProDOS 1.4MB | 27 sec. | 30 sec. | |
| ProDOS 1.6MB | 25 sec. | 102 sec. | |
| ProDOS 1.2MB | 28 sec. | 30 sec. | |
| | | | |
| HFS 360K | 36 sec. | | (345K only) |
| HFS 720K | 59 sec. | 59 sec. | (3.5") |
| HFS 720K | 48 sec. | n.a. | (5.25") |
| HFS 800K | 54 sec. | | |
| HFS 1.4MB | 34 sec. | 180 sec. | (!) |
| HFS 1.6MB | 33 sec. | 198 sec. | (!) |
| HFS 1.2 MB | 33 sec. | 156 sec. | (!) |
| | | | |
| MS-DOS 720K | 146 sec. | 146 sec. | (3.5") |
| MS-DOS 720K | 120 sec. | --- | (5.25") |
| MS-DOS 1.4MB | 217 sec. | 217 sec. | |
| MS-DOS 1.2 MB | 185 sec. | 185 sec. | |

onto an Apple 3.5" drive

| | |
|-------------|--------------|
| ProDOS 800K | 35 sec. |
| HFS 800K | 142 sec. (!) |

reading with driver

| | | |
|--------------|---------|-------------|
| ProDOS 360K | 32 sec. | (345K only) |
| ProDOS 720K | 50 sec. | (3.5") |
| ProDOS 720K | 41 sec. | (5.25") |
| ProDOS 800K | 45 sec. | |
| ProDOS 1.4MB | 25 sec. | |
| ProDOS 1.2MB | 26 sec. | |
| ProDOS 1.6MB | 23 sec. | |
| | | |
| HFS 360K | 29 sec. | (345K only) |
| HFS 720K | 50 sec. | (3.5") |
| HFS 720K | 41 sec. | (5.25") |
| HFS 800K | 44 sec. | |
| HFS 1.4MB | 24 sec. | |
| HFS 1.2MB | 25 sec. | |
| HFS 1.6MB | 22 sec. | |

(in Finder with the MS-DOS FST)

| | | |
|--------------|---------|--------|
| MS-DOS 1.4MB | 26 sec. | |
| MS-DOS 1.2MB | 26 sec. | |
| MS-DOS 720K | 53 sec. | (3.5") |

MS-DOS 720K 45 sec. (5.25")

from an Apple 3.5" drive

ProDOS 800K 17 sec.

HFS 800K 17 sec.

While doing those tests I made an interesting discovery; it took 245 seconds to write a file onto a HFS disk in one instance (see above "it lasted forever..."). MS-DOS disks are usually preformatted at 1:1 interleave; when the writing took so long, I had just reformatted the disks for HFS, leaving the interleave intact. When I initialized the disks from Finder, using the 2:1 interleave, things became a lot faster. All the above tests were done on 2:1 interleave disks (even the MS-DOS timings, but the MS-DOS utilities write to the disks direct, not using the BlueDisk driver efficiently). The differences you encounter when using the different interleave factors are dramatic:

1:1 interleave 228 sec.

2:1 interleave 45 sec. (!)

The 5.25" 360K, 720K, and 1.2MB disks are formatted with 52:1 interleave according to Finder!?

I recommend you format disks always from Finder with 2:1 interleave for use with ProDOS or HFS. MS-DOS disks can be formatted with different interleaves from within the Watson MS-DOS utilities. They are recognized by the MS-DOS FST just fine.

(BTW, tests of the beta-testers and Joachim Lange found that the HFS FST is programmed for slowness deliberately! It uses SINGLE block read and write calls and writes blocks in the wrong order. That is, blocks 200-300 are written in the order 300, 299, 298, 297, I, and it uses a single GS/OS call for each block. I think you can imagine that to be slow, can't you?)

GS/OS recognizes the drives connected to a BlueDisk controller as Superdrives, by the way.

The MS-DOS FST recognizes a MS-DOS disk as such with the following steps:

1. Read block 0 (the boot block)
2. Byte \$0000 has to be \$E9 or \$EB
(8088 code long resp. short jump)
3. Byte \$1FE has to be \$55
(ID byte)
4. Byte \$1FF has to be \$AA
(ID byte)
5. Bytes \$00B - \$00D have to be \$200
(512 bytes per block/sector)

Well, there's but one glitch in this whole picture -- when Kangaroo is used to change folders or disks, the drives connected to the BlueDisk controller are accessed about 20 times (when there are no disks in the drives), til Kangaroo displays its menu. Even when loading just a file from HD, the drives are accessed once prior to loading the file. When there are no entries in Kangaroo's file and folder submenus, this behavior doesn't occur. When there are disks in the BlueDisk drives, Kangaroo looks

only about three times, before displaying its menu. When Kangaroo isn't activated, GS/OS just looks once at the drives and that's it.

The testing program for the drives has the following menu:

```
IRQ: 0          Rst:0          Dr2: yes      n/a: 1
Typ2: 5.25"    Typ1: 3.5"      ME2: on/off  ME1: on/off
```

```
1: Drive 1 Motor: OFF/ON
2: Drive 2 Motor: OFF/ON
O: Select Drive 1
T: Select Drive 2
D: Disable Drive Selection
0: Recalibrate Selected Drive
9: Seek Track #79 of Selected Drive
+: Step to Next Cylinder (inwards)
-: Step back (move outwards)
R: Try to Read From Disk
Q: Quit
```

To test a drive, you select a drive and switch its motor on. Then you can issue the commands (0,9,+,-) to the drive. The program will respond with a message. When this is a positive message, the drive is functioning properly.

BlueDisk:

- o has been tested with Archiver's backup function; there have been no problems with either of BlueDisk's formats and sizes.
- o works just fine with HardPressed
- o works in Slot 5, when its set to "Your Card"
- o works with PC Transporter (there are the same problems you encounter when using a Floptical with the PC Transporter)

Things which don't work (but neither the fault of the BlueDisk controller nor the driver):

- o ProSel 16 does no backups to drives, which aren't connected to Slot 5
- o Salvation Backup does not recognize non-Apple drives
- o ProSel 8 Cat Doctor does not format correctly

[*][*][*]

A software package that BlueDisk users will find useful comes from Peter Watson of Australia. Watson's MS-DOS Utilities contain the following commands:

```
MDir      reads the directory of a MS-DOS (MFM) disk
MType     types the contents of a file to screen
MCopy     copies files from MS-DOS to GS/OS
GMCopy    copies files from GS/OS to MS-DOS
MRename   changes MS-DOS file names
```

MDel deletes files from MS-DOS disks
 MLabel creates a disk name for MS-DOS disks
 MAttrib changes file attributes for MS-DOS files
 MFormat formats disk for MS-DOS
 MDiskCopy copies whole disks
 findMFM tries to recognize all connected MFM capable drives
 Online shows all volumes online with their drive numbers
 MMD creates a directory/folder
 MRD deletes a directory/folder
 MFDisk shows partition info (on a HD)
 MPatch patches the parameters of some commands

The commands need a shell to be usable. A shell called COMMAND.COM comes with the program, but you may use the ORCA/Shell, ProSel-16, or GNO/ME. The aforementioned MS-DOS commands are small programs, which are loaded from disk when requested. In addition to them there are a few built-in commands contained in COMMAND.COM:

Prefix selects the standard prefix
 Cat shows a directory/folder
 Type shows the contents of a file on screen
 Ver shows the version number
 Help displays the help texts
 Quit quits COMMAND.COM

As you may see, the necessary functions for writing to and modifying MS-DOS disks are there. After starting COMMAND.COM, the ">" prompt welcomes you and the program is waiting for you to enter something; it's solely text based. A valid entry might be "MFormat .d7 /Q"; this erases the disk in device 7, creates a MS-DOS root directory, and creates the FAT (File Allocation Table -- what the VTOC [Volume Tables of Contents] is for ProDOS, the FAT is for MS-DOS.) To copy a file from a ProDOS disk onto an MS-DOS disk, you have to issue the command "GMCopy .d7 :Hard2:Read.Me ReadMe.TXT"; this instructs Command.Com to copy the file Read.Me from /Hard2 onto the MS-DOS disk in device 7 and change the name of the file to ReadMe.TXT.

Well, there isn't much more to say about the MS-DOS Utilities. They function as advertised and do their job; however, you're dealing with MS-DOS, so you might have to try a few times sometimes to get the syntax of a command right. Entering a command which needs parameters to operate without those parameters will cause COMMAND.COM to display that command with some samples on how to use the parameters. With "Help name" you'll get an explanation of the command "name".

Peter Watson asks US\$15 or AUS\$20 for his Utilities. This is money well spent; you'll get a big bang for the buck. For \$5 more you'll receive the latest version of the Utilities.

All in all, still more possibilities and functionality for our "good ole" Apple IIgs!

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 u.huth@GENIE.geis.com (InterNet)

- o 12 Background Icons.

Also, you can install VCR Companion to your hard drive for easier and faster use! However, I was not successful in installing it to my 20 meg drive as it is partitioned only for ProDOS applications.

As a bonus VCR Companion included:

- o 12 Additional Animations;
- o 12 Icons; and
- o 3 "ready made" scripts for you to examine.

I found the easiest way to use this program is to just start! I had taped an office party and needed to put titles on the tape. I did the titles in about 30 minutes and placed them on the tape without problems. I took the finished tape to the boss and asked him to play it back... success! All the people in the party were just raving about it... especially the titles!

A couple of weeks ago I had the opportunity to shoot my first video wedding. I warned the bride and groom ahead of time but they still wanted the movie of their special day. I prepared myself with four blank tapes: One for the wedding, one for the reception and the one for candid shots of that day and the last tape for the final product.

I took about one hour to prepare the titles and music. I then placed the titles on the new tape followed by the wedding, reception, and candid shots! Each section had the titles announcing the section.

I delivered the tape to the newly weds and watch them watch their wedding. They saw the titles start with a "cover" and an animation of the bride & groom kissing! That scene faded to listing the grandparents, parents, aunts, uncles, brothers and sisters. Well, you should be getting the picture by now... the movie was a success: They were happy and so was I!

Follow the easy to read instructions to put your finished titles on tape. VCR Companion even gives you a diagram to follow so you can connect your computer to the VCR.

VCR Companion allows you to import your own animations created by Dazzle Draw, Fantavision, or Animate. You must observe the size constraints placed from VCR Companion when converting from these programs to the VCR Companion.

Some other uses of VCR Companion could be slide titles, "welcome to the business" tour, computer advertising, and many other ideas!

I created a self run advertisement for my business that presents information, advertisement, and other items as a slide show. The uses of VCR Companion are really endless: Just let your imagination go and you will really enjoy VCR Companion.

So even if you don't own a camcorder or a VCR you will find that the VCR Companion is a welcomed addition to your library... I certainly did!

[*][*][*]

This review, along with ten others, may be found in PublishIt! 2 format in file #9991, REVIEWS.BXY, in the A2 library. This review and the others in this file may be reproduced as long as credit is given to the author, Jim Wellman.

[EOA]

[HUN]////////////////////////////////////

THE TREASURE HUNT /

////////////////////////////////////

Yours For the Downloading

by Charlie Hartley

[C.HARTLEY3]

Welcome back to the Treasure Hunt! This month we will take a look at a variety of files including some GS/OS stuff and some interesting text files. We will conclude with one of my personal favorites.

First we will focus on HyperCard IIgs and related files available in the A2 Library. This terrific program has been available online since early February for the price of \$3 an hour downloading. No doubt many of you have already taken advantage of this addition to the library. For the rest of you, here a brief description of what you need to do to get started with HyperCard IIgs.

Here is a list of the HyperCard IIgs Program Files:

| File# | Title | Brief Description |
|-------|---------------|-------------------------------|
| 22194 | INST.TOUR.BXY | HCGS Installer/Tour disk |
| 22195 | HCGS.BXY | HCGS Program Disk |
| 22196 | STACKS1.BXY | HyperCard IIgs stacks disk #1 |
| 22197 | STACKS2.BXY | HyperCard IIgs stacks disk #2 |
| 22198 | HCGS.HELP.BXY | HyperCard IIgs help disk |
| 22199 | HTALKHELP.BXY | HCGS HyperTalk help disk |

Each of the files is a 3.5" disk image. All of the six files are required to install HyperCard IIgs from floppy disks. HyperCard IIgs _requires_ 1.5 megabytes of RAM and a single disk volume greater than 3 megabytes. System 5.0.4 or later is also required.

Unpacking a disk image can be a bit of a hassle if you are not careful. I suggest that you download the files to a folder on your hard drive and then unpack them to a blank diskette using ShrinkIt GS. Also, be prepared for a long download. I suggest doing it between midnight and 6 AM, when the online traffic is lightest.

Once you have downloading the six files and unpacked them to diskettes, select the Installer program from the Tour disk and follow the directions to install HyperCard on your hard drive.

Now let's take a look at several neat HyperCard stacks available in the A2 Library.

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QUICK.TUTOR.BXY File #15466 (HyperCard Stack)

.....

According to A2.TYLER, who uploaded this HyperCard stack, "this is a stack created by Sebastian Foti, an instructional computing instructor at the University of Florida's College of Education. The stack gives an overview of how to use the different tools within HyperCard to write one's own stacks. There are some interesting ideas included for the use of buttons that will cause the tongues of the creators of HyperCard GS to drag on the floor and their eyes to bulge out of their heads."

Foti, who calls his stack "Quick 'n Easy HyperCard Tutorial," describes it this way: "This stack was created as an introduction to the basic elements of HyperCard GS. It is designed to offer the user a chance to play with HyperCard without worrying about making a mess of the stack. The changes made to the stack will not be permanent."

He begins with a brief definition of what HyperCard is. Then he explains in some detail what the various elements (buttons, fields, pictures) of a card are with ample examples of each. Foti gives you the opportunity to play with these things to your heart's content _without destroying the stack_.

This is a fairly long download (182272 bytes), but in the opinion of this novice HyperCard user, well worth it. Now if someone will just tell me how Foti did the "slippery button"....

[*][*][*]

HCFONTVIEW.BXY File #16991 (HyperCard Stack)
.....

According to Alvin Yee, the author of this stack, "Font Viewer is a stack that will let you select all Font Attributes such as Font Family, Size, Style & Color and alter them via HyperCard Buttons. It will then show you an example (more than 1 line and in color) of your choices. Also present are options for field styling and changing the background color. As a bonus, a HyperCard Screen Saver is included. The Screen Saver paints random triangle outlines in random colors on a black background."

This freeware stack displays all its directions on screen as the text that serves as an example of the font choices that you make. At first glance, the scope and variety of buttons on the screen may be a bit overwhelming to the novice user. If you read the onscreen directions carefully, it soon becomes clear what you can do with this stack.

You may also get a print-out of the directions by first clicking on the sample field (where the text is). This brings up a dialog box that gives you the option of printing the sample text using the current font attributes.

Font attributes include style (plain, bold, italic, underline, shadow), size, height (use this to alter the default height set by size), alignment (left or right justified, or centered) and color.

Once you have the font just the way you want it, you may install the font attributes onto a field in another stack. You may also save up to three different settings for the font.

Aside from its uses with HyperCard, this stack will also let you see

what each of the fonts in your font folder look like. As a bonus, you can select a full character set table using the font, style and size of the font that you have in the sample window. Then you can print it out.

This file contains 68480 bytes, which is a relatively short download, particularly for the value you get.

[*][*][*]

VISUAL.FX.BXY File #14763 (HyperCard Stack)
.....

This is a freeware HyperCard stack by Hangtime and Chet Day. According to Hangtime, it "demonstrates all the different visual effects available through HyperTalk. It allows the user to try all the effects at any speed (very fast, fast, slowly, very slowly), and even add an image to go to rather than a card image (all 16 colors, plus inverse) via a PopUp menu! It's VERY easy to use, and it's VERY, VERY small (only about 13k!). This stack is not locked in any way, so use it, look through it, figure out how it works, but most of all have fun!"

This is another stack that gives you an opportunity to experiment with HyperCard without worrying about messing up. HyperCard has a variety of visual effects that can be used to move from one card to another. These include zoom (open, close, in, out), wipe (up, down, left, right), scroll (up, down, left, right), iris (open, close), barn door (open, close), checkerboard, dissolve, fade, and of course plain.

If you are a novice, as I am, and particularly if you have little experience with visual transitions, this is an excellent stack to learn from. Besides, as Hangtime says, you can take it apart to see what makes it tick. In my experience as a programmer, I have frequently learned much from working my way through someone else's code.

[*][*][*]

NOWORRIES13.BXY File #22323 (HyperCard Stack)
.....

This final HyperCard stack for this month's column was just recently uploaded to the library. The stack was created by Brendan Bellina. He describes it this way:

"No Worries v1.3.0 is a HyperCard GS stack that allows the launching of GS/OS, ProDOS, Applesoft BASIC programs, as well as opening other stacks, New Desk Accessories, and Documents, all within an environment that is very similar in appearance to the Macintosh At Ease software. Includes security to protect against unauthorized addition/deletion of applications buttons. Earlier versions published in Script-Central. This is the first freeware release."

If you need security to prevent others from messing with the computer settings (school children messing with the control panels for example), this stack provides a straight forward way to do that. It uses a single system password that restricts the user to running the programs that are already set up in the stack, unless he has the password.

At the same time it gives you a point and click format for choosing

programs to run. Setting up the stack for these programs is easy. For example, if you want to run HyperStudio from this stack, pull down the "No Worries" menu and select "set up mode." Then pull it down again and select "Link to GS/OS Application." From there you will select the location of the HyperStudio file from the standard dialogue menu. Once you have it located, an icon will appear on the screen. Drag the icon to where you want it. It will now appear complete with the name of the program. Clicking on it will take you to HyperStudio. Quitting HyperStudio will return you to this stack.

It is also possible to link to ProDOS applications (system files), to BASIC programs (requires BASIC.SYSTEM), other stacks, documents (linked to GS/OS applications), and various menu commands.

If you need security, and/or if you really like the look and feel of "At Ease," then this stack will be a good download for you. If, like me, you don't need security, then you probably don't want it.

If you decide to download this stack, be sure to become familiar with it before you apply the password protection. Also, be sure to read all the good information provided in the help screens. To get to them, select "help" from the "No Worries" menu.

By the way, Brendan was the professor at a recent A2 University course on HyperCard GS over in the A2Pro Roundtable. To learn more about the course, visit their library and search on "HyperCard."

That concludes the HyperCard stuff. Now let's look at some interesting text files.

[*][*][*]

NIGHT.XMAS.TXT File # 4496 (Humorous Text File)
.....

I like this one! As stated in the file description, "If you fed 'The Night Before Xmas' into a computer, and then asked the computer to explain the story, it would look something like this." This is a short download (6300 bytes) and well worth it.

Here is a short excerpt...

"T'was the nocturnal segment of the diurnal period preceding the annual yuletide celebration, and throughout our place of residence, kinetic activity was not in evidence among the possessors of this potential, including that species of domestic rodent known as Mus Musculus."

[*][*][*]

CORP.DEFS.TXT File # 4501 (Humorous Text File)
.....

If you work in corporate America, or even if you don't, I think you'll like this file. This is a humorous text file containing some silly definitions for corporate terms and phrases.

Here are two examples ...

Clarification: Filling in the background with so many details that the foreground goes underground

Committee: A group of the uninformed appointed by the unwilling, to do the unnecessary

At only 3780 bytes, this download will only cost you pennies, and I guarantee that you will get at least that must satisfaction from it.

[*][*][*]

MATH.DEFS File # 4502 (Humorous Text File)
.....

Math students, math teachers, and anyone who ever struggled through a math class, will enjoy this tiny little text file created by Rainer Kock. In it he says, "Any student who ever sat or slept through a mathematics course knows that certain words and phrases occur very frequently. This glossary might eliminate some confusion." You'll smile reading it.

Sorry, no quotes this time. At 2520 bytes, you will have it before you know it.

[*][*][*]

DISCLAIMER.TXT File # 4559 (Humorous Text File)
.....

It seems that everything you buy comes with some kind of disclaimer. They all seem to be saying "If it ain't right, it ain't my fault!" Well, whoever put this file together must have tried to incorporate all of them into one funny disclaimer that disclaims everything!

If you haven't seen this one before, it just might be worth the 5040 byte download.

[*][*][*]

MUSIC.MIDI.APPLE.BNY File #4897 (Informative Text File)
.....

This is an article written by Leah R. H. Weisman and Tyler D. Weisman (A2.TYLER) describing the development of music hardware and software on the Apple II line of computers.

It includes a description of what MIDI is all about. While the article was written in 1988, it still makes interesting reading today, especially for the beginner.

Besides, who knows, if enough of you download the file, Tyler might decide to bring it up to date. (Hint, hint!) At 8820 bytes, this is well worth the download.

[*][*][*]

SPELL.MACH.BXY File #18068 (Applesoft Program)
.....

The Spelling Machine is an individualized spelling lessons program designed specifically for seventh graders. While it was designed for use at school, it is perfectly suitable for parents who want to help their children improve their spelling.

The freeware program begins with a diagnostic test to determine a list of words that the child does not already know how to spell. Once it has collected a sufficient number of words, the program presents the child with a list of 10 words to learn. It also prepares a worksheet to be printed out that includes definitions and sample sentences using the words.

Once the child has completed the worksheet and studied the words, he goes back to the program to take a test. The test is presented in a multiple choice format with several possible spellings to choose from. The program presents the words in random order and presents each word twice for correct spelling. If the child gets it right both times, it is put in his completed list. Next, a new set of words, including those missed on the previous test, is presented complete with a new worksheet. When new words are needed, the child takes another diagnostic test.

There is a whole year's worth of lesson words available with this download. It is a large download (124416 bytes), but well worth it for someone who has a real need for it.

This program runs on anything from an unenhanced IIE on up. Oh, by the way, the programmer is a pretty neat fellow too. <grin>

[*][*][*]

Well, that concludes this month's column. I would appreciate any comments that you might have concerning the first two columns, and about anything you might like to see in future columns.

Until then, happy downloading!

Charlie

[EOA]
[ANC]////////////////////////////////////
APPLE ANECDOTES /
////////////////////////////////////
True Stories

by Bruce Maples
[B.MAPLES]

>>> ON GETTING MY FIRST GS <<<

"Where have you been?" my wife asked.

"Picking up the GS," I replied. "You know, the one I traded for... with that new client."

"That's all we need around here -- another computer!" she exclaimed. I could tell, though, that she was intrigued. Hadn't she heard me talk about getting one for years?

"Are you going to give it to me to use for my papers?" she asked, knowing the answer. "I could put it in the bedroom."

"No, it's going right on my desk, next to the 486."

"Well, don't make a big mess, Mr. GS-Man!" But she smiled as she said it.

I had traded for the GS with a new client that was getting rid of it. Consulting time in return for computer. It was a ROM 3 with a 3.5" and a 5.25" drives, a straight stock machine with no hard drive and 1.25 meg memory that had cost the client thousands of dollars when bought. I knew it was going to need some additions -- a hard drive, more memory, a Zip chip, more software -- but that would come later. For now, it was enough to finally have an actual GS in the house.

Quickly, I cleared out a spot in the computer area. The GS wound up next to the IIE that had served me so well all those years, and right down from the 486/33. "Got to get a SuperDrive or a BlueDisk," I thought to myself. "Or maybe that Coactive thing will come through. Well, like Margaret Hamilton once said, 'All in good time, dearie, all in good time.' Let's get this thing fired up."

Quickly I discovered that there were no system disks anywhere with the machine. Bummer! Having a good Apple II friend in Dan Crutcher, I called him up and explained my plight.

"So you finally got a real computer, eh? Well, I hate to see a computer go to waste, especially a GS. I've got an old 30-meg drive you can borrow for a while. Come get it." I was in business!

"Welcome to the IIGs! System 6.0.1." What a welcome sight! After wanting a GS for years, I finally had one in the house. And I must say, the last two weeks have been interesting, to say the least.

I'm a computer professional. I spend my days working with computers, of all shapes and sizes, from 8088s to Pentiums, with even a few Macs thrown in here and there. This GS, as it is right now, is in many ways outclassed by those other machines. They are faster, bigger, have much better displays, and more useful software in many areas.

But even acknowledging all that, there's one thing the GS has all over those other machines: It's more FUN! That's right, I get a kick out of using this machine! I love dragging files to the Bill the Cat trashcan and having him go "Ack! Phlllt!" I enjoy the "whoosh" when I open windows, and the "hsoohw" when I close them. I appreciate the filing system, and the simplicity of use, and the little nice features here and there.

I hope to get a memory card soon, and a Zip chip also. Dan's going to need this drive back also, so I've got to dig up a hard drive as well. But for now, I'm grabbing a few files from GENie every so often, and writing some things, and just generally enjoying my new machine.

It's good to have a GS in the house. May it live long, and prosper.

[EOA]

[AII]////////////////////////////////////

APPLE II /

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Apple II History, Part 20/21c

by Steven Weyhrich

[S.WEYHRICH]

>>> APPLE II HISTORY <<<

Compiled and written by Steven Weyhrich

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(PART 20/21c -- MAGAZINES, CONT)

[v1.2 :: 10 Feb 94]

INTRODUCTION We conclude this month our look at the magazines that have
***** helped us in the past, and in some cases continue to help us
today to use our Apple II computers. This will include GS+, Softdisk,
Softdisk G-S, II Alive, Shareware Solutions II, and some foreign Apple II
magazines.

GS+ (1989-Present) In the late 1970s, Steven Disbrow entered the world
***** of microcomputers with his purchase of a TRS-80 Model
I, complete with cassette storage and 4K of memory. To learn more about
his computer and what it could do, he picked up a newsstand magazine called
"80-Micro" (published by Wayne Green, who had also started Byte and inCider
magazines). He enjoyed the humor that the editors of that publication
included, and the fun they showed one could have with a computer. Active
also in the local TRS user's group, he originally disdained Apple IIs and
those who used them. However, in 1984 he found that he needed the ability
to communicate with a mainframe computer in order to do some schoolwork.
After looking into the cost of upgrading his TRS-80 to be able to do this,
he found that it would actually cost him LESS to buy the newly released
Apple IIc with a 300 baud modem (and at that time, a new IIc went for about
\$1300), so he crossed enemy lines and entered the Apple camp.

As he got more familiar with his IIc, his interest in that computer
and the upcoming 16-bit IIgs also increased. While learning more about it
from Apple magazines at the newsstand, he noticed that many of the
publications that dealt with the Atari ST included a disk with each issue.
Disbrow went so far as to contact several of the Apple II magazines that
were in print at the time to see if THEY had any interest in a companion
disk, but he did not find any interest. After purchasing his Apple IIgs,
he saw that there still was no combination magazine and disk for this
computer, and decided to start one himself.

When Disbrow started his magazine in September 1989, he chose to make
it exclusively for the Apple IIgs, and so named it "GS+". Published
bi-monthly, the byline on the cover of each issue reminded subscribers of
what made HIS magazine unique: "The First Apple IIgs Magazine + Disk
Publication!" He recalled the humor and fun that he had always seen in
80-Micro, and determined to make his magazine fun in a similar way.
Disbrow felt that this was especially important, considering the generally
negative attitude that was prevalent among Apple II users at the time, as
they saw less and less active support from Apple for their computer. Still
in print at the time of this writing, GS+ concentrates on news, software
and hardware reviews, published programs and utilities for the IIgs (some
with source code), and interviews with people who are involved with the
IIgs.<1>

SoftDisk (Sep 1981-Present) / Softdisk G-S (Nov 1988-Present) One of the
 "....." survivors
 in the Apple II magazine world is also unusual in terms of the type of
 publication that it is. Rather than using the traditional paper and ink
 medium, Softdisk came on the scene as one of the first magazines
 distributed in only a machine-readable form. Back in 1981, Jim Mangham, a
 programmer at LSU Medical Center in Shreveport, Louisiana, felt that the
 time was ripe for an Apple II disk-based magazine. It would have the
 advantage of providing ready-to-run programs that did not have to be typed
 in, yet could still be listed and modified by the "reader" if desired.
 Mangham's idea was not unique in the computer world as a whole; "CLOAD" for
 the TRS-80 began as a magazine on cassette as far back as 1978, and other
 paper publications offered companion disks as an extra, containing programs
 from a specific issue. But no one had yet put a whole magazine on disk for
 the Apple II, and Mangham decided to fill that gap.

Originally, he planned to call it "The Harbinger Magazette", and
 after getting a preliminary first issue prepared, he called Al Tommervik of
 Softtalk magazine to discuss advertising. Tommervik thought it was a great
 idea, and not only did he want to advertise it, but asked to be a partner
 in the venture. He suggested that they change the name to "Softdisk"
 (since it would be, in essence, a Softtalk publication). By the time
 Mangham was ready to mail out his first issue, he had fifty subscribers.
 Since he needed a minimum of two hundred pieces to qualify for a bulk
 postage rate, his father found one hundred and fifty disks in his mailbox
 that month.

To create his new "magazette", Mangham chose to use double-sided
 disks that were pre-notched on both edges, to ensure that both sides would
 be useable. (Recall that the Disk II drive could only use one side of the
 disk, and so it was common to conserve money and use the other side by
 cutting a notch on edge of the disk opposite the factory one and flipping
 the disk over.) These double-sided disks were expensive, costing him three
 dollars apiece, and so he set up the subscriptions to require return of the
 previous issue in order to get the next one (it was left up to the reader
 to make his own copies to keep). When the disk was returned with the five
 dollars for the next issue, the reader could also use a simple text editor
 on the disk to return any "letters to the editor" he might have, commenting
 on the previous issue's contents or asking other questions. This return
 disk could also be used for submitting programs, pictures, or articles for
 use in future issues of Softdisk. Some of the subscribers that became
 prolific contributors of material even ended up WORKING at Softdisk!<2>

Softtalk magazine provided free advertising for Softdisk, and the
 subscriber base gradually grew. Some of the revenue for the magazine came
 from subscription payments, and some came through advertising. Ads for
 Softdisk were sold by the disk sector, and provided an advertiser a unique
 opportunity; he could give a potential customer a chance to actually SEE
 how the program he was selling looked. Some of the ads could be animated
 (usually using the text screen to use less disk space), and were actually
 entertaining. This was most prominent in the ads Softdisk had for their
 own products; by 1983 they had begun a line of software called "Rich And
 Famous" (which they said was what the authors wanted to become).
 Consisting of programs written by regular Softdisk contributors, these
 disks sold for \$9.95 apiece, and a \$4 royalty on each disk went to the
 author. The disks offered various types of games, including hi-res
 graphics adventures and card games, office-based utility software, general

Apple II utilities, and disks of music (in Electric Duet format).

Each issue of Softdisk had a "cover", which consisted of a hi-res picture and the issue number. These eventually were created to look just like the Softtalk logo, except the globe in the upper right corner was animated. Starting in August 1983, Softdisk expanded to two double-sided disks, and the two-way subscriptions now requested that only one of the two had to be returned. One-way subscriptions were also available by now, for those who didn't want to bother having to return the disks. By January 1984 (issue #27), Softdisk became available through retail stores (primarily computer stores, but later also through bookstores) at the price of \$12.95 per issue. They also began putting out a disk magazine called "Loadstar" for the Commodore 64 computer in June 1984, at a price of \$9.95 (since it was a single disk per issue it cost less).<3>

As mentioned earlier, Softtalk magazine folded after its August 1984 issue, leaving the future of Softdisk somewhat in doubt. In return for some benefits that Softtalk had provided (free full-page ads, space in their booth at computer shows, and permission to include some programs from the magazine on Softdisk), it had part-ownership in Softdisk. Since Softtalk was now bankrupt, the possibility existed that Softdisk would be absorbed into the liquidation of assets. To avoid this outcome and to ensure the future of the magazine, Softdisk purchased back its shares from Softtalk's creditors (at a price probably higher than what they were worth) and continued on their own. Although a few ads were placed in remaining Apple II magazines after that, Softdisk continued primarily on word-of-mouth referrals (which didn't increase circulation by much). Sales of some side items (primarily blank disks) helped keep the company going during this difficult time.<4>

In May 1985, the two-way disk subscriptions were discontinued, and Al Tommervik started a brief tenure as editor-in-chief. He helped develop a more professional appearance for the magazine (and for Loadstar), through higher quality graphics and cover design. When Greg Malone began as editor-in-chief in late 1985, he continued the improvements by starting a graphics-based presentation in favor of the older text-based method they had used from the beginning.<4>

Softdisk, Inc. added a disk magazine in 1986 for the IBM PC, called "Big Blue Disk".<5> At this time Softdisk magazine itself began including re-releases of older commercial software whose publishers were willing to inexpensively release publishing rights; they also began to publish some newer shareware programs. The first series of "reprints" were games previously released by Polarware/Penguin Software.<6>

By 1987, Softdisk began again advertising itself in magazines, a practice that has been continued up to the present time. This began a large expansion in circulation for the Softdisk magazine and their other disk publications.<6> Later that year saw the changeover from the older DOS 3.3 operating system exclusively to ProDOS (beginning with issue #73). This issue also saw the start of a more attractive graphic user interface that supported use of a mouse (as well as the keyboard), and had pulldown menus and animated graphics. Within the next year or so, retail distribution of their publications was discontinued (booksellers were not leaving the products on the shelf long enough to allow them to sell) and distribution returned exclusively to a subscription basis.<7>

In November 1988, the first issue of Softdisk G-S was released,

supporting the standard IIgs desktop interface standards. This publication has maintained a high quality standard and has done well. At the time of this writing, Softdisk, Inc. continues to put out the following monthly disk magazines: Softdisk for 8-bit Apple II's; Softdisk G-S for the IIgs; On Disk Monthly (formerly Big Blue Disk) for the IBM PC; Gamer's Edge, also for the IBM PC; and Diskworld for the Macintosh. Loadstar for the Commodore 64/128 is still available, but only on a quarterly basis.

II Alive (Mar 1993-Present) Joe Gleason was the president of Quality
Computers, an Apple II mail order company based in St. Clair Shores, Michigan. He observed with considerable concern the gradual erosion of Apple II-specific information through the format of the traditional slick magazine. When inCider/A+ added Macintosh coverage, this began the gradual decline in the fortunes of that magazine, which was Quality's major advertising outlet. Quality had begun a combination magazine and catalog called Enhance, with a focus towards educators (where the Apple II was still fairly strong). But Gleason wanted something more.

Jerry Kindall, who worked at Quality and was a frequent presence on the online services, made this announcement in October 1992: "When inCider/A+ decided to switch over to a primarily Macintosh focus, we decided the time was right for us to start our own Apple II publication to fill the void. II Alive will begin publication in...1993. Every single article will discuss the Apple II. Every single ad will promote Apple II products. The Mac will be mentioned only in connection with the Apple II (as will the IBM)--for example, in articles on networking or file exchange."<10>

They planned to initially offer the magazine on a bi-monthly basis, and for people who subscribed before December 31, 1992 they offered a free video tape that highlighted new Apple II products.<10> A sample issue of the magazine was mailed out to everyone on Quality's mailing list in early 1993, and the first official issue appeared in March 1993. The logo on the cover had a circle around the title announcing the flavor of the magazine, "Celebrating The Apple II". Kindall was named as editor-in-chief, and eventually had some other staff hired to help him: Ellen Rosenberg, as managing editor (formerly editor of A2-Central); Doug Cuff as consulting editor (also editor of the online magazine GENieLamp A2 and writing for A2-Central); and Tara Dillinger as Interview Editor (who was also in charge of doing online interviews on the A2 Roundtable on GENie).

Regular columns featured in II Alive included Test Drives (reviews of new products), Ask Mr. Tech (technical questions and answers), Head Of The Class (programs that were of particular interest to educators), AppleWorks At Large (tips on uses for that program), Macro Exchange (sample UltraMacros programs for AppleWorks), Modem Nation (information about telecommunications), Shareware Spy (discussion of freeware and shareware software), and more.

Compared to inCider, this magazine seemed to be having fun in the various articles it presented, and attempted to capture a little of the flavor of Softtalk from the old days. Because of Quality's introduction of AppleWorks 4.0 in the fall of 1993, the November/December issue was not available until late in December (Kindall also was responsible for writing the manual for that program); however, after this they worked hard at returning to their correct bi-monthly schedule. At this time, II Alive is the only glossy magazine that deals with both the 8-bit and 16-bit versions of the Apple II.

Shareware Solutions II (1993-Present) Joe Kohn had been writing articles
 "Shareware Solutions" for inCider for quite a while, when the rug got
 pulled out from under him by the demise of the magazine. He had taken
 extra efforts to make disks available to readers who didn't have modems,
 disks that contained some of the best available shareware and freeware
 programs he could find. To continue in these efforts, in mid-1993 he
 decided to begin a self-published newsletter called Shareware Solutions II.
 He posted on GENie that his newsletter would "take Apple II users on an
 exciting journey into the future. Each month, I plan to write articles
 about freeware/shareware (of course) and will continue to provide low cost
 freeware/shareware disks to subscribers via the mail. There will also be
 Apple II oriented reviews and articles that focus on low cost solutions to
 common Apple II problems. There will be columns geared to novices and new
 modem owners; techies, hackers, teens, senior citizens and educators alike
 should find lots to interest them.... Subscribers will learn how to tame
 their Apple II computer, and will learn what it will take to make their
 Apple II a powerful computer solution well into the next century and
 beyond.

"I believed it when Apple proclaimed 'Apple II Forever', and
 Shareware Solutions II will help to make that more than just an empty
 slogan!"<11>

Rather than to try to stick to a specific publishing schedule, Kohn
 decided to sell his subscriptions on the basis of the number of issues,
 rather than by the year. As his bi-monthly schedule fell behind at times
 this plan turned out to be wise. And the content of his newsletter
 reflected the extra care that could be taken when a deadline didn't have to
 be rigidly adhered to; his first few issues have been excellent, including
 some special offers of commercial software for readers. It is to be hoped
 that Shareware Solutions II will be around for a long time.

Foreign Apple II Magazines The Apple II not only got press in the United
 States, but has also been on the newsstands in
 Europe in various forms, though most are no longer being published. One
 that began as "Windfall" (later changing its name to "Apple User") was the
 biggest magazine for some time. "Peeker" was published in Germany, and
 carried articles similar to those found in Nibble. In the Netherlands
 there are still a few hobbyist magazines that cater to the Apple II crowd,
 including "Klokhuis" (which means "Apple-Core"), "Pro-2" and "Het
 AppleDossier".<8>

In Britain there was at one time a magazine called "Orchard
 Computing", published by a company named Argus Specialist Publications.
 Some of the issues were primarily reprints from Nibble, but they also
 accepted articles from local readers.<9>

[*][*][*]

NEXT INSTALLMENT: Telecommunications

NOTES

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CONFERENCE (tapes), July 1992.

- <2> -----. "The History of Softdisk: Part 1", SOFT TALK (company newsletter), Oct 1987.
- <3> -----. "The History of Softdisk: Part 2", SOFT TALK (company newsletter), Nov 1987.
- <4> -----. "The History of Softdisk: Part 3", SOFT TALK (company newsletter), Dec 1987.
- <5> -----. "The History of Softdisk: Part 4", SOFT TALK (company newsletter), Jan 1988.
- <6> -----. "The History of Softdisk: Part V", SOFT TALK (company newsletter), Feb 1988.
- <7> -----. "The History of Softdisk: Conclusion", SOFT TALK (company newsletter), Mar 1988.
- <8> Crouzen, Alex. GENIE, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
- <9> Alfter, Scott. GENIE, A2 ROUNDTABLE, Oct 1991, Category 2, Topic 16.
- <10> Weyhrich, Steven. "But New Apple II Magazines Are Coming!", A2 NEWS DIGEST, Nov 1992.
- <11> Weyhrich, Steven. "Joe Kohn Plans Shareware Newsletter", A2 NEWS DIGEST, May 1992.

```

//////////////////////////////////////////////////// GENIE_QWIK_QUOTE //
/
/ Why is it that only drug dealers and computer dealers
/ refer to their customers as "users"?
/
//////////////////////////////////////////////////// J.KOHN //

```

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

////////////////////////////////////

GENIElamp Information

o COMMENTS: Contacting GENIElamp

o GENIElamp STAFF: Who Are We?

GENIElamp Information GENIElamp is published on the 1st of every month on GENIE page 515. You can also find GENIElamp on the main menus in the following computing RoundTables.

| RoundTable | Keyword | GENIE Page | RoundTable | Keyword | GENIE Page |
|------------|---------|------------|------------|---------|------------|
| DigiPub | DIGIPUB | 1395 | Atari ST | ST | 475 |
| Macintosh | MAC | 605 | IBM PC | IBMPC | 615 |

| | | | | | |
|----------------|-----------|------|------------------------|-------------|------|
| Apple II | A2 | 645 | Apple II Dev. | A2PRO | 530 |
| Macintosh Dev. | MACPRO | 480 | Geoworks | GEOWORKS | 1050 |
| BBS | BBS | 610 | CE Software | CESOFTWARE | 1005 |
| Mini/Mainframe | MAINFRAME | 1145 | Programming | PROGRAMMING | 1445 |
| Data Comm. | DATAComm | 1450 | (Windows Coming Soon!) | | |

GENieLamp is also distributed on CrossNet, Internet, America Online, Delphi and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to genielamp@genie.geis.com OR jpeters@sosi.com
- o Our Internet anonymous FTP address is: [sosi.com](ftp://sosi.com). All current versions of GENieLamp are available in the `~/pub/GENieLamp` directory. Due to the added expense involved, we ask that when you get GENieLamp via the anonymous ftp for GENieLamp, that it not be ftp'd during the hours of 9AM and 5PM Eastern Standard Time. We appreciate your cooperation in this matter.
- o Current issues of all versions of GENieLamp as well as back issues of GENieLamp IBM are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform | Magic Name To Use |
|---------------------------|-------------------|
| ***** | ***** |
| GENieLamp IBM | GLIBM |
| GENieLamp ST | GLST |
| GENieLamp A2Pro | GLA2PRO |
| GENieLamp Macintosh | GLMAC |
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| GENieLamp A2 | GLA2 |

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet us "live" talk to us every Wednesday night in the Digi*Pub Real-Time Conference, 9:00 EDT. M1395;2
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the

digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

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| | o Scott Garrigus | [S.GARRIGUS] | Search-ME! |
| | o Bruce Maples | [B.MAPLES] | Copy Editor |
| | o Mike White | [MWHITE] | (oo) / DigiPub SysOp |
| | o Susie Oviatt | [SUSIE] | ASCII Artist |

//

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GENie, set your modem to 2400 baud (or less) and half duplex (local
echo). Have the modem dial 1-800-638-8369. When you get a CONNECT
message, type HHH. At the U#= prompt, type: JOINGENIE and hit the
[return] key. When you get the prompt asking for the signup code, type
DSD524 and hit RETURN. The system will then prompt you for your
information. Call (voice) 1-800-638-9636 for more information.
//
[EOF]
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=====
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Vertical bar patterns forming a decorative header.

Your
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RESOURCE!

~ WELCOME TO GENIElamp APPLE II! ~

- ~ POLISHING GREEN APPLES: Hooked on Storage, Part 4 ~
~ THE TREASURE HUNT: HyperStudio Stacks ~
~ PAL NEWSLETTER: New GEM and more! ~
~ APPLE II HISTORY: Part 22, Telecommunications ~
~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ June 1, 1994 ~

- FROM MY DESKTOP [FRM] HEY MISTER POSTMAN [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE [HUM] REFLECTIONS [REF]
Internet Fileman. Facts About Postal Service.
BEGINNER'S CORNER [BEG] ASCII ART GALLERY [ASA]
Polishing Green Apples. That Doggie in the Window?
THE TREASURE HUNT [HUN] PAL NEWSLETTER [PAL]
Yours For the Downloading. May 1994 Report.
APPLE II [AII] LOG OFF [LOG]
History 22: Telecommunications. GenieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing system
..... to help make reading the magazine easier. To
utilize this system, load GENieLamp into any ASCII word processor or
text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
index.

MESSAGE INFO To make it easy for you to respond to messages
..... re-printed here in GENieLamp, you will find all the
information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|-----| |-----| |-----| |-----| |-----|
|Name of sender CATEGORY TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

A message number that is surrounded by brackets indicates that
this message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95 for which gives you up to
..... four hours of non-prime time access to most GENie
services, such as software downloads, bulletin boards, GE Mail, an
Internet mail gateway, and chat lines, are allowed without charge.
GENie's non-prime time connect rate is \$3.00. To sign up for GENie
service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330
in Canada. Upon connection type HHH. Wait for the U#= prompt. Type:
JOINGENIE and hit RETURN. When you get the prompt asking for the
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SPECIAL OFFER FOR GENieLamp READERS! If you sign onto GENie using the
..... method outlined above you will
receive an *additional* six (6) free hours of standard connect time
(for a total of 10) to be used in the first month. Want more? Your
first month charge of \$8.95 will be waived! Now there are no excuses!
*** GET INTO THE LAMP! ***

//////////////////////////////////// GENie_QWIK_QUOTE ////
/
/ NTSC _does_ stand for "never the same color," doesn't it? /
/
//////////////////////////////////// J.SCHONBLOM ////

[EOA]

hours each month to provide a free magazine for the Apple II community.
No, we do NOT get paid.

We're not ASKING you to pay for what we write, just watch how you quote it. If you don't care enough about our work to give us proper credit for us, don't copy it for your own purposes.

It doesn't matter if you think our rules are "dumb". You have to abide by them if you use our material. If you don't want to abide by them, you can't use our material. There is no third option whereby you get to use our material according to YOUR rules.

"All the other kids' parents let them?" Can you name any? Sure, I can name a newsletter that DOES take the trouble to credit us properly -- WAUCtalk. There are others too, all of them bored to tears by all this garbage and wondering when the heck I'm going to start my "real" editorial. They have to sit through this -- which is wholly unfair to THEM -- just so you can feel important because you won't play by the rules.

When you start ACTING like a grown-up, that's when.

Yes, you can come downstairs again when you're ready. Just remember -- this bored me more than it bored you.

[*][*][*]

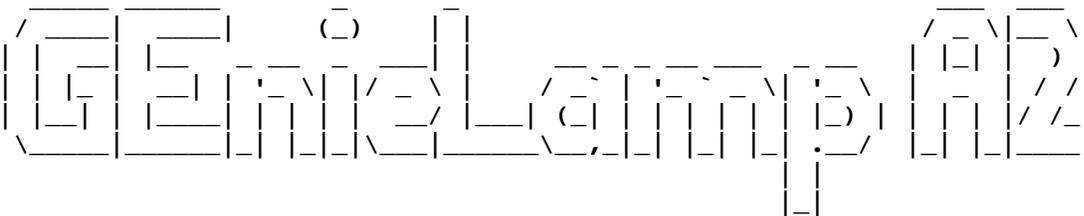
Sorry about that, people. Domestic matter.

I'm pleased to report that the PAL Newsletter is back this month, but you'll also find that the Apple II Hybrids column is missing... don't worry, it will be back next month, I promise! Darrel Raines's DR's Examining Table is missing again this month -- unfortunately, I wasn't able to find a guest reviewer this month.

-- Doug Cuff

GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com



[EOA]

[HEY]////////////////////////////////////

HEY MISTER POSTMAN /

////////////////////////////////////

Is That A Letter For Me?

by Douglas Cuff

[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

game I sometimes play. Even though it is a desktop program, it does not use the Print Manager. I tried to edit the ToolStartup Record, but it doesn't even use resources (imagine a new program out there not using resources!).

I had a whole bunch of printing to do that was already spooled on disk, so I tried this: I opened ShadowWrite NDA, which is a Word Processor NDA (so naturally uses the Print Manager) for those who are not familiar with it, and Express took off printing, even within the Solitaire game, even with the NDA window not frontmost.

So the tip is, if you want to spool-print from within a desktop application that does not use the Print Manager itself, open an NDA that does use it and leave the window in the background, Express will take care of the rest.

Also, another tip is for programmers of new Applications: Please start up the Print Manager, even if you are not going to use it yourself from within your application, so that us Express users can still print in while in your application!

Ken Lucke < Delivered by Co-Pilot & Spectrum v1.0>
(K.LUCKE, CAT43, TOP10, MSG:232/M645;1)

@ROUND BUG IN APPLEWORKS? I forgot which category was the spreadsheet cat
" here but I've got a bug for you.

Using AppleWorks 4.1 on an Apple IIGS, the @round function has stopped working. I noticed this in 4.0.2 as well. I'm not sure about earlier versions of aw4, but it did work in aw3.

Try placing the number 1.234 in cell A1

Not place @round(a1,2) in B1.

You'll get 1.234.... Surprise!

Quality Computers --- Power for Pperformance.
(QUALITY, CAT38, TOP5, MSG:66/M645;1)

BUG IN RAMFAST 3.01E ROM (NO IDEA ABOUT 3.01EZ) Uhm... the built in
" backup / restore function
in this version of the rom IS broken. BUMMER!!!

The backup function appears to work properly, leaving one with a false sense of security. As near as I'm able to tell at this point the partition map for the device(s) being backed up is not written to the backup in the proper format, so one can't restore from the backup. [I have been able to recover data from these backups, it's not fun, but I can do it if really needed]

I've also had problems trying to restore from a tape that was made using the 3.001 roms. (restores fine with 3.001 rom, but not with 3.01e) This makes me suspect that there may also be a problem in the restore function itself.

Also I am unable to load a tape and bring it up on the Finder desktop. (GS/OS can't reconise... Eject or Format.... Yeach!!!):

>>> This does NOT affect GSTape!!!! (which still works just fine :)

Not only have I made sure that Jawaid is aware of this problem, but I learned that he too has recently been "bit" by this. (he had a HD fail and couldn't use his backups... he was able to get the "dead" drive going long enough to recover data, but he learned :) I would expect that he's busy trying to find the bug(s) and correct them.

-Harold

Resident solder slinger.

(H.HISLOP, CAT11, TOP8, MSG:287/M645;1)

>>>> I hope so. I reported the problem here back in early March

Speedy....Keep smilin'

(R.REEDY, CAT11, TOP8, MSG:288/M645;1)

DISCONTINUED SOFTWARE AT COMPUSULT I just received a catalog that I requested form Compsult. It is a company in CA that specializes in discontinued software. The Apple section is very small so I will post it here for anyone interested. They anly list the GS stuff. They have ALOT more stuff for the Amiga and the Commidore and of course MessyDos. They have some Mac stuff too. I did notice that the list of the Apple stuff does not include some of the titles I saw at the booth they had in Phx a couple of weeks ago. So if you are looking for something you could call them and ask about it. Here is the Apple][GS list:

- Final Assault \$ 5.00
- Balance of Power \$16.00
- List Plus \$ 5.00
- Mean 18 Famous Courses \$ 5.00
- Writer Choice Elite \$10.00
- Jack Nick. Crse Vol.1 \$ 9.50
- Jack Nick. Crse Vol.3 \$ 5.00
- Muscle Cars for TD II \$14.50
- Super Cars for TD II \$14.50
- Jack Nick. Intl. Cse V2 \$ 5.00
- Jigsaw Image Library #2 \$ 5.00
- Jigsaw \$10.00
- Deluxe Write \$20.00
- Three Stooges \$10.00
- Kings Quest 4 \$15.00
- World Tour Golf \$10.00
- Print Shop Part Graphics \$ 5.00

Compsult
PO Box 5160
San Luis Obispo, CA 93403
(805) 544-6616
credit card orders 1-800-676-6616

I hope this helps someone.

----- /\ -----
----- | -----
~~~~~ | ~~~~~

D. Singleton

/ |\n
(D.SINGLETON2, CAT2, TOP20, MSG:170/M645;1)

ZIP GS AND CPS FOLLOW Harold.. I reset all my Zip delay settings
according to your guidelines as described in Zip
topic 2, message 87, (all delays disabled except CPS follow), and my GS
runs even faster still!

BTW, what does CPS follow do?

...mike (moving faster and faster)
(DRIBNIX, CAT22, TOP10, MSG:151/M645;1)

>>>> CPS Follow means that when you set your GS to Normal speed (using
the Control Panel, for instance), the ZipGS automatically slows
down to 1 MHz.
(POWERPC.PRO, CAT22, TOP10, MSG:153/M645;1)

SPECTRUM AND SECOND CHANCE ON QUIT Anyone who's been annoyed by the fact
that Spectrum doesn't verify a quit
command, add the following line to the file "User.Script" in the
"Spectrum.Scripts" folder (create the file if it doesn't already exist;
it's run automatically by Spectrum each time Spectrum is run):

Record "Accidental Quit Protection Enabled!!^M"

This will ensure that you get at least one chance to cancel a quit
command, no matter what. :-)

...Sloanie (A2PRO.HELP, CAT43, TOP16, MSG:72/M645;1)

PRINT SHOP GS EASTER EGG I was cleaning out my garage again today, and I
was going through some old user group
newsletters when I came across a note that I hadn't paid attention to when
it was published years ago. Did you know that in PSGS if you click on the
word "printer" at the top of the screen in the printer setup screen you get
a prompt to enter a custom printer driver?

The note went on to include an IWII driver that supposedly corrected
a problem with printouts because the printer was always printing bi-
directionally.

I tried it tonight, and sure enough, it's there. Haven't entered the
driver because I haven't noticed a problem, but now I'm going to have to
look.

I got my copy of PSGS when I bought my second GS (actually my third,
but it's the one my son uses - the second is in the garage) and it's an
original disk, but he didn't have the manual. So I have no idea if this is
mentioned in the dox or not. If anyone is interested, I could post the
codes to enter here.

Dave Rogers (D.ROGERS2, CAT6, TOP34, MSG:132/M645;1)

>>> HOT TOPICS <<<
\*\*\*\*\*

HFS FST AND FINDER As an aside... I, and others, have verified that under

\*\*\*\*\* certain circumstances (not always predictable), the HFS FST will TRASH the directory structure. There is however one sure fire way to avoid this. Do not ever allow the Finder to create a Finder.DooDoo (Finder.Data, Finder.Root, etc) file on the HFS volume. Also do not attempt to copy one of these files to the HFS volume. (either to the root directory, or any subdirectory) [it seems that the HFS FST attempts to interpret the data in these files so it may be stored in the directory structure instead of a file, as is normal for the HFS file system, and it fails miserably in it's efforts]

-Harold

Resident solder slinger.

(H.HISLOP, CAT20, TOP15, MSG:12/M645;1)

>>>> This is quite incorrect. The FST does nothing special to try and  
\*\*\*\*\* convert the GS desktop files to the Mac desktop file on HFS disks. There certainly could be a directory corruption bug in the FST, but it has nothing to do with Finder data files. I have no idea where this very-much incorrect rumor got started, but it's not true.

Jim

(MURPH, CAT20, TOP15, MSG:14/M645;1)

<<<< My personal experience, and that of quite a few others, indicates  
\*\*\*\*\* that the HFS directory structure will be trashed if Finder.DooDoo files are present, but appears to be stable if these don't exist. [ergo it's reasonable to assume that something wierd is going on with the handling of Finder.DooDoo files] This could be (apparently is) an erroneous conclusion, but hey... it walks like a duck, etc :) This is usually a repeatable on demand situation (>75% incident of trashing the directory upon demand for me).

I'm not refering to the Desktop file at all, only the Finder.xxxx files.

-Harold

Resident solder slinger.

(H.HISLOP, CAT20, TOP15, MSG:15/M645;1)

>>>> Desktop file, Finder.xxxx file, whatever, it doesn't matter.  
\*\*\*\*\* Neither are special-cased by the HFS FST, so it's very-much a coincidence. Quite possibly the problem could be brought about easily by the manner in which the Finder uses GS/OS calls, but it has nothing to do with HFS-level data translation, 'cause that doesn't happen.

Jim

(MURPH, CAT20, TOP15, MSG:16/M645;1)

>>>> Doug Pendleton writes:

\*\*\*\*\*

> Do you have any suggestions on how to avoid the HFS trashed volume  
> problem that Harold and you have been exchanging messages on?

I'm sorry to say, but I really don't. I've actually never experienced the problem myself. This is most-likely because I really only use the FST as an interchange mechanism - I just use it to read HFS-format disks from my various Macintosh machines. It's difficult, if not impossible, to suggest a work-around for a problem that you haven't seen and have no idea what it's root cause may be. Sorry.

Jim

(MURPH, CAT20, TOP15, MSG:18/M645;1)

PROBLEM DOWNLOADING MAC FILES WITH SPECTRUM SOLVED! As long as the  
"\*\*\*\*\*" Macintosh program you  
are downloading has been wrapped in MacBinary (almost all files are) you  
can download to any Apple II and the Mac will be able to unpack it. The  
trick is in getting the file from the Apple II to the Mac.

If you have a IIGS and Spectrum, you can download the file directly  
to an HFS disk. Then take the disk over to the Mac and strip off the  
MacBinary header. You should now have a perfectly normal Mac archive  
(Stuffit) that the Mac can unpack.

If you have a IIGS, but you don't have Spectrum, download the file to  
a ProDOS disk (just like you would any Apple II file.) Now return to  
Finder, move the file to an HFS disk, and follow steps listed above.

If you don't have a IIGS, you will need to use Apple File Exchange to  
move the file to a HFS disk. Then follow the rest of the steps and all  
should go well.

- Tony Ward (A2.TONY, CAT2, TOP4, MSG:117/M645;1)

>>>> Actually, Spectrum automatically strips off the MacBinary header  
"\*\*\*\*\*" (whether you want it to or not). That means when you download the  
file onto an HFS disk, you WILL have a Stuffit or Compact Pro archive file  
that looks like it should in the Mac Finder.

The problem with this method, however, is if you download the file  
onto a ProDOS volume. Then, you have a Mac archive file WITHOUT a  
MacBinary header, and if you move it onto an HFS disk for transfer to a  
Mac, the Mac won't know what to do with it because it has no valid Mac  
filetype information. (As far as the Mac is concerned, it is some sort of  
generic binary Apple II file).

So, if you are going to be successful with downloading Mac files with  
Spectrum, do it directly to an HFS disk, and you won't have to bother with  
the MacBinary-stripper program.

Steve Weyhrich <IX0YE>--<  
(S.WEYHRICH, CAT2, TOP4, MSG:122/M645;1)

<<<< Thanks for clearing that up. I always thought Spectrum handled  
"\*\*\*\*\*" MacBinary according to the "Binary II Down" check box, but I never  
actually tested it. Apparently, Spectrum always strips MacBinary whether  
you want it to or not, regardless of the "Binary II Down" check box. This  
is bad.

New rule: Don't use Spectrum to download Mac files unless you download  
directly to a HFS disk.

- Tony Ward (A2.TONY, CAT2, TOP4, MSG:124/M645;1)

>>>> Hold it  
"\*\*\*\*\*"

I routinely download Mac files with Spectrum. Spectrum DOES strip  
the MacBinary headers, and it will modify the names of the files to match  
ProDOS naming conventions.

However, it will also save the necessary file information (Spectrum knows Resource Forks, and so does ProDOS). I just double checked to be sure. I downloaded half a dozen files from the Mac RT last night, and this morning I dumped them onto an HFS floppy and put them in the Mac. No problem, none at all.

I can't account for anyone having problems doing this, and if anyone IS having problems, we need to figure out why.

Gary R. Utter (GARY.UTTER, CAT2, TOP4, MSG:129/M645;1)

>>>> When the IIGS Finder copies a file from ProDOS to a Mac disk, it  
"\*\*\*\*\*" extracts the Mac filetype and creator out of an "optionList" so it  
can set the type/creator on the Mac disk. If you are using AFE to move a  
ProDOS file from a ProDOS disk, AFE knows NOTHING about the "optionList" so  
AFE sets the type to "PDOS".

So, use the IIGS Finder to copy from ProDOS to an HFS disk, then  
insert that HFS disk into the Mac (no further conversion necessary).

(SEVENHILLS, CAT43, TOP15, MSG:528/M645;1)

>>>> Ah, now THAT might be the key to the problem. I've been using  
"\*\*\*\*\*" ProSel 16's file utility (the 16-bit Cat Doctor) to copy my files,  
and I'll bet that Gary always uses the Finder. I'll try it using the  
Finder (which is not so annoying to use now, since I =finally= have a Zip  
GS.

Steve Weyhrich <IX0YE>--<

(S.WEYHRICH, CAT43, TOP15, MSG:529/M645;1)

>>>> I can almost guarantee ProSel 16 is why you're having trouble.  
"\*\*\*\*\*" It's older and probably unaware of the optionList. If the (System  
6+) Finder doesn't work then you might have to download to an HFS disk in  
the first place (though I think the optionList is set regardless, so that  
step shouldn't be necessary).

--Dave (SEVENHILLS, CAT43, TOP15, MSG:531/M645;1)

>>>> What? I am not sure what you are saying. Is optionList newer than  
"\*\*\*\*\*" SYSTEM 6.0.1? I don't know if ProSel-16 is aware of optionList or  
not, but I do know that ProSel-16 was updated for SYSTEM 6.0.1.....

FYI, ProSel-16 relies HEAVILY on GS/OS, and uses it a great deal.

I'll re-read this thread later this weekend, and see if I can  
summarize, send to Bredon and see what he sez.

BUT, IF ProSel-16 can't handle something, its most likely because  
GS/OS cannot.

Chuck  
Charlie's AppleSeeds

(A2.CHUCK, CAT43, TOP13, MSG:243/M645;1)

>>>> The optionList was not used until System 6.0, and is only used for  
"\*\*\*\*\*" keeping Macintosh file information. For instance, the Macintosh  
type and creator and the like are in the file's optionList.

If ProSel-16 causes files to lose their Macintosh type and creator information when you copy them, then it doesn't recognize the optionList, and that's a Bad Thing.

(POWERPC.PRO, CAT43, TOP13, MSG:244/M645;1)

>>>> Option Lists..  
\*\*\*\*\*

These are described in my copy of the GS/OS Reference (for GS/OS System Software Version 5.0 and later) but, as Sheppy points out, they weren't used until System 6.0 (as we didn't have the "extra" FST's till then, so there was no use for option lists :)

(back from snOOping ProSel-16 8.84...)

Uhm... it sure looks to me like option lists aren't being supported. (all I see are nulls where the option list long pointer should be in the call lists... ugh.)

-Harold  
Resident solder slinger.

(H.HISLOP, CAT43, TOP13, MSG:245/M645;1)

>>>> I'll pass this info on to Glen Bredon, regarding optionsList....  
\*\*\*\*\*

Chuck (A2.CHUCK, CAT43, TOP13, MSG:247/M645;1)

WHAT HAPPENED TO TMS? An update on PowerCity controversy.  
\*\*\*\*\*

This morning I called Power City and spoke with a man named Tony Brown. I told him my sob story (I will spare you this again) and asked him if Power City had been TMS.

Tony Brown from Power City told me that TMS has not become Power City. He said that Zorch had obviously been in touch with Power City, and they had helped him with his problem, as they would have helped me with my problem. (I don't want their help if they had not been TMS) and that is why he had an invoice with Power City name on it. He again told me what the salesman had told me in April, This rumor had been started because this company is located down the road from where TMS had been, and some employees previously employed at TMS, had become employed at PowerCity. It is obvious to me that some people who frequent this board have been stiffed by the demise of TMS, and it would be wrong to paint Power city with TMS's problems if they do not have the same owners.

I have no reason to believe that Tony Brown is lying. I am inclined to believe that this is the truth. I know the importance of posting things like this on busy bbss and I didn't think it was fair that this rumor should go unanswered (especially since I had posted that this was not true before). I asked Mr Brown if I could post a synopsis of our conversation tonight and use his name; he said I could.

To finish the conversation, He inquired as to what Computer I used the drive on, and when told, he said "Oh, well we don't sell products for the Apple II". I told him you certainly do.

Well, enough of this.

bill (W.GEORGE2, CAT20, TOP13, MSG:486/M645;1)

>>>> "Is it legal for these guys to just close down and quit honoring  
"""""" their warranties?"

It is not only legal, it was unavoidable. I know those guys, and they would NOT have done this if they had any choice. They were driven out of business by something (probably the shortage of Quantum drives, and competition from bigger companies).

"Forget about TMS, They have forgotten about you."

Again, I know these guys, and I would be VERY surprised if they have forgotten about their customers. Remembering their customers is not the same as being able to do anything for them, however.

Let's get a little balance here folks. You can be sure that Steve, Scott and Greg suffered a lot more financial and personal distress over this than any of YOU did. All these guys did was fail in a business that they spent years of blood, sweat and tears building up from nothing. They didn't set out to screw anyone.

FYI, all the TMS drives were Quantum or Syquest mechanisms, which come with a two year warranty of their own. That warranty is still good, honored by Quantum and Syquest. For the past couple of years, they used CRU cases, which are ALSO warranted by the manufacturer, for at least a year. Now I don't know how to contact CRU, but they are a MAJOR supplier of hard drive cases to assemblers like TMS and APS and MacLand and what have you. They DO advertise in the Computer Shopper, and it is entirely likely that you can track them down and get that cable from them at a real reasonable price. (But probably not under warranty at this point, although, who knows, it might be.)

The cable (for those who might be making one) is a 50 pin header which feeds two 50 pin Centronics connectors. The only thing unusual about the TMS cable in this case is that the 50 conductor ribbon cable has been separated about every 10 conductors or so in order to make it a bit more flexible, allowing you to connect both 5.25 and 3.5 form factor drives without stressing the cable. (I purchased one of the "separated" cables when I wanted to install a Syquest mech in a case that had originally held a Quantum 105, and found that the "solid" cable wouldn't flex far enough by about 1/8th of an inch.)

Anyway, what TMS did, in terms of their two year warranty, was to make things easier for you by taking in your defective Quantum or whatever, swapping out a new one, and sending your old one back to Quantum. They served as a "middleman", in other words, and while they definitely had costs in doing this, they didn't REALLY do anything, warrantywise, that you can't do for yourselves. As Tim has already discovered, Quantum will be quite accommodating about warranty work, they are NOT interested in screwing their customers, and you will find (in my experience, at least) that Syquest is the same way.

I know it's aggravating (I probably have more TMS equipment on hand than anyone reading this), but TMS never set out to screw anyone, and if they had been able to stay in business, this would not have happened. I really hate to see people slamming them just because their business (and their livelihood) went down the tubes.

Gary R. Utter (GARY.UTTER, CAT20, TOP13, MSG:91/M645;1)

SKULLEY'S REVENGE VIRUS? I think I may have a virus, new to the Apple  
"Community, on my Apple IIgs. At the suggestion  
of Tom Zuchowski, I am posting a description of some of the effects I have  
noted, here, in hopes that someone that reads this can help me with a  
solution.

Tom,

Thank you for responding. Yours is the only response I've had to  
date. I've been struggling with this virus for over one year now, and just  
haven't been able to get rid of it.

The virus 'program' seems to interfere with AppleWorks as well as  
other programs, causing crashes to occur at the most unexpected moments. I  
think I received the virus shortly before I installed GEM last year and  
blamed some of the early instability on that program. Since that time I've  
had plenty of evidence of a virus, so now know those crashes were no fault  
of GEM.

Some of the odd happenings, I now attribute to the virus are as  
follows:

1) The 'kicker' that convinces me that I have a virus is that when I  
take a look at the Clipboard, using Edit from the Menu Bar, I see a picture  
of a grinning skull. The skull fills the Clipboard and has a crack  
appearing on top of its head.

2) Another odd thing that has happened since the virus came is that  
the Apple Menu (bar) becomes transparent. By that I mean when I pull down  
a menu item (File, Edit, View, Special, etc.) I can see right through it.  
The writing on the menu list is written over any windows that may be open.  
The resulting garble is hard to read at best.

3) Yet another feature of the virus is that some times when opening a  
window, the writing on the Title Bar becomes gibberish. Other times one or  
more of the file information lines become gibberish. Sometimes all the  
written data in the window becomes gibberish, and sometimes it will all  
appear normal.

4) Sometimes when you open a window in the finder, it will be filled  
with multicolored dots. At times the color fills the whole window and at  
times it only fills part of the window with the remaining part appearing  
normal. When the color fills the whole window, if you wait a while, the  
titles for each file will begin to appear. One can double-click where the  
icon for the program startup should be located, and it will appear to  
operate normally (except for AppleWork/GEM). Then when quitting that  
program, the windows on the finder desktop all appear normal.

5) The once rock stable operation of the Classic AppleWorks program  
has become a thing of the past. I have deleted and re-installed this  
program on my hard disk many times over the past year, trying to solve the  
problems.

One time, last fall, two files (with identical names??) appeared in  
my AppleWorks folder and defied any attempt to place them in the trash or  
otherwise to delete them. I finally got rid of them by initializing that

section of my hard drive.

Just recently (about two weeks ago) when the problems again became so severe I couldn't use the computer, I tried reformatting my hard drive for the second time. (I tried this last year too.) When I reloaded AppleWorks and applied TimeOut Ultramacros, everything appeared normal. However when I tried to boot UltraWorks, the program crashed on startup. I then tried restarting AppleWorks.Sys with the same results. I next tried shutting down and restarting by booting AppleWorks from my 3.5-inch drive. The results were the same. I then got an AppleWorks disk, I knew was clean of any virus and tried booting it from the disk drive. Same results. Then I tried something I had never done before. I turned off my hard disk. I then booted AppleWorks from the 3.5-inch drive. Every thing worked fine, that time!! It made me feel that the virus must be residing on the hard drive.

None of the above features appear in the memo describing Apple II viruses you wrote to me. Could this be a new Apple virus? Any help in identifying the virus and in getting rid of it would be appreciated. Right now that computer wouldn't make a good fishing sinker. I'm always afraid that I might inadvertantly infect my daughters computers or those of other relatives and friends.

Thank you for your response.

Doug (D.FISHKIN, CAT12, TOP16, MSG:70/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

TENTATIVE ICONFERENCE SCHEDULE      ICONFERENCE July 21-23 1994      Tentative  
\*\*\*\*\*      Session Schedule, as of May 27:

- Keynote speaker: Randy Brandt, Project Manager, AppleWorks 4.0
- Pat Wilson, Microsoft - Special Preview of Microsoft Windows 4.0  
(Chicago) (non-disclosure required)
- Pat Wilson, Microsoft - Microsoft Office for Windows Demo (2 hours)
- Nick Dazio et al - Launch of the The Mensch Computer
- Roger Wagner - subject to be announced
- Mike Westerfield - subject to be announced
- Michael Lutynski - Animasia 3-D
- Jim Maricondo - UNIX & the Internet; UNIX and the Apple IIgs: GNO/ME
- Bill Lynn - Way Cool & Way Cheap Macintosh Utilities
- Greg Nelson - Multimedia Authoring with CD-ROM
- Nathaniel Sloan - The Ins and Outs of Telecom Scripting
- Joe Kohn - Looking Good in Print
- Joe Kohn - All About the Internet
- Lane Roathe - How to get a job in the computer industry
- Erick Wagner - Apple II Interfacing, How to Control and Monitor  
Real-World Devices
- David Ciotti - Soldering for Beginners, Which End of the Iron is Hot?

We are also still hopeful that we can get a session on Mac System 7.5 from Apple. Anything else you'd like to see that not's on the list yet?  
(TOM.W, CAT23, TOP10, MSG:136/M645;1)

APPLE II T-SHIRTS      GS Resources "II Infinitum!" T-Shirts, now available

\*\*\*\*\* for \$15.00 each plus \$2.00 S/H, in the following sizes and shirt colors:

Sizes:

Adults  
S, M, L, XL, XXL, XXXL

Children

S (6-8), M (10-12), L (14-16)

Shirt Colors:

Black, White, Navy, Red, Royal Blue, Lt. Blue, Turquoise, Kelly Green, Jade (Green), Bright Yellow, Yellow Gold, Aqua, Pink, Fuchsia, Purple, Maroon, Watermelon, Ash, Wedgewood, Peach, Mint Green, & Orange.

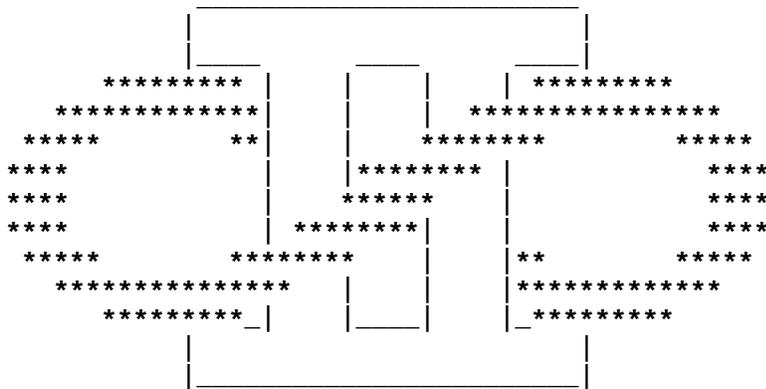
Each shirt will have the infamous "II Infinitum!" logo in gray and blue on the front, along with the words "II Infinitum!" under it in blue. (Darker T-Shirt colors will look best.)

To order send your check or money order for \$15.00 per shirt and \$2.00 S/H (each order), along with you name, address, phone number, email address, Size, color, and quantity to:

Jeffery S. Rash  
GS Resources, T-Shirts  
30 Woodgreen Dr.  
Thomasville, NC 27360

Make your checks payable to "Jeffery S. Rash". Please allow 4 to 6 weeks for delivery.

Please fill free to put this press release into any A2 newsletters, magazines, etc.



II Infinitum!  
(GS.OZONEMAN, CAT4, TOP2, MSG:250/M645;1)

TIMEOUT DESKTOOLS IV Just wondering how DeskTools IV (?) is progressing.  
\*\*\*\*\* I ordered a set back in the Fall, and the received a note in January the program was still in development, and would be released in the "next few weeks".

Haven't heard anything since...

(N.SPANGLER, CAT42, TOP24, MSG:69/M645;1)

>>>> I saw someone working on a manual for it the other day so it's  
"\*\*\*\*\*" getting close. B)

(II.ALIVE, CAT42, TOP24, MSG:70/M645;1)

>>>> DeskTools IV should ship soon. The programs are about done, and the  
"\*\*\*\*\*" installer was nearly finished as of Friday. I think the docs will  
be done next week and it should ship by May 16.

(BRANDT, CAT42, TOP24, MSG:71/M645;1)

BIG RED COMPUTER CLUB TO CLOSE Just got Scarlett the other day and am  
"\*\*\*\*\*" saddened by the announcement that BRCC  
will "close it's doors by the end of 1994." Sorry to see them go--thank  
goodness for Softdisk, QC, GS+, Joe Kohn (SS II), and GENIE. We still have  
alot to be grateful for...but it hurts.

John

(J.STANKOWSKI, CAT2, TOP7, MSG:138/M645;1)

>>>> I have little doubt that a large part of the reason BRCC is closing  
"\*\*\*\*\*" down is that it put so much effort into bringing new software to  
the IIGS and got so little in return. Yes, Out of This World sold around  
3,000 copies, but although that's good for the Apple II community, it's  
really not a lot, especially considering the number of Apple II users out  
here.

And Lost Treasures of Infocom... I'm willing to say they probably didn't  
sell enough of those to even break even, which is another shame -- a couple  
of VERY minor problems aside, it's an excellent package, and a lot of fun.

(POWERPC.PRO, CAT2, TOP7, MSG:140/M645;1)

>>>> To tell the truth, I'm thinking more along the lines of Scarlett  
"\*\*\*\*\*" readers needing another source for Apple II information, and SSII  
could certainly meet that need.

The reality of the situation is that many of the software licenses  
that BRCC had were time-limited. By that, I mean, that BRCC only had the  
rights to publish some of the programs for a year or 2. So, a lot of the  
original commercial titles that BRCC sold are no longer theirs to sell.

Although I don't know it for a fact, I imagine that John Wrenholt got  
out the old spreadsheet, and concluded that it just wouldn't be financially  
advantageous to re-new the licensing agreements.

BRCC is many many times larger than SSII, and therefore has many more  
resources. If BRCC decided that it wasn't financially feasible for them to  
continue marketing some of the older games, I'm sure that it wouldn't be  
feasible for me to attempt to market them either.

I've known for a long time that this was coming. Please keep in mind  
that BRCC's decision was not strictly based on finances. John Wrenholt  
started BRCC more than 12 years ago, and in the computer industry, that's a  
heckuva long time. So, don't discount the "burned out and tired" aspect of  
it.

Probably 6 months ago, or more, I talked with BRCC about the  
possibility of SSII somehow taking over the Scarlett subscriber list.

There were just so many details involved, that we both just dropped the ball. The last time I talked to John, I did suggest that maybe we continue the conversation at KansasFest.

In the meanwhile, I'm just really saddened by this turn of events. John Wrenholt has always been one of the Apple II people that I've always respected and admired. I've learned a lot from John, and as I told him just a few weeks ago, in a lot of ways I used Scarlett as a model for SSII. (Remember, my involvement with Scarlett was in the pre-commercial software phase of BRCC.)

I mourn the loss of BRCC, and feel that the Apple II community is losing a very old and good friend.

Joe Kohn  
(BRCC Librarian 1989-1992)  
(J.KOHN, CAT6, TOP3, MSG:141/M645;1)

NEW X-10 SOFTWARE     A new version of the X10 Survival Kit is now available.  
"\*\*\*\*\*"             The Kit consists of:

X10House (v 2.2) - new features:

- \* Events can now be updated via an Update Event dialog.
- \* A Sound dialog allows selection of sound files and volume settings. Sound files no longer have to be in the X10.Data folder.
- \* Events that are being corrected for sunrise or sunset are now flagged in the display list and when printed.
- \* A Preferences option to automatically update the CP290 clock during startup.

X10Doctor (v 1.1) - new features:

- \* Events that are being corrected for sunrise or sunset are now flagged in the various lists.
- \* Menus and dialogs have been added to control X10ACE, PowerScreen and Virtual10.
- \* Uses the IIgs Battery Ram to determine Daylight Savings / Standard Time for sunrise / sunset corrections. Time no longer has to be selected in the Setup dialog.

X10ACE (new) -

Automatically Corrected Events. X10ACE allows you to apply sunrise and/or sunset corrections to specific events at an interval of your choosing. The corrections can take place during boot-up, or X10ACE can remain memory resident and apply the corrections at a specific time of day (for those who run their IIgs 24 hrs a day). X10ACE is an Init and is placed in the System.Setup folder. Requires a desktop environment.

PowerScreen (new) -

A "screen blanker" that uses the CP290 to turn your monitor off and on. PowerScreen can be controlled from X10Doctor or from a separate NDA, both use IPC (InterProcess Communication) to "talk" to PowerScreen. PowerScreen is an Init and requires a desktop environment and System 6.x. You will have to attach an appliance

module to your monitor for PowerScreen to work.

Virtual10 (new) -

An automatic schedule loader that allows you to load multiple schedules (up to 128) throughout the year. Requires a desktop environment and System 6.x. Virtual10 can run in 3 modes:

- \* Normal boot-up: Virtual10 will check during boot time to see if it's time to load a schedule.
- \* Auto-boot: Virtual10 will set 2 events in the CP290 to auto-boot your IIgs at a specified time of day and then turn it off. During auto-boot Virtual10 will do the schedule check then, if it detects the Finder, it will use IPC to tell the Finder to do a "safe shutdown" and then wait for the 2nd CP290 event to turn off the power. An appliance module must be attached to the IIgs for auto-boot mode to work.
- \* Memory resident: Virtual10 will remain in memory and check each day at a specified time to see if it's time to load a schedule. This mode is for people who run their IIgs 24 hrs a day.

2 bonus NDAs  
(1 bonus NDA if you have the previous version of the X10 Survival Kit)

The shareware fee is \$22 (US). If you have registered a previous version of X10House, the upgrade is \$7. To get your copy, send a check or money order to:

Art Coughlin  
230 Clamer Road  
Trenton, NJ 08628

I've uploaded a "demo" copy of X10House v2.2 to the library. The uploaded version is fully functional except the Set button on the Update Event dialog is disabled. File number 22718.

/\n  
//\\ rt  
//~~\\.....

(A.COUGHLIN, CAT6, TOP10, MSG:101/M645;1)

RUN-TIME HARDPRESSED I've uploaded HPRT v1.0 to the A2 library (file #22768).

If you haven't been following the discussions, HPRT is a stripped-down version of HardPressed that can only expand files, and only knows about the LZSS module. However, it's freely distributable, and can be used for things like user group mailings and on-disk magazines (see the documentation for info about commercial use though... it's still free, but we'd like a little free advertising in return).

Owners of HardPressed may find it useful for things like bootable 800K system disks, since the whole thing is in a single 96 block INIT instead of half a dozen different files. It's also nice for sending LZSS-compressed stuff to your friends who don't have HP.

To demonstrate HP and HPRT to people who don't know anyone with HP, I've also uploaded a collection of files compressed with HP (file #22769). The archive is about 100K (I tried to keep it small so that people would be willing to download it), and is about 10K smaller than it would have been had I used GS/ShrinkIt to pack everything instead of HardPressed.

Let me know if you have any problems with these.

- Andy (FADDEN, CAT37, TOP3, MSG:192/M645;1)

15 ATARI GAMES AEC Apple II Software Clearance Specials:  
\*\*\*\*\*

Atarisoft for the Apple II:

|             |           |               |             |               |
|-------------|-----------|---------------|-------------|---------------|
| BattleZone  | Centipede | Defender      | Dig Dug     | Donkey Kong   |
| Galaxian    | Gremlins  | Joust         | Jungle Hunt | Moon Patrol   |
| Ms. Pac-Man | Pac-Man   | Robotron 2084 | Stargate    | Track & Field |

Any 5 Titles: Your Choice \$29.95  
All 15 Titles: \$74.95

Track & Field includes the special controller, which also works for the Atari 2600 Version.

Other Titles Available:

Epyx: California Games (GS) \$9.95  
Epyx: Final Assault (GS) \$9.95  
microIllusions: FirePower GS \$9.95

MouseWrite 1.4.5 (128K //e) (Mouse NOT Required) \$9.95

Misc Books:

Assembly Lines: The Book. by Roger Wagner \$9.95  
AppleWorks: The Program for the Rest of Us. \$9.95  
AppleWorks Reference Card (Laminated-- From Apple) \$1.00

Orders only: 800/995-7773 +- Q&A 619/721-7733 +- Fax 619/721-2823  
(T.DIAZ, CAT46, TOP7, MSG:61/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

UPDATE ON SOUNDMEISTER PRO The board was never built, to this day. It  
\*\*\*\*\* exists in the form of a working prototype and  
simple test Applicat Z does not support digitizing to the hard disk.  
Never did. If thats the feature people are going to want, that may be the  
sticky part.

the Soun Z and was not part of the deal for the SoundMeister. The  
artwork/layout of the Pro was not started. It exists in wirewrap form only  
at this time.

We are going to look into it more, if it appears to be a finishable product  
without too much more engineering, then a deal can be worked out, and only  
then. Having a working wirewrap prototype is one thing, getting it on a PCB

and working can be another half of the game.

Digital Session software in it's current for supports the Pro hardware if found, fully with more capability. Very much similar to what the Audio Anoiimator is capable of. In fact, if the complete technical specs to the AA were available, Digital Session could be made to support it much better than AEs's software did.

(T.DIAZ, CAT46, TOP7, MSG:44/M645;1)

WHAT ABOUT ECON? Certain products are being sold off and the ones that you are aware of are the SoundMeister and Digital Sessions to Alltech. Other information is forthcoming. Econ still exists as a corporation, but their future is in vertical market Macintosh and Power Macintosh products. It is unfortunate, but they just can't seem to be able to make a living on Apple IIgs products alone any more. The market is just not what it used to be and the Pronis do really regret the situation.

Tyler

(PPC.TYLER, CAT35, TOP2, MSG:57/M645;1)

A BUNCH OF SHORT MESSAGES ABOUT APPLEWORKS 4.1! AW 4.1 should ship in June with about 20 or so bug and quirk fixes, and an updater for ReportWriter and PickFonts.

(BRANDT, CAT42, TOP29, MSG:359/M645;1)

<<<<< > Have you found anything on the Mail Merge spacing problem

Yep. It's fixed in AW 4.1.

(BRANDT, CAT42, TOP29, MSG:355/M645;1)

<<<<< I plan to include an updated of RFP on the AW 4.1 disk if QC approves. I expect it to ship in June. I'm waiting on a slinky card to solve a couple of bugs related to that before we ship.

(BRANDT, CAT17, TOP14, MSG:193/M645;1)

<<<<< Sales people haven't heard of AW 4.1, and won't until we know when it will ship and how much the update will cost. It won't be much, and will likely be available online as well.

(BRANDT, CAT17, TOP14, MSG:198/M645;1)

SHAREWARE SOLUTIONS II TO (RE)PUBLISH CONTACTS GS What a difference a day can make!?!? All copies of Shareware Solutions II, Issue 5, have been mailed, and it's now time for Shareware Solutions II to take yet another giant leap on its exciting Apple II journey into the future!

Shareware Solutions II is branching out.

Shareware Solutions II is expanding.

Shareware Solutions II is growing.

Shareware Solutions II is taking on a new project.

Shareware Solutions II is pleased to announce that it is now the publisher, and exclusive distributor, for a IIGS commercial software product.

Previously available from Simplexity Software, ContactsGS is a IIGS New Desk Accessory that allows you to keep and easily maintain a rolodex-style name and address database that is accessible from the IIGS Finder and from within any Apple IIGS program that displays the Apple Pull Down Menu.

ContactsGS was written by (Burger) Bill Heineman.

Pricing information is not yet available. The ContactsGS NDA, however, should be available for sale within the next several weeks. First, though, a manual needs to be written.

Stay tuned for additional details.

Joe Kohn (J.KOHN, CAT28, TOP4, MSG:568/M645;1)

<<<<< > Can you refresh us as to what ContactsGS is and does  
"\*\*\*\*\*"

Sure I can. It's a IIGS New Desk Accessory that, in essence is a name, address and telephone number database.

When accessed from the Apple Pull Down Menu, ContactsGS takes up about 2/3 or 3/4's of the screen. Call it up, and you're ready to start entering information into the different fields.

There are fields for Last Name, First Name, Street Address, City, State, Zip, Telephone Numbers, and then there are 2 Misc.fields that allow you to jot down any info you want. Each of those Misc fields can hold a total of 80 characters (when running System 6 or later). With System 5, I believe that each Misc field can only contain 42 characters.

Like other databases, you can sort your data. You can also use ContactsGS to dial your telephone using 2 different methods. If you have a modem connected to the built in modem port, you can call up any particular record, and if you click on the Modem option, it'll dial that phone number. Or, you can transmit the tones to the built in (or external) speaker. Theoretically, you could then hold up your touch tone phone to the speaker, and it'll dial the number.

On that last point, my neighbor told me yesterday that I have a very loud modem, because he heard me testing that feature out. I laughed when he said that.

ContactsGS stores the data in an ASCII Text file, where the different are separated by Tabs, and each record ends in a carriage return.

One of the options in AppleWorks, when creating a new database file from an already existing ASCII text file, asks (paraphrased) if the fields are separated by tabs and each record ends with a Return. So, just choose that option when loading in the ContactsGS data, and it'll import everything.

And, I plan to add some automation for the AW import/export of data.

Joe (J.KOHN, CAT13, TOP24, MSG:180/M645;1)

BYTEWORKS TO RELEASE NEW PROGRAM We're in the process of releasing a new

\*\*\*\*\* program for the Apple IIGS that is not a programming product. I'd like to see about getting an area set up here in A2 to support it, since A2Pro doesn't fit the bill. I'd also be interested in scheduling some conferences to chat with A2 folks about the new program.

Who do I talk to over here to get the ball rolling on something like this?

Mike Westerfield

(BYTEWORKS, CAT2, TOP4, MSG:374/M645;1)

USER GROUP CD UPDATE The Apple IIGS SIG and Mac SIG here in Germany are \*\*\*\*\* producing a joint CD. It will contain about 180 (?) disks worth of Macintosh PD and 250 disks worth of Apple IIGS PD. Provided everything works out well (this week the HD contents are copied onto a CD-R for delivery to the CD production firm and I do hope there'll be no glitch in that process) the CD will cost US\$ 43.00 resp. CAN\$ 60.00 plus s/h.

Shipping the CD airmail with jewel case to the US or Canada will cost US\$ 10.00 resp. CAN\$ 14.00, shipping the CD with booklet and inlay card in a 5.25" disk mailer will cost US\$ 6.25 resp. CAN\$ 8.75. (I suggest you buy your own jewel case and get the CD in a floppy disk mailer...) I will accept cheques in US or Canadian currency. Please, add US\$ 2.00 resp. CAN\$ 3.00 for cashing fees. So to get the CD, mail me a cheque for US\$ 51.25 resp. CAN\$ 71.75. I'll post my address here, when the CD is done. Guys living in Europe send me an Eurocheque for DM 77.00 (CD with jewel case). Within Germany the price will be DM 72.00 (for nonmembers of AUGÉ).

Udo - ... just a IIGS freak -

(U.HUTH, CAT20, TOP15, MSG:32/M645;1)

FOUNDATION RESOURCE NOW FREWARE Yes, that's right! Foundation, the \*\*\*\*\* resource editor created by Lunar Productions, is now Freeware. It should arrive on GENIE in just a few short weeks, after undergoing some revamping and modification.

We're waiting for some missing source files to be sent to us, and for the completion of the port from ORCA/C v1.3 to ORCA/C v2.0.1 of the source code. Then we'll be making minor modifications, to add new copyright messages (to indicate freeware status) and to list the names of some new maintenance contacts.

The source code has been released as freeware as well, and will be uploaded to GENIE at the same time as Foundation v1.0.2 is uploaded. However, in order to help control and maintain Foundation, a small group of people, including myself and Andy Wells (who is doing the port to ORCA/C 2.0.1), are asking that a small group of people be selected to maintain an "official" version of Foundation.

This is NOT intended to keep other people from making changes to Foundation. The plan is to have the "official" source maintained and available online for download, and to allow other people to make changes and/or suggestions and submit them for inclusion in the "official" version of Foundation.

This is a great opportunity for the Apple II community to come together to build its own software library -- as a team. Let's make Foundation great!

A topic will be created in A2Pro, after Foundation has been released, for discussing changes to it and programming issues about it.

Eric Shepherd (POWERPC.PRO, CAT13, TOP39, MSG:1/M645;1)

>>>> For the benefit of those like me who don't understand, what is the  
"\*\*\*\*\*" purpose of a resource editor? (Please, don't tell me it edits  
resources!)

Charlie (C.HARTLEY3, CAT13, TOP39, MSG:2/M645;1)

<<<<< A resource is a small bit of data that contains information used by  
"\*\*\*\*\*" a program. Resources are often used to contain the necessary data  
to create menu bars, windows, and buttons, along with lots of other things.

A resource editor lets users and programmers alter these resources. A resource editor can, for example, be used to change the name of the Finder's trash can from "Trash" to "Land of the Dead" (which I have done :). A programmer could use a resource editor to create and modify the menus in a program he or she is writing.

It's a wonderful tool when used properly, and gives a lot of power to its users.

The original Foundation Project was eventually supposed to result in two resource editors: Foundation for developers and Foundation for users. The User's version of Foundation would have more warning messages and would be easier to use. The programmer's version (which is the only existing version) is a little harder to use, but is still a very effective tool.

The freeware Foundation Project will almost certainly combine these into one package, probably involving a Foundation which features an Expert mode for programmers that know (or THINK they know) what they're doing and a User mode for weekend resource editors.

Anyone who currently has Foundation: your input is welcome! Although the first freeware release will be almost identical to Foundation v1.0.2, we'll want your suggestions for 1.0.3!

Eric Shepherd (Sheppy)  
(POWERPC.PRO, CAT13, TOP39, MSG:3/M645;1)

EDIT MAC RESOURCES ON A IIGS? Softdisk has mentioned publicly that they  
"\*\*\*\*\*" plan to write a read/write Macintosh  
resource manager for the IIGS eventually.  
(POWERPC.PRO, CAT13, TOP39, MSG:24/M645;1)

ETHERNET CARD FOR APPLE II? I'll tell you what I am working on - a driver  
"\*\*\*\*\*" to allow to use one of these SCSI Ethernet  
units so prevalent in the Mac world. I've contacted several different  
makers, but I'm still waiting for anything useful to be given to me. A  
couple of the companies sound more promising, but I'll be giving them  
another round of pestering this week, and continue until I get direct  
answers.

Anyway, I'm pleased to see there is a fair amount of interest in this sort of thing, both here and on the Internet Apple II group. I will

definitely let everyone know if anything comes of it. In the meantime, if anyone has any experience (good or bad) with any of these Ethernet boxes, please drop me a line or post in an appropriate area (maybe CAT 12, TOP 4 - A2-Mac, or perhaps a new category). I'd like to know if there are any significant differences between these units, especially in terms of speed.

Michael Hackett

Some Assembly Required

(M.HACKETT, CAT12, TOP23, MSG:240/M645;1)

DISCQUEST ENCYCLOPEDIA ON CD > Sequential isn't answering its e-mail...  
\*\*\*\*\*

All: I apologize for this, but I've been hard at work on Compton's Interactive Encyclopedia.

> Does this mean current owners of diskQust can get the update by getting  
> the Encyclopedia?

If you currently own discQuest, you can get the Compton's front-end software free if you buy the Compton's CD-ROM from Sequential for \$99 (well below the regular retail price, I might add).

> Will it work with other CD's beside the Encyclopedia? I have noticed  
> that "Comptons" is on a lot of CD's.

We don't know yet. We will be looking into this; there are at least four different CD's that are Encyclopedia's from Compton's! Each seem to be a bit different.

Jawaid (PROCYON.INC, CAT20, TOP12, MSG:{460}/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 13, Topic 25  
Message 117 Wed May 04, 1994  
A2.CHUCK at 22:49 EDT

I was asked to send an E-Mail telling all about Charlie's AppleSeeds, and while flattered, decided it would be a good idea to tell the world about Charlie.

Charlie's AppleSeeds was established as a result of three problems that developed within the first year after I obtained my Apple IIe Computer.

First, I quickly became addicted to the computer. After I had a checkbook up and running, had typed in all the interesting but frustrating Nibble programs and had nothing much left to do, I started an AppleWorks database of all of my VA manuals on procedures, regulations and laws..... That lead to the second problem; memory. With a 128k machine, I quickly had about 8 database files that literally took several hours each night to add a mere 100 new lines of data to.

That lead the final problem; my wife would not hear of me spending budget money on my TOY! The argument got rather bitter at times. Finally she did agree to allow me to buy a memory card on the Master Card and pay it back from my \$25 a payday allowance. I then spent days driving all over

San Diego County looking for an inexpensive memory card to replace the extended 80 column card. I finally ended up at the store where I purchased the machine in the first place, and, GET THIS, the dealer that sold me the computer, gave me \$129 in trade for the Extended 80 Column card, towards the purchase of a 768k Checkmate card.

Rather than relieved, I felt, "I can do better than this!" So, I went down town to get a business license, register a company name and set up a sales tax account with the state. I knew that I had to have a fictitious name (business name) and that I had to search local records to make sure it was not in use in San Diego County. I had always been a garden hobbyist, and as I was driving down town, trying to think of a really neat name, I remembered Charlie Appleseeds, the guy that planted Apple Trees all over the place in the 19th century. Well, heck, I got the name wrong, it was Johnnie, but since I was Charles, at the time it seemed to fit, since I would be selling memory cards and those are found in Apple Computers, and Appleseeds are the things inside an Apple, I had my name.

I then established business relations with Checkmate, a great bunch of people back in 1986. I advertised in the local computer magazine which came out every two weeks, and allowed cheap ads. I would get about 20 calls and send a great deal of time on the phone, advising people, knowing from what they were telling me that they would find out what I thought was the way to buy, then buy somewhere else. My first sale was to Jean in Chula Vista, and it was AutoWorks by Alan Bird, NOT a Checkmate memory card!

Then I would do things like create massive spreadsheet price lists that I forgot to audit, and then end up selling programs and memory cards for like less than a dollar over my cost..... After the first six months, everything I had in the bank was owed to the California Sales Tax guys. I was depressed.

BUT, during that time, I was doing a lot of beta testing and leg work for the programmers at Software Touch (Alan Bird, and Mark Simonsen). After AutoWorks was released, coincidentally with MacroWorks (Beagle Bros Randy Brandt), I wrote a letter to every Apple II magazine editor about how great the program was and Paul Statt actually called Alan Bird as a result of my letter writing campaign and some good things started to happen for Software Touch.

Then one day when I stopped by Alan's office, he showed me a new feature that he had working inside AppleWorks, MY FAVORITE PROGRAM. That window turned out to be TimeOut. I was involved with beta testing of all the TimeOut but had no idea until just before the AppleFest that year, that Mark Simonsen had bought out Beagle Bros. At that point, there were seven TimeOut packages and four more nearly completed. I had acquired the competitions programs from Pinpoint and was very impressed with what they offered, and then I got a newsletter that had an article about the Pinpoint User Group assistance program; I forget what it was called now, but it got me to thinking that the Beagle Bros TimeOut family needed something similar because not only were we introducing a massive number of add-on programs, but we were rapidly providing changes, enhancements and bug fixes. So I went to Mark Simonsen with what became the Beagle Buddy idea, which we started up in early 1988. My idea was that I would keep these Local Apple II User Group AppleWorks gurus updated and current on all of the TimeOut stuff and get them to help me sell Beagle Bros software to their user group members. I ran the Beagle Buddy program for three years without pay from

Beagle Bros, but free reign at the shop, so to speak. The program was taken in-house and became part of the advertising budget, but the full-time employees never really had the time to devote to the program that I had provided.

When AppleWorks 3.0 was introduced, Beagle Bros took me to San Francisco to the AppleFest with them, and I met the buyer from Programs Plus and Roger Coats. I had just, after a year, convinced Professor Glen Bredon to let me publish and distribute ProSel and ProSel-16, and Programs Plus started buying, on average, 50 copies of ProSel-16 per month, while Roger Coats was buying upwards of \$6000 (wholesale value) worth of Beagle Bros product from me. Let met tell you, it was a neat feeling to take a box containing fifty 3.5" disks to the Mail Bank and asking that they be shipped COD for \$2,000.00! And how depressing, in June 1991 when I had to write over \$4500 worth of checks to pay income taxes because 1990 was such a great year. AND ALL IN MY SPARE TIME TOO!

In all the years since 1986 when I started, I have never regretted starting my little side business, but I have done all this without paying nearly enough attention to my kids and wife, and now, they are letting me know. I am still addicted to my Apple II systems (I have three in the house, and a computer room, stuffed with box, magazines and computers). Last year was pretty slow, but still more than I did in sales in 1988, and while this year seems pretty slow too (where the heck did all the Apple II Buyers go?), things are not entirely bleak. I am starting to sell hard disk drives, something I have wanted to do for three years, and now that I have a really nice drive enclosure (the Diplomat), drives smaller than 540 megs are hard to find. However, with TMS closing their doors and Quality Computers growing so fast that they are having (apparently) a hard time finding sales people knowledgeable in Apple II, I feel more than ever that I must continue to try to stay active in business for the Apple II Users. Its almost like an obligation to me. I don't want to stop what I am doing, business wise, and I don't want to turn my back on Apple II Users. I use almost everything I sell and that makes it easier for me to sell. It also allows me to assist users after the sale!

So, there you have it; Charlie's AppleSeeds, how and why.

Chuck  
Charlie's AppleSeeds  
9081 Hadley Place  
San Diego, CA 92126-1523  
Phone/Fax 619-566-1297

===== END =====

Too keep my hand in, I am also doing the software for the A2Genie Disk of the Month (locating and downloading, then writing a brief discriptor file) and recently, I started doing the same for Resource Central with their A2-Central On Disk.

Chuck

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of

what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////  
HUMOR ONLINE /  
////////////////////////////////////

Fun & Games On GENie  
\*\*\*\*\*

by Steve Weyhrich  
[S.WEYHRICH]

Here for your amusement, in honor of our own Brian Tao:

>>> INTERNET FILEMAN <<<  
\*\*\*\*\*  
(to the tune of "Wichita Lineman")

I am a FileMan for the I'Net  
And I cruise the main node  
Searchin' on the run  
For another hot upload.

I send them zingin' through the wires  
I upload them while online  
And the Internet FileMan  
Is still on the line...

The last batch needs ver-i-fi-cation  
Hope that Sysop's been trained  
And if that virus scan fails  
It will cause no end of pain

And I need them more than want them  
And I want them all for MINE  
And the Internet FileMan  
Is still on the line...

[\*][\*][\*]

EDITOR'S NOTE: "InterBrian" Tao is a member of the A2 RoundTable who voluntarily uploads program and messages from the comp.sys.apple groups to GENie's A2 libraries.

[EOA]

[REF]////////////////////////////////////  
REFLECTIONS /  
////////////////////////////////////

Thinking About Online Communications  
\*\*\*\*\*

by Phil Shapiro  
[P.SHAPIRO1]

>>> SOME FACTS ABOUT THE U.S. POSTAL SERVICE <<<

.....

Last month this column included the recommendation that the U.S. Postal Service raise the rate of first class stamps from 29 to 40 cents. Loyal readers of the column were kind in letting me know that the editorial was long on opinions and short on facts. Taking a second look at the editorial, I can't help but agree with them.

Here then is the U.S. Postal Service revisited -- but this time supported by facts.

THE QUANTITY OF MAIL DELIVERED EACH YEAR The first fact that stares you  
..... in the face when dealing with  
the U.S. Postal Service is the humongous quantity of mail that is delivered each year. I called the national headquarters of the U.S. Postal Service in Washington D.C. and asked them how much mail they delivered last year. A polite and friendly postal service employee informed me that the Postal Service delivered 171,219,994,000 pieces of mail in 1993.

Well, that looks like a large number, certainly, but what does it mean in more practical terms? In practical terms, the Postal Service delivers about 500 million pieces of mail per day.

If this doesn't seem like a large number, try this little experiment: Take a day off from work sometime, and in your free time casually sort and deliver 500 million pieces of mail. [Or just try counting to 500 million. -- Ed.]

How much does all this mail weigh? In 1993 the Postal Service delivered 19,592,264,000 pounds -- that's 19 billion tons -- of mail.

To make this figure more meaningful, we can say that the Postal Service delivers 10 million tons of mail per year. On a daily basis that works out to 27,400 tons per day. To help haul that mail to your mail box, the Postal Service uses 100,000 trucks.

SHIFTING HARD COPY MAIL TO ELECTRONIC MAIL If just one percent of all of  
..... the current mail were shifted  
to electronic mail, the load on the U.S. Postal Service would be substantially diminished. (To the tune of 5 million fewer pieces of mail to deliver each day.) If ten percent of all current mail were shifted to electronic mail, the load on the U.S. Postal Service would be diminished by 50 million pieces of mail per day.

A ten percent reduction in mail volume would yield all sorts of efficiencies: Fewer sorting machines would be needed, fewer mail carriers would be needed, fewer delivery trucks would be needed, fewer fuel would be needed for those trucks, fewer mechanics would be needed to repair the trucks, etc.

HUMAN NATURE SLOW TO CHANGE But you can bet your last postage stamp that  
..... people are not going to change the way they  
communicate unless they start feeling the pinch in their wallet. Raise the price of a first class stamp to 40 cents, and a lot of people will have a spontaneous new interest in learning about telecom.

To be sure, in some ways it's unfair to talk about shifting hard copy mail to electronic mail. Some mail, such as glossy advertising flyers, is

just unsuited to the e-mail format. (Thanks be!) And other mail has no meaningful ASCII content at all. (Tangible merchandise and other types of "non-letter" mail.)

But over 90 percent of current mail is ASCII text, being physically shuttled around the country by trucks and planes. How much more efficient would it be to shuttle this mail around via computers? Plenty.

The U.S. Postal Service has ambitious plans to modernize its sorting facilities in the next ten years. Billions of dollars are being allocated for this venture. Wait a second, folks. That money is being thrown into a huge hole. Far better to use that money to subsidize inexpensive terminals for each and every person in the country.

Set up free public access terminals in public libraries, railway stations, shopping malls, government buildings -- anywhere where people could sit down and jot off a quick e-mail note to a colleague, a legislator, Al Gore, or Bill Gates. You shouldn't have to own your own dedicated phone line to travel down the information superhighway. On-ramps should be provided wherever human beings have a need or an interest to communicate.

Then we as nation can get serious about moving ahead in the Information Age -- without having to worry about sorting and delivering 500 million pieces of mail per day.

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social and economic dimensions of communications technology. He can be reached on the InterNet at: pshapiro@aol.com.

////////////////////////////////////// GENIE\_QWIK\_QUOTE ////////////////////////////////////////  
/ The skull in the clipboard doesn't sound good. Sounds very possibly like somebody's screwing around on your system. That really steams me. I consider the Apple II community to be, like, my extended family. To have a relative screwing around with MY system would make me really ticked off. /  
////////////////////////////////////// POWERPC.PRO ////////////////////////////////////////

[EOA]

[BEG]//////////////////////////////////////

BEGINNER'S CORNER /

//////////////////////////////////////

Polishing Green Apples

\*\*\*\*\*

by Steve Weyhrich

[S.WEYHRICH]

>>> HOOKED ON STORAGE (Part 4) <<<  
\*\*\*\*\*

STAKING OUT YOUR TURF If you've been following the previous installments

"" in this series, I have led you through the decision of when and if to purchase a hard disk or other mass-storage device, and how to find and connect one to your particular flavor of Apple II. Now we need to discuss methods of dividing up (and safe-keeping) all that lovely space for most efficient use.

BACKGROUND Unless the hard disk that you purchased is only 20 megs in "" size, you will likely need to partition (divide) that disk to be able to make use of it. There are many reasons for partitioning, and the size you choose depends on your particular needs.

First, the ProDOS operating system has a built-in limitation of 32 megs per disk volume. In 1994 this limit seems just a bit too constricting, especially on the Apple IIgs, where large programs are more the rule than on 8-bit Apple II's. In 1979, however, when SOS (the Sophisticated Operating System for the Apple III) was designed, 32 megs was as enormous a size as 32 GIGabytes seems to be today. ProDOS was designed to be compatible with SOS, and thus the 32 meg per volume limit remains to this day. It would be POSSIBLE to overcome that limit, but not without a major rewrite of ProDOS, and the hassles of compatibility problems with older software. It is unlikely that we will ever see this changed, now that the status of the Apple II unit at Apple Computer is a mere shadow of its former self; so, like everything else we do in the Apple II world, we learn to make do with what we have.

An obvious solution to this problem would be to take whatever size of disk you've purchased and divide it up into multiple 32 meg volumes, with the final one being the remainder after the division. For example: A 120 meg hard drive would be divided up into three 32 meg partitions, with a fourth partition that was something under 24 megs in size. That last partition would not be EXACTLY 24 megs in size, although the mathematical logic works out that way. Some of the space on the hard disk needs to be used for a partition map that lets the SCSI controller keep track of where a partition begins and where it ends. A 300-meg drive would be split into nine 32-meg volumes, with less than 12 megs remaining.

BACKUP Real life, however, is not that easy. The decision on how many "" partitions to make, and what their sizes should be, depends on more than what the operating system will allow. One consideration to make is this: What do you plan to use in making backups of this hard disk?

"Backups? I have to make BACKUPS too?!" Darn right you do. Murphy's Law of Data Loss states that the likelihood of losing all or part of your disk files is inversely proportional to the amount you are at risk of losing. In other words, if all you have to lose are the files on a 143K floppy disk, it won't disappear easily. When you have an 800K disk, it gets a bit more risky. With 32 megabytes, you can almost guarantee that eventually, SOMETHING will clobber your disk and cause you to lose hundreds of files, many of which may be difficult to replace. So, the rule is BACK UP YOUR FILES, and do it regularly. Did you hear me? \*B\*A\*C\*K\* \*U\*p\* -- Do it regularly! You've been warned. Don't you come whining to ME when your disk crashes and that file you worked on for two whole WEEKS is gone forever!

BACKWORK What should you use for doing your backups? You have several "" choices available to you:

Floppy Disks (5.25) PLUS: Dirt cheap

.....

MINUS: To back up a full 32 meg volume it would take just over 234 of these disks and probably an entire day of time. Probably would cause repetitive strain injury, too. And acne.

Floppy Disks (3.5)  
.....

PLUS: Still pretty cheap

MINUS: Full 32 meg backup still takes a LOT of disks, over 40 of them. Still slow, but not as bad as 5.25 disks.

Tape Drive  
.....

PLUS: MUCH more convenient than floppy disks. Time spent doing a backup depends primarily on how much money you choose to spend on a tape drive to begin with. The least expensive, a 3M 40-meg SCSI tape drive (available for as little \$150 used), may take an hour to back up a full 32 meg partition; however, it is VERY reliable. Other SCSI devices are available, with larger capacities and faster backup times, but their cost is significantly higher.

MINUS: Because tape access is sequential rather than random, recovering individual files from a backup tape can be a slow and tedious process (just as locating and playing a specific song on an audio cassette is less convenient than on a CD or vinyl recording).

Syquest Cartridges  
.....

PLUS: Pretty good speed for both backup and recovery of disk volumes. Sizes run from 44 meg up to 270 meg per cartridge.

MINUS: The initial outlay for a drive runs from \$230 and up, with the 270-meg drives costing more than \$550. Also, individual cartridges are expensive, costing over \$70 apiece. Still, \$70 for 40 megs of storage is cheaper than buying another hard drive.

Floptical disks  
.....

PLUS: As with Syquest cartridges, good speed.

MINUS: Still an expensive hardware item, and size is usually 21 megs (actually more like 19 or 20 megs of useful storage), so it would take about one and a half to store a full 32 meg volume (more about this later).

Hard Disk  
.....

PLUS: Using a second hard drive of the same size for doing backups is not as silly as it might sound. The cost of a second hard drive may be less expensive than buying a Syquest and cartridges, for example, and it should be as fast as what you have right now.

MINUS: The backup hard drive is subject to the same failures and losses as the original drive is,

and if something goes wrong with the backup drive, you've lost EVERYTHING that you stored on it the last time you did your backup.

BACK TO WHERE WE WERE So, if the point of this article is to talk about partitioning a hard disk, why so much time spent on discussing methods of doing backups? Because backups are so important, and you will be doing them regularly (RIGHT?), it will help you to have your hard disk organized in such a fashion as to get the most out of your chosen backup method.

For example: If you plan to do your backups to 800K floppy disks, you can decrease the amount of time spent on one volume by making them smaller. If it takes 40 disks to back up a full 32 meg volume, consider that it takes only 26 disks to back up a 20 meg volume. You have more volumes to back up, perhaps, but fewer disks per volume.

If you buy a Floptical drive, the disks on which you will do your backups will be around 21 megs in size (not quite all of the 21 megs on those disks are available). So, it might make sense to divide your hard disk into 20 or 21 meg partitions, so you can more efficiently use the space on those Floptical disks. The same goes with the 40 meg 3M tapes: Two 19 meg partitions will fit onto a single 40 meg tape (some space is used for tape directory), so creating 19 meg partitions may be the most efficient way to divide that space. None of the Syquest cartridge sizes come out to exact multiples of 32 megs, so it may be prudent to set the sizes of your partitions to coincide with the available space to use in doing backups with THAT device.

BACKUP METHODS And, since we've gone so far down the backup path as to talk about backing up full volumes, and the consequences of those choices, this would be as good a time as any to discuss what software is available for doing backups. The cheapest method of doing backups is to just use a file copy program and copy files one by one over to a backup disk until it is full, and then repeat the process until the entire hard drive partition is completed. This will certainly work, and has the advantage of letting you decide exactly WHICH files you REALLY need copies of. The disadvantage is it is a labor-intensive process that you will not do as regularly as you should.

[By the way: I do know some folks who NEVER make backup copies of their system files or commercial software, since they have the originals around to reload if something happens to trash the copies they use on their hard drive. This is all fine and dandy if you never make any patches to these programs. However, the more complicated the software, the more it can be customized to your likings, and the hassle involved in reinstalling and reconfiguring all those programs needs to be weighed against the convenience of being to simply restore it all from a backup if something DOES crash.]

There are two main methods used in doing backups: A FULL-VOLUME backup copies ALL the files from the hard disk to the backup media, either as an automated file-by-file copy, or as a literal image, block by block, of the original disk. A full-volume backup really should be done periodically to make sure that all the files on your hard drive are safely stored SOMEWHERE.

The second method of backing up files is called an INCREMENTAL

backup. Incremental backups only copy certain files to the backup disks. This can be done either by date of the files, or by whether or not files have changed since the last full-volume backup (whether the "backup-bit" is set; this is something the operating system takes care of).

People who are EXTREMELY careful about their disks and their work-in-progress will do a full volume backup weekly, and an incremental backup on a daily basis. (I've even heard of those who do this on a daily and HOURLY basis.) The advantage of incremental backups can be seen when there are several versions of a program, for example, which change when the program is being developed. If it turns out that a new method being used simply doesn't work, the programmer can go back to the version he saved three days ago and start from there again, rather than trying to remove all the changes he added since then.

BACKUP SOFTWARE: 8-BIT  
 \*\*\*\*\*

Backup II For the Apple II Plus/IIe/IIc computers, the least expensive  
 '\*\*\*\*\*' option for hard disk backup is a program called Backup II, written by Apple Computer. However, the program has given problems to some people, and it is possible that recovering a single file may simply not work. For instance, if one disk in a series of backup disks develops a bad block; the entire backup may be unavailable. However, it is "free" for the cost of a download from the A2 Library on GENie (a part of file #13735, SCSI.UTILS.BXY).

EasyDrive Quality Computers sells this program, which is a file selection  
 '\*\*\*\*\*' utility for 8-bit Apple II's. It also has a hard drive backup and restore utility, but is limited to being able to only do a full-volume restore. That means if you only need to recover ONE file, you had better have a spare hard disk partition that you can make use of, to restore the last full backup of the disk where the file was last stored.

EasyDrive's backup utility is unique in its ability to use multiple different sizes of backup media. For example: You could begin a backup from a 32 meg hard drive partition to a 21 meg Floptical disk. If that disk became full before the backup was completed, you could finish it on 3.5 floppy disks.

ProSel 8 Glen Bredon's ProSel 8 is the oldest and most comprehensive of  
 '\*\*\*\*\*' the available disk management programs for the Apple II. One of its many features is a hard disk backup package that also allows recovery of specific files. However, you must know the name of the file you wish to recover to successfully do so without restoring the entire backup. For this reason, it is a good idea to use the included Info Desk utility to make a full disk directory on either paper or a disk file and store it somewhere safe before doing a backup, so you can find the exact file and path at recovery time.

ProSel 8's disk backup software uses an image, rather than incremental, method of backup. Also, it is hard coded to use either 5.25 OR 3.5 disks, but not a mixture of them (as EasyDrive can do).

One feature of ProSel 8 that should be discussed here: Disk optimization. Because of the feature of ProDOS that dynamically allocates disk space as it is needed, files have a tendency to eventually become fragmented as they are saved over and over. This may begin to slow down

the loading files from the disk. To combat this creeping lethargy, disk optimization/defragmentation utilities were developed, and ProSel 8 had one of the first: Beach Comber.

This brings up the limitations of Beach Comber. To properly plan your disk partitioning in such a way as to allow use of this program, keep the following information in mind. If you have a plain vanilla Apple IIe or IIc, with 64K or 128K of memory, Beach Comber will not work if your disk partitions are greater than 10 meg in size. If you have a 1 meg RAM card, you can use Beach Comber to defragment hard disks up to 20 meg in size. To defragment a 32 meg disk partition requires an Apple IIgs, and the optimization utility in this ProSel-16 is more comprehensive anyway.

How critical is disk defragmentation anyway? If you are using 3.5 disks (which do not have the memory limitation mentioned above), it may make quite a bit of difference. If you are using an older, slower hard drive or interface card, disk optimization may also achieve some performance improvement. On an Apple II High Speed SCSI card, or on a RamFAST card, with a newer SCSI drive, the improvement achieved may be minimal.

BACKUP SOFTWARE: 16-BIT  
 \*\*\*\*\*

ProSel-16 Like ProSel 8, this 16-bit version of ProSel is primarily a  
 '\*\*\*\*\*' program selector, but has many utilities that come with it, including a backup and restore utility that is done by file, rather than as a disk image. Backups can be done for an entire volume, for changed files only (those with the backup bit set), and for files newer than a certain date. Files can be restored either individually or through an entire set.

The limitations of this set of utilities are primarily due to its roots in the Apple II text screen. (Although most ProSel-16 displays are in super hi-res graphics, they only use it to the extent of printing text that is indistinguishable from Apple II text, except they can be in multiple colors.) When ProSel was first written for 8-bit Apple II's, it started as a program selector, and then more features were added as the author, Glen Bredon, felt it necessary to add them. When the Apple IIgs came to be, the utilities were updated to make use of the GS/OS environment; however, their appearance was NOT changed, except in minor ways. Access to desk accessories is available, and the mouse can also be used. However, despite all its power, ProSel-16 has been known to be difficult for a new computer user to make use of; it just works differently from graphic-based programs like the GS Finder. I find ProSel-16 to be extremely valuable; but then, I've been using it since I had a IIc, and am familiar with it.

Salvation-Bakkup Vitesse sells a collection of utilities that is  
 '\*\*\*\*\*' currently bundled as Salvation Supreme. It includes a program launcher (Wings), virus checker (Deliverance), Backup/Restore utility (Bakkup; yes, that IS how they spell it), and more. The Salvation utilities are GS/OS desktop-based; that is, they use the graphic user interface in a similar fashion to the GS/OS Finder, with icons, windows, and so on. It is preferred by many GS users who like to use programs that adhere to the Apple's desktop guidelines, and allows access to desk accessories via the Apple menu. Beyond this general information about Salvation-Bakkup, I do not have any personal experience on which I can draw for making comparisons. For a discussion of Salvation-Bakkup compared to





fields, more than 250 separate graphics, and more than 47,000 words. As you might have guessed, this is not free.

To get this masterpiece, you are looking at close to five hours of downloading time at 2400 baud. At \$3.00 an hour, that's about \$15.

In addition, Mr. McEwen has copyrighted this work and requires that you send \$25 to the Immune Deficiency Foundation if you wish to keep it. Let him tell you why you should do this in his own words:

"MUCH ADO ABOUT SHAKESPEARE was created during 1990 and 1991. During that period of time I was growing an intra-spinal-cord tumor. I finished it the night before my entry into the hospital for spinal cord surgery the next morning. On that day, my wife walked from the hospital to a nearby postal service center and sent all six disks to Roger Wagner Publishing.... During the next few months, v2.0 of MUCH ADO ABOUT SHAKESPEARE was finished and was advertised in the Roger Wagner Publishing Company catalog at \$29.95.

"This is an improvement over those early versions. Because my immune system continued to deteriorate, I found that I was sick more days per month than well. Finally, I faced the fact that I could no longer work productively and was disabled. As a hobby for those very few days in some months when my energy level allowed me to dabble with the IIgs, I finished v3.11 of MUCH ADO ABOUT SHAKESPEARE.

"This is a good cause and we need help. The first case of Primary Immune Deficiency Disease which caught the public's eye and ear was the case of the 'Houston Bubble Boy', a boy who lived in 1950's Texas. His story was made into a movie. A very young John Travolta starred as the 'Bubble Boy' whose short life was contained within that plastic sterile environment.

"The Primary Immune Deficiency Diseases do not receive the attention that the HIV 'AIDS' cases do. Our cases do not get the headlines, and they do not get the political attention or the budgetary appropriations.

"Thank you for your help and kind consideration. Thank you!"

So there you have it, folks. About 40 bucks will get you a fine HyperStudio presentation AND a warm feeling in your heart. Go for it!

Here is the information you will need to download MUCH ADO ABOUT SHAKESPEARE. Make certain you are using GS/OS 6.0.1. Mr. McEwen has tried it with System 5.0.4. and found no problems. However, it was written in this form under System 6.0.1. If you are using your own HyperStudio, make certain you are using version 3.1j or above.

First download either file #22583 or #22584 depending on whether you need the runtime version of HyperStudio or not. Then download each of the other files listed below.

| File# | File Name       | # bytes | Description of file                 |
|-------|-----------------|---------|-------------------------------------|
| 22583 | SHAKESPR.1.BXY  | 219904  | Much Ado Shakespeare #1 w/runtime   |
| 22584 | SHAKESPR.1X.BXY | 103680  | Much Ado Shakespeare #1 w/o runtime |
| 22585 | SHAKESPR.2.BXY  | 483328  | Much Ado About Shakespeare - Disk 2 |
| 22592 | SHAKESPR.3.BXY  | 520192  | Much Ado About Shakespeare - Disk 3 |
| 22587 | SHAKESPR.4.BXY  | 497024  | Much Ado About Shakespeare - Disk 4 |
| 22588 | SHAKESPR.5.BXY  | 492160  | Much Ado About Shakespeare - Disk 5 |

22589 SHAKESPR.6.BXY 442112 Much Ado About Shakespeare - Disk 6  
 22639 MENU3.SHKPR.BXY 39168 Menu.Stack.3 plus corrected Read.Me

Each download has a copy of the Read.Me file on it. The copy on download #22639 is the most accurate. That file gives more information, including the address for your payment. It also contains detailed instructions for how to put the stacks on separate 3.5 disks or on your hard drive.

Some final pointers: Mr. McEwen has included several hidden buttons in these stacks. To find them, remember to press both the option and command keys simultaneously. This will force a display of the locations of any hidden buttons. Also, I'm not entirely pleased with how the stacks exit back to HyperStudio. The best way I've found to leave these stacks is to press command-M to get the menu bar displayed. Then you can use it to move on.

[\*][\*][\*]

Sound Effects Stacks (by Joel Helton)  
 .....

There are three volumes of these sound effects stacks by Joel Helton. Joel has recorded these sounds from his own LPs.

Volume 1 contains the following sounds (sound file name in brackets, if different): radio static [AM.STATIC] , bong, door creak [CREAKDOOR], explosion, gunshots, telephone ring [TELEPHONERING], telegraph, wireless, thunder/rain [THUNDERRAIN], and wind.

Volume 2 contains the following sounds : steam engine [STEAMENGINE], diesel loco [DIESELLOCO], puke (yes, that's right), pocket change, more thunder [THUNDER], warning signal, and dog howling.

Volume 3 contains the following sounds: Twilight Zone [TWILIGHTZONE], 20th Century [TWENTIETH], Scary Organ [SCARYORGANMUSIC], Lone Ranger [LONGRANGERSTART], Far East [FAREASTMUSIC], Dramatic [DRAMATICMUSIC], and Dagnet [DRAGNET.SND].

The quality of the sounds is good, for the most part. If you're looking for sounds like these, these downloads may be just the ticket. However, these are fairly large downloads, and many sounds are available elsewhere. I have not had time to determine how many of them are available in the library as individual sounds. Searching in the library on the individual sound names should let you know.

Here is the information that you need to know to download these files:

| File# | File Name     | # bytes | Download Time at 2400 baud |
|-------|---------------|---------|----------------------------|
| 15934 | SND.FX.01.BXY | 444288  | approximately 41 minutes   |
| 15935 | SND.FX.02.BXY | 435456  | approximately 40 minutes   |
| 15949 | SND.FX.03.BXY | 515328  | approximately 48 minutes   |

[\*][\*][\*]

Sounds of History Stacks (by Joel Helton)  
 .....

Also from Joel Helton, three stacks that give us a taste of the sounds of history in the 20th century. He describes the first stack this way: "This stack contains scanned pictures using the Quickie hand scanner. Each graphic matches a sound file. For instance, you can see a graphic of the Hindenburg explosion and listen to a part of the famous radio broadcast of the disaster. Others include Charles Lindbergh, Caruso singing 'Over There', and Edward VIII giving up his throne for the woman he loved."

Joel describes the second stack this way: "Included in this stack are sound files of: the start and end of World II, Challenger disaster the dropping of the first Atomic Bomb, and Winston Churchill's 'finest hour' speech. Also included are Quickie scanned graphics."

This is how he describes the third stack: "In this stack are sound files of famous moments in baseball history (via radio broadcasts). Also included are scanned graphics.... Sounds include: Larson's perfect game, Lou Gehrig retiring, Babe Ruth retiring, and Bobby Thompson's homerun.

The black and white graphics are well done, as are the sound clips, even if they are too brief at times. Keep in mind, however, that the longer the sound clip, the longer the download.

These stacks require at least HyperStudio 2.1 to function, and work just fine with the latest version. Here is the information that you need to download these files.

| File# | File Name       | # bytes | Download Time at 2400 baud |
|-------|-----------------|---------|----------------------------|
| 11813 | SND.HISTORY.BXY | 538020  | approximately 48 minutes   |
| 12084 | SND.HIST.02.BXY | 437220  | approximately 40 minutes   |
| 12120 | SNDS.HIST.3.BXY | 378000  | approximately 34 minutes   |

[\*][\*][\*]

Earth Stack (uploaded by N.JENTZSCH1)  
 .....

I was disappointed with this stack. According to the long description, it was written by a high school senior for his final project for an honors science class, and was to be a "suggestions" stack on ways to save the environment.

I cannot fault the student for his facts. The problem is with his presentation. In a word, the stack is boring. It fails to make use of the tools that make hypermedia effective. Beyond a few graphics and some connecting buttons, this is essentially a written report.

Usually I try not to criticize like this. However, since this stack takes over two hours to download at 2400 baud, I felt the need to caution others about its contents.

If you really must see it for yourself, here are the details.

| File# | File Name      | # bytes | Download Time at 2400 baud |
|-------|----------------|---------|----------------------------|
| 12061 | EARTHBASE.BXY  | 679140  | approximately 60 minutes   |
| 12085 | EARTH.DATA.BXY | 718200  | approximately 64 minutes   |

[\*][\*][\*]

Viking History Stack (by Ms Ross's 5th/6th graders)  
.....

This is a neat stack. Created by fifth and sixth graders at Idelwild Elementary School in Tacoma, Washington, it is a fine example of what children can do with HyperStudio.

Apparently each child took one aspect of Viking lore and created one or more cards for it. Even the simplest of them are informative and contain original artwork. Some of them allow the viewer to decide what he wants to know more about by providing several buttons.

Since it only takes about 10 minutes to download this stack, I can recommend it to you highly. The pleasure of seeing how creative the kids can be is worth the download.

Look for file #22176, titled VIKING.BXY, uploaded by T.MCNAIR4, and containing only 107,648 bytes.

[\*][\*][\*]

Egypt Stack (by Ms Ross's 5th Grade Gifted Class)  
.....

This is not as good as the Vikings stack, in my opinion, but it is still good enough to merit your attention, especially if you are looking for examples of how kids can use HyperStudio. It is another 10 minute download at 2400 baud.

Look for file #20986, titled EGYPT.STACK.BXY, uploaded by T.MCNAIR4, and containing 105,088 bytes.

[\*][\*][\*]

Button School (by Bill Lynn)  
.....

Bill Lynn is a master at creating neat HyperStudio stacks. This stack is an excellent tutorial on creating animated buttons for your stacks.

Bill begins by explaining basic button drawing, and continues with five additional lessons that detail how to create a variety of button styles. Included are momentary pushbuttons that appear to be pressed and then released, momentary flashing pushbuttons that do the same but with a change in color, latching pushbuttons and lighted latching pushbuttons that stay down until you click outside the button area, and finally lighted latching/reset pushbuttons that display a pattern of buttons. In this last case, the button stayed depressed until another button in the array is pressed.

This is file #17302, titled BUTN.SCHOOL.BXY. It contains only 63,616 bytes. This is a must-have stack if you want to learn how to create your own buttons for your stacks.

[\*][\*][\*]



around the world in the Apple II world -- taking articles and snippets from newsletters worldwide.

This is an intro to his A2World, in his own words:

-----

Not another International Apple ][ User Group Newsletter!!!

Welcome to the beginnings of a truly International Apple ][ newsletter called A2World...<----- "What else would we call it."

Ever wonder what other Apple ][ users groups were doing around the world or just A2 users in general? Well I have, and actually have talked to several people around the world, and exchanged newsletters. I've chatted with people in several countries like Italy and Israel. The information from these A2 users is vast and unbelievable.

Now you're probably asking why am I mentioning this? Well for starters, I'm interested in this kind of information, and secondly I think you are too :-). Want to find out more about the A2World Newsletter? Well then join us at the next PAL meeting on MAY 15, 1994 (at 4:00pm) to find out more about A2World, and the far off places it could lead you and ][.

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THE LIBRARY STACK As usual, A2 has a bunch of great files for everyone.  
"\*\*\*\*\*" Below is a collection of files posted as the Dean's List:

- +22594 A2NDX9404TX.BXY Apr '94 A2 Category/Topic Index (TXT)
- +22591 A2.DOM.0494.BXY A2 Disk of the Month, April 1994
- 22571 FGS.DEMO.BXY Demo - GS specific financial application
- 22563 MENUFIX.BXY MenuFix NDA - changes menu bar colors
- 22562 WORLD.GS.BXY World - IIgs text adventure game
- 22559 GSTAPE.UPD.BXY Updates GSTape to v2.1.3
- 22558 FILEPSG.202.BXY File Passage v2.0.2 - GS file utilities
- +22550 GLAMPA29404.BXY GENieLamp A2, April 1994 (AWP version)
- 22546 MATHGRPH221.BXY MathGraphics v2.2.1 - function plotter
- 22530 SPLASH.ED.BXY IIgs splash screen editor
- 22528 MUSICOMP2.2.BXY MIDISynth Music Composer v2.20
- 22525 ZIPGS.FAQ.BXY Documentation on accelerators
- +22521 QUITTER4.0.BXY Quitter v4.0 for ProDOS 8

(The +'s denote that these files are ProDOS 8)

WHAT'S NEW IN A2? There are many new things happening in the Apple II RTC  
"\*\*\*\*\*" here on GENie. Among them is the release of an updated GEM for not only AppleWorks 3.0, but for AppleWorks 4.0.2 as well. Below is further information on this release:

GEM (GenieMaster) There are two new versions available for this venerable  
"\*\*\*\*\*" GENie front end for the Apple II in the A2 library: GEM 4 for AppleWorks 4.0 (File #22690, GEM4.V4.22.BXY) and GEM 3, for AppleWorks 3.0 with UltraMacros 4.2 installed (File #22688, GEM3.V4.22.BXY). If you do not have AppleWorks 4.0 or UltraMacros 4.2, do not despair, the "standard" version of GEM (4.21) is still available (File #20978, GEM.4.21.BXY), and all you need is AppleWorks 3.0 -- you don't even need UltraMacros, since the run-time version is included with GEM. You also need one of the following

telecommunications programs for GEM to work properly: ProTERM 3.0, Talk Is Cheap 3.2, or Point-to-Point 4.0. (Or later versions, of course.)

The folks in A2 will be supporting all 3 versions of GEM. Stop by A2 Category 29 to get quick answers to your GEM questions. The A2 experts in offline processing are more than willing to help.

If you have an Apple IIgs, we also have available a program called Co-Pilot, a full desktop offline message processor that does not require AppleWorks. A new upgrade to Co-Pilot is currently being tested and will be available soon.

ICONference July 21-23, 1994 will mark the annual conference, sponsored by Resource Central in Kansas City, MO. This year, there will be more platforms represented... including the new Power Mac.

Traditionally, this is a conference for programmers and developers, but there are many seminars of interest to non-programmers, and of course, much of the fun is meeting people in person that you've only met online! Last year, activities outside the conference included such zany things as a bag-biting contest and Roger Wagner's imitation of Spiderman, as he attempted to scale the roof at Avila College, where the conference is held. It's three days of learning, fun and hilarity.

Please see Category 23 (Resource Central Online), Topic 10 for further information on the conference.

New Hosts As you have probably noticed, there are some new faces in A2 conducting RTCs. Let's welcome Tim Kellers, Doug Pendleton, Cindy Adams and Eric Sheppard (Sheppy)!

Cindy Adams helps out on Sundays and co-hosts the PAL meetings. Tim Kellers hosts the first half of the RTC on Tuesday nights. Doug Pendleton and Harold Hislop are our resident solder slingers, hosting a hardware conference on Wednesday night; and Sheppy holds down the fort for the first half of Saturday's RTC.

CONCLUSION Remember that the Apple II RT has nightly conferences from 9 p.m. to 1 a.m. seven days a week, and an afternoon conference on Sunday, from 2 p.m. to 8 p.m.

Our bulletin board is a wealth of information on all sorts of topics, from hard drives to the intricacies of desktop publishing. We also have a category dedicated to buying and selling equipment... many good buys can be found there!

With over 22,500 files uploaded to our library, there is no doubt that the file you are looking for -- if it's not a commercial release -- can be found! Just explore!

[EOA]  
[AII]////////////////////////////////////  
APPLE II /  
////////////////////////////////////  
Apple II History, Part 22  
////////////////////////////////////  
by Steven Weyhrich  
[S.WEYHRICH]

>>> APPLE II HISTORY <<<  
\*\*\*\*\*

Compiled and written by Steven Weyhrich  
(C) Copyright 1994, Zonker Software  
(PART 22 -- TELECOMMUNICATIONS)  
[v1.1 :: 04 May 94]

INTRODUCTION As we near the conclusion of the Apple II history series, we  
\*\*\*\*\* will this month dwell on telecommunications services available  
for Apple II users. Admittedly, my direct experience here is limited except  
for a year or two on CompuServe, and several years on GENie. The information  
presented on America Online, Delphi, and the Internet is, unfortunately,  
second hand. If anyone wants to better educate me on errors in what I've  
presented, feel free to send me e-mail at s.veyhrich@genie.geis.com and set  
me straight!

REACH OUT AND BYTE SOMEONE Since the earliest days that it was available,  
\*\*\*\*\* there have been those who have found ways to  
communicate using their computers with other Apple II users over the phone  
lines. Although some inexpensive imaginative methods have been employed  
(such as A.P.P.L.E.'s "Apple Box" that used the cassette port to send and  
receive programs via the phone line), the release of the DC Hayes Micromodem  
II in about 1979 made it possible for a new type of computing. Although  
there were those who wanted to use their Apple II as a home terminal for  
access to a school or business mainframe from home, many users created their  
own small systems that could be called from elsewhere. These "bulletin board  
systems" consisted of a single computer that was always waiting to answer the  
phone. When it rang, the computer would answer the phone and establish  
two-way communication via the modem. A program running on this computer  
would then allow the calling computer to do various things, such as reading  
messages left by other users, to posting messages for others to read. As  
these systems became more sophisticated, it became possible to send and  
receive programs or other data files on these BBSes, play games, and  
participate in online surveys. The system operator ("sysop") was responsible  
for maintaining the software and the message databases, often leaving his  
computer on for 24 hours a day to be available for callers.

The success of these small, local systems encouraged the larger,  
mainframe-based systems to expand and offer services to non-business users  
during off-peak hours. They figured that since the equipment was idle during  
that time anyway, they might as well have SOMEONE use it and earn them some  
extra money. Most of the major online services that started in the late  
1970s are still in business, in one form or another, and others have entered  
the game since then. Competition has increased, the number of users  
accessing these national systems has grown, the number of features offered  
has also gone up, and the cost of online communication has dropped.

The ability to transfer files from one Apple II to another has evolved  
over time. Initially, an Applesoft or Integer BASIC program might be  
"downloaded" (sent from the BBS to the calling computer) by simply doing a  
"LIST" of it. That was fine, unless the program had some machine language  
parts added on. Then, the bytes of that assembly code had to be sent as hex  
digit pairs (i.e., 20 00 BF 65 10 03 04, etc.), since anything shared between  
the computers had to be in printable ASCII codes. With the noise possible on  
some telephone connections, this could result in a single character becoming  
garbled now and then, resulting in a program that wouldn't run because of the  
error that was introduced. Various programs for the Apple II were devised

over time to make this more efficient, including some that used the method of encoding the hex bytes (digit pairs) into single printable ASCII codes that were then decoded on the receiving end into a usable program.

Eventually, Apple II BBS programs (and the terminal programs that were used to call those BBSes) began to use the "XMODEM" standard devised in 1982 by Ward Christensen to more efficiently and accurately send such files over a phone line. As Apple software became more sophisticated, and as the files became larger and larger (particularly with the introduction of the IIgs), protocols were established to allow more than one file to be sent in a single transmission. The first major protocol that was agreed upon among the major online services was the Binary II protocol. Designed in 1986 by Gary Little, this allowed a standard method of grouping files that could work for any of the disk formats available on the Apple II. In 1988, Andy Nicholas designed a more comprehensive method of not only putting several files into a single file (usually called an "archive"), but also compressing those files to save time and space when transmitting them between computers. He called this protocol "NuFX" (NuFile eXchange), and implemented it and the data compression in a program called ShrinkIt (and later GS-ShrinkIt) that he released as "freeware" -- that is, he did not charge for the use and distribution of his program. The NuFX protocol was adopted by Apple Computer as the official protocol for file transmission for the Apple II, and Nicholas later went to work at Apple after his graduation from the college that he was attending when he designed the protocol.

NATIONAL ONLINE SERVICES      Since there are far too many local systems to  
"\*\*\*\*\*"                      discuss in even a passing manner here, let's take  
a look at the various nationally available systems and their history as it  
applies to the Apple II.

Internet (1970s-Present)      The United States Department of Defense began a  
"\*\*\*\*\*"                      computer network in the late 1960s called ARPAnet  
(Advanced Research Project Agency Network) to facilitate communication  
between widely scattered universities and research centers. To make it  
possible to have real-time intercommunications, electronic mail, and the  
ability to exchange files and other important information, they developed a  
set of standards to make it possible to carry out these functions. The  
effort was very successful, and eventually the university research groups  
wanted to use it for everything, not just Department of Defense work.  
Eventually it was opened up to non-Defense projects (with restrictions to  
prevent commercial ventures) and it was called Internet. To gain access to  
Internet required a computer "node" (usually through a university). Although  
the term "Internet" -- sometimes simply "the net" -- is often used to refer  
to all these computer networks, there are at least three major ones that are  
linked together at most sites: Internet, Bitnet, and Usenet. Internet is  
most commonly used to send electronic mail and messages.<1>

With the widespread penetration of Internet across the country, there  
have developed many different groups and forums, including ones that were  
specific to the Apple II. Since Internet was already in existence when the  
Apple II was released, and long before any home users with modems created  
single-user bulletin board systems, it probably represents the first online  
"service" available for the Apple II. The original newsgroup was called  
"comp.sys.apple", and in 1990 its name was changed to "comp.sys.apple2" to  
distinguish it from newsgroups that were dedicated to the Macintosh. Through  
Internet addresses, Apple II users can even communicate directly with  
employees of Apple who have accounts on the net.<1>,<2>

The Source (1979-1989)     The Source began in 1979 and lasted until 1989.  
.....     For much of its life, it was owned by Reader's Digest. It was accessible through Telenet or Tymnet nodes; that is, through computers in a locality that act as gateways to many other online computer services across the country. (Often there is an additional fee for using the Telenet or Tymnet node, besides the charges for the specific service being accessed.) The Source had many online services available, including over twenty financial and business services, access to several national and international news services, and computer-specific news features. An online encyclopedia, shopping, interactive games, and airline reservations were also available. One feature unique to The Source was the capability to create "scripts" that the mainframe kept track of (rather than being on the user's local terminal program disk). These scripts could be used to quickly move to certain areas and perform repetitive functions (such as scanning and reading electronic mail, and checking for new files in the library).

The Apple II had a presence on The Source from its earliest days, but the APPLESIG was updated in 1987, and Joe Kohn (who has written articles for inCider/A+, had worked with the Big Red Computer Club, and now has his own newsletter, "Shareware Solutions II") was the chief sysop. He operated the APPLESIG from May 1987 until The Source closed down.

Kohn worked to make APPLESIG a major information source for Apple II users. Registered with Apple as a user group, they had expert advice available, as well as a large library of articles and software. The online charges were lower for APPLESIG, which also made it attractive for users. As with other online services, a bulletin board section was also maintained for ongoing discussions between users about various topics of interest. They also had an online presence maintained by "The Apple IIgs Buyer's Guide", and were allowed to reprint articles from "MicroTimes" and "A+" magazines.<3>

According to Kohn, one thing that likely contributed to the demise of The Source was their insistence on a \$10 monthly minimum charge, long after other national online services had either eliminated or significantly lowered such charges. [Recently, monthly minimum charges have returned to some networks. -- Ed.] Another problem that he identified was that their system was not as easy to use as some other services (although former users feel that the Source's library search protocol was better than any other). The Source was bought out by CompuServe, and its subscribers merged with that service in 1989.<4>,<5>

CompuServe (1979-Present)     This service originally began as "Compu-Serv"  
.....     in 1969 as an in-house computer processing center for Golden United Life Insurance Co. During the next ten years they expanded their offerings to business users, and by 1972 had over four hundred accounts across the country. In 1977 the name was officially changed to "CompuServe Incorporated", and by 1979 they were ready to begin offering service to computer hobbyists. Their new service was called MicroNET, and it started on July 1, 1979 after two months of testing with the 1,200 members of the Midwest Affiliation of Computer Clubs. Items available online were bulletin boards, databases, and games. Soon after they started this, an Apple II special interest group was begun. It gave itself the name "MAUG" (for "MicroNetted Apple User Group").

In 1980, CompuServe merged with H&R Block, and changed their personal computer service name from MicroNET to CompuServe Information Service. They have continued to expand their services and capabilities through the years, and are widely available across the country.<6>

Each user on CompuServe is assigned an eight or nine digit ID code, divided into five digits, a comma, and then the other three or four digits. For example, a user's code might be 76543,4321. When directing electronic mail to a specific user, it is necessary to use that ID code so the system knows exactly WHICH Joe Smith you want to receive your message.

The bulletin board and message sections on CompuServe are divided up into Forums, usually dedicated to a specific service. The MAUG section covers more than one forum, since the message traffic is too large to manage in a single forum. Messages within a forum are organized under major subject, and then under minor subjects. Each message is assigned a number, and the various messages are linked together into "threads". For instance, user #1 asks a question about a brand of modem. User #2 links his answer to that message and answers the original question. User #3 also answers the question, but adds a comment about terminal programs. User #4 picks up on THAT comment, and adds his views about the terminal program that HE likes, without mentioning anything about the modem question that user #1 asked. And on it goes. Eventually, the topic will probably die out, to be restarted later by someone else when it is necessary. The message thread can be followed when reading these posts, or you could simply read all the messages sequentially by their message number. A sequential scan would read ALL messages about ALL topics, whether the messages were connected or not. Following the thread pursues one conversation; following all the messages pursues ALL conversations that are going on.

One problem that can occur with this type of system depends on the volume of message traffic. The software that CompuServe uses will assign a new number to each new message, but when the total number of messages has passed a certain point, the first messages will be deleted. If the range of messages when signing on Monday runs from 15000 to 17000, by Tuesday it may run from 15500 to 17500 (and the first 500 messages from 15000 to 15499 have disappeared). If there are any especially useful conversations going on, the Sysop (system operator) for that forum may choose to save the messages and their threads into a file in the library for access in the future by those who were not involved in the conversations when they were going on.

Each forum on CompuServe has the capability of supporting live conferences, where many users can be present simultaneously and hold live interactive conversations (as opposed to the bulletin board conversations where you must post a message, and then log on later to see if there has been a reply to it).

The MAUG libraries hold programs that have been uploaded for years; some are from the early part of the 1980s (if you can wait for the file scan to get back that far). Of course, there are also many files that are new, and they are added daily by the active people there.

As with the other major online systems, there are many other services available online besides the MAUG forums, including news services, online shopping, games, and more.<7>

Delphi (1982-Present) In 1982 the General Videotex Corporation began an ..... online service called Delphi (probably named after the oracle of ancient Greek mythology). They have not been a major player in the competition for customers between national online services, but neither have they succumbed to financial pressure and passed away. Like The Source, they are accessible through Telenet and Tymnet. They have had an Apple II

SIG (Special Interest Group) since around 1985. Erik Kloeppel was head Sysop (and still may be) for that SIG for several years.

In January 1992, General Videotex purchased the BIX online service operated by Byte magazine in an effort to enlarge Delphi and increase its market share. Delphi today is unique in the degree and scope of its access to the Internet.

GENie (1985-Present) GENie is owned and operated by General Electric, and ..... the name stands for "General Electric Network for Information Exchange". It has been in business since 1985, and, like other online systems, offers many different services to its subscribers, including news, an online encyclopedia, online shopping, games, financial information, and areas of interest to users of various brands of computers.

Where CompuServe's sections are called Forums, GENie calls their sections RoundTables (or RTs for short). Each RT is divided up into a bulletin board, library, and conference rooms (called "Real Time Conferences", or RTCs). The bulletin board is divided up into a number of categories, and each category consists of a number of topics. Each topic then has individual messages that (hopefully) deal with that topic. Unlike CompuServe, messages will not disappear from a topic until the Sysop decides to delete them (and this does not occur until the number of messages either get too large to be manageable, or they become old and outdated). If a topic contains messages that are particularly helpful (such as information about the use of a common computer utility program), the messages may stay up for YEARS. If it becomes necessary to purge old messages, they may be placed into the library so they are still available for reading in the future.

As for user IDs, GENie decided to use a combination of letters and other symbols to give each user a unique name, instead of the number system CompuServe employs. A new user is typically assigned a user name that consists of their first initial, a period, and their last name. If there is another user with the same user name at that point, a number is added. For instance, Joe Smith would be given the name J.SMITH; if there already are three Joe Smith's on the system, then this name would be assigned as J.SMITH4 to tell him apart from the others. A user may ask for a different name (for a price) if the one assigned to him or her is not satisfactory. These tend to be as varied as vanity license plates on automobiles. If J.SMITH4 owns a restaurant, he may ask GENie to give him a name such as EAT.AT.JOES instead of his original name.

GENie started supporting the Apple II computer on October 27, 1985, about five days prior to its going public. Kent Fillmore was the first Apple Information Manager, and the first Sysop was Cathy Christiansen. Fillmore started the America Apple RoundTable (AART), for the Apple ][ and /// Computers, as well as the A2PRO RT (Apple II Programmers) with Michael Fischer (MFISCHER), A+ Magazine RT with Maggie Canon (A.PLUS), the Apple/Mac User Group RT with Leonard Reed (BIBLIA), the ProTree RT with Bob Garth (PROTREE), and the GENie Sysop's private RoundTable.<8> Fillmore left GENie in October 1987 and Tom Weishaar took over some of those RTs. Fillmore later returned to GENie in June 1992 to become the Product Manager for Computing RoundTables/ChatLines.<9> Currently, Weishaar has formed a new organization called ICON, standing for International Computer Owner's Network. ICON has taken over the management of A2 (Apple II) and A2Pro (Apple II Programmer) RTs, the Mac and MacPro RTs, and the PPC (Power PC) and PPCPro (Power PC Programmer) RTs.

To stay competitive with older and sometimes larger information services, GENie has usually kept its online costs below those of the other systems. The association with Tom Weishaar and his newsletter, A2-CENTRAL (originally OPEN-APPLE), has been beneficial for both. GENie's 100,000th member in March 1988 was an Apple II user that joined because of a special offer through OPEN-APPLE. Weishaar has been able to keep more direct contact with Apple II users, from both those who work professionally with the II to those who use their Apple II's for special purposes only.<10>

AppleLink-Personal Edition / America Online (1988-Present) Beginning in  
..... May 1988, Apple Computer contracted with Quantum Computer Services to start a consumer version of its AppleLink network. Apple's original network, in operation since 1985, had been used primarily for communication functions within Apple Computer and its various sites across the country, as well as a source of technical support for certified Apple developers. When their new consumer service, AppleLink-Personal Edition (ALPE) was introduced, they changed the name of the original network to AppleLink-Industrial Edition. Apple's hope was to use ALPE as a method of providing better support to its customers.

AppleLink-Personal Edition was unique for an online computer service in its use of a custom terminal program. Rather than requiring the user (possibly a novice) to spend a lot of time in learning how to use a terminal program, a modem, AND ALPE, Quantum and Apple designed a special program that handled all the communications details, including the sign-on password. Each time that the user signed-off from ALPE, a new, randomly selected password was selected and saved on the ALPE disk for the next time. ALPE was aware of this password, and so the chances of someone breaking in on another user's account and using time (and money!) was nearly eliminated.

The ALPE terminal program was intuitive, as was the use of the Macintosh (and Apple IIGs) desktop interface. Icons (pictures of desired functions) were selected with the mouse or cursor (depending on how you had it configured). Making the call and logging in were handled by the terminal program, transparently to the user. When the connection was made, a choice between Apple-specific services and ALPE general services was available. The general section was directed to entertainment, business services, online shopping, and general education. There was also a place for playing online games, alone or with other users. An "auditorium" could be used for members to attend conferences with special guests, allowing direct questions and answers with the guests.

The Apple Community section was the part with the greatest importance to the dedicated Apple II (or Macintosh) user. Here direct contact with Apple Computer, Inc. was available (through the "Headquarters" icon), as well as other hardware and software vendors. Apple product announcements and information about products in testing could be found here, as well as direct access to Apple engineers and developers. There were Forums (special interest groups) for various aspects of Apple computing, Apple University (with courses on productivity, programming, and specialized software applications), and Software (library of available programs for downloading).

In 1990, AppleLink-Personal Edition was modified to connect with the services Quantum provided for other home computers, and the name was changed to America Online. It was still slightly less expensive than the other major online services, and because of the icon-based terminal software, still the easiest to use for the beginner.<11>

CONCLUSION The main benefit for an Apple II user on a large, online
service such as those described above is the availability of
many experienced users that can provide prompt, timely answers to questions
or problems. Some hardware and software companies maintain an online
presence, to allow immediate feedback for their customers with technical
problems. There are also many files in the libraries on these services,
providing software at low cost, some quite professionally written. Apple
Computer has also allowed most of these services to act as official "user
groups", and so have availability of official technical notes and file type
description notes for the Apple II series.

[\*][\*][\*]

NEXT INSTALLMENT: Renaissance?
\*\*\*\*\*

NOTES
\*\*\*\*\*

- <1> E'Sex, Lunatic. GENie, A2 ROUNDTABLE, Feb 1992, Category 2, Topic 16.
<2> Bouchard, J. GENie, A2 ROUNDTABLE, Jan 1992, Category 12, Topic 7.
<3> Kohn, Joseph. "The Source", CALL-A.P.P.L.E., Jan 1989, pp. 25-28.
<4> Kohn, Joseph. (personal mail), GENie, E-MAIL, Feb 1992.
<5> Utter, Gary. GENie, A2 ROUNDTABLE, Feb 1992, Category 2, Topic 16.
<6> Gerber, Carole Houze. "Online Yesterday Today And Tomorrow", ONLINE TODAY, Jul 1989, pp. 12-19.
<7> Apfelstadt, Marc. "All About CompuServe", CALL-A.P.P.L.E., Nov 1988, pp. 44-47.
<8> E'Sex, Lunatic. GENie, A2 ROUNDTABLE, Feb 1992, Category 2, Topic 16.
<9> Fillmore, Kent. GENie, A2 ROUNDTABLE, Sep 1991, Category 2, Topic 16.
<10> Weishaar, Tom. "All About GENie: General Electric's Online Information Service", CALL-A.P.P.L.E., Sep 1988, pp. 46-50.
<11> Cooper, Vince. "AppleLink-Personal Edition", CALL-A.P.P.L.E., Jul-Aug 1988, pp. 8-13.

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////
/
/ Today, I called Shreve Systems to order a tape drive. I /
/ made the mistake of asking if they had any SCSI tape /
/ backup drives for the GS. The salesperson said: "Uh, /
/ no." Realizing my mistake, I asked if he had any for /
/ the Mac. "Oh, sure." When I told him that SCSI drives /
/ work on the GS, he sounded amazed. /
////////////////////////////////////// RON.ROYER //////////////////////////////////

```
[EOA]
[LOG]////////////////////////////////////
                        LOG OFF /
////////////////////////////////////
GENieLamp Information
*****
```

- o COMMENTS: Contacting GENieLamp
  - o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month  
 \*\*\*\*\* on GENie page 515. You can also find GENieLamp on  
 the main menus in the following computing RoundTables.

| RoundTable     | Keyword   | GENie Page | RoundTable             | Keyword     | GENie Page |
|----------------|-----------|------------|------------------------|-------------|------------|
| DigiPub        | DIGIPUB   | 1395       | Atari ST               | ST          | 475        |
| Macintosh      | MAC       | 605        | IBM PC                 | IBMPK       | 615        |
| Apple II       | A2        | 645        | Apple II Dev.          | A2PRO       | 530        |
| Macintosh Dev. | MACPRO    | 480        | Geoworks               | GEOWORKS    | 1050       |
| BBS            | BBS       | 610        | CE Software            | CESOFTWARE  | 1005       |
| Mini/Mainframe | MAINFRAME | 1145       | Programming            | PROGRAMMING | 1445       |
| Data Comm.     | DATAComm  | 1450       | (Windows Coming Soon!) |             |            |

GENieLamp is also distributed on CrossNet, Internet, America Online, Delphi and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to genielamp@genie.geis.com OR jpeters@sosi.com
- o Our Internet anonymous FTP address is: sosi.com. All current versions of GENieLamp are available in the ~/pub/GENieLamp directory. Due to the added expense involved, we ask that when you get GENieLamp via the anonymous ftp for GENieLamp, that it not be ftp'd during the hours of 9AM and 5PM Eastern Standard Time. We appreciate your cooperation in this matter.
- o Current issues of all versions of GENieLamp as well as back issues of GENieLamp IBM are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform                  | Magic Name To Use |
|---------------------------|-------------------|
| GENieLamp IBM .....       | GLIBM             |
| GENieLamp ST .....        | GLST              |
| GENieLamp A2Pro .....     | GLA2PRO           |
| GENieLamp Macintosh ..... | GLMAC             |
| GENieLamp TX2 .....       | GLTX2             |
| GENieLamp A2 .....        | GLA2              |

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3

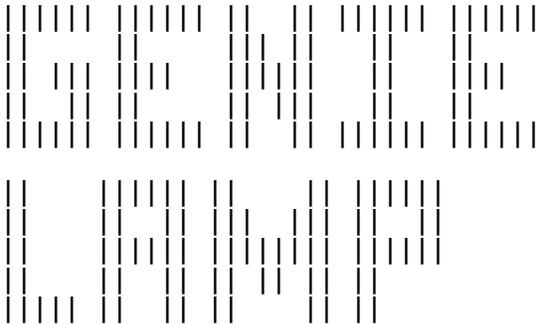
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet us "live" talk to us every Wednesday night in the Digi\*Pub Real-Time Conference, 9:00 EDT. M1395;2
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

>>> GENieLamp STAFF <<<  
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DOCUMENT almp9407.app
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Your
GENieLamp Computing
RoundTable
RESOURCE!

~ WELCOME TO GENieLamp APPLE II! ~
\*\*\*\*\*

- ~ PROFILE: Who's Who in Apple II? (Pat Kern) ~
~ POLISHING GREEN APPLES: Hooked on Storage, Part 5 ~
~ DR'S EXAMINING TABLE: Golden Oldies Review: ChessMaster 2100 ~
~ THE TREASURE HUNT: Graphics (Print Shop, Double Hi-Res, and more) ~
~ APPLE II HISTORY: Part 23, Renaissance? ~
~ HOT NEWS, HOT FILES, HOT MESSAGES ~

////////////////////////////////////
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Editor.....Douglas Cuff
Publisher.....John F. Peters
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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
\*\*\*\*\*
~ July 1, 1994 ~

- FROM MY DESKTOP ..... [FRM] HEY MISTER POSTMAN ..... [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE ..... [HUM] REFLECTIONS ..... [REF]
New Terminology. The Nature of Human Fellowship.
BEGINNER'S CORNER ..... [BEG] ASCII ART GALLERY ..... [ASA]
FINAL Polishing Green Apples. July Celebrations.
DR'S EXAMINING TABLE .... [DRT] THE TREASURE HUNT ..... [HUN]
Review: ChessMaster 2100. Yours For the Downloading.
PROFILES ..... [PRO] PAL NEWSLETTER ..... [PAL]
Profile of Pat Kern. July 1994 Report.

APPLE II ..... [AII] LOG OFF ..... [LOG]
History 23: Renaissance? GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing system
to help make reading the magazine easier. To
utilize this system, load GENieLamp into any ASCII word processor or
text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
index.

MESSAGE INFO To make it easy for you to respond to messages
re-printed here in GENieLamp, you will find all the
information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|\_\_\_\_\_| |\_\_\_\_\_| |\_\_\_\_\_| |\_\_\_\_\_| |\_\_\_\_\_|
|Name of sender CATEGORY TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

A message number that is surrounded by brackets indicates that
this message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95 for which gives you up to
four hours of non-prime time access to most GENie
services, such as software downloads, bulletin boards, GE Mail, an
Internet mail gateway, and chat lines, are allowed without charge.
GENie's non-prime time connect rate is \$3.00. To sign up for GENie
service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330
in Canada. Upon connection type HHH. Wait for the U#= prompt. Type:
JOINGENIE and hit RETURN. When you get the prompt asking for the
signup/offer code, type: DSD524 and hit RETURN. The system will then
prompt you for your information. Need more information? Call GENie's
customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GENieLamp READERS! If you sign onto GENie using the
method outlined above you will
receive an \*additional\* six (6) free hours of standard connect time
(for a total of 10) to be used in the first month. Want more? Your
first month charge of \$8.95 will be waived! Now there are no excuses!
\*\*\* GET INTO THE LAMP! \*\*\*

//////////////////////////////////// GENie\_QWIK\_QUOTE ////
/
/ My Cockatiel had been making strange noises and I /

```

/      / couldn't figure out what they were ---- until I signed /
/      / onto GENie ---- She mimics EXACTLY the connection! /
/      / down to the static! /
/
/      / My wife does that, it's how she gets my attention. /
/      /
//////////////////////////////////////////////////// BYTE & GARY.UTTER //////////////////////////////////

```

[EOA]

[FRM]////////////////////////////////////

FROM MY DESKTOP /

////////////////////////////////////

Notes From The Editor

\*\*\*\*\*

by Douglas Cuff

[EDITOR.A2]

>>> WITH RIGHTS COME RESPONSIBILITIES <<<  
 \*\*\*\*\*

I should have know better. Heck of an admission for someone who won't tolerate backpedaling to have to make, but it's true.

Last month, I pointed out the absolute necessity of giving GENieLamp proper credit. It seems the only people -- a stupendous two -- who were stirred up enough to reply to my editorial were those who are obeying the rules.

The reason I should have known better is that, during my school days, I frequently blushed with shame when a teacher delivered a broadcast lecture about sloppiness... or lack of diligence... or -- well, you get the picture. I always assumed I was the intended recipient, whether my mark was 99 or 49... while those for whom the rather strident advice was intended preserved a look of insolent boredom.

I don't want to analyze it, I just want to own that I should have remembered that only the wrong people actually listen to such strictures. Some of you may know it as preaching to the converted.

I also want to clear up a misunderstanding and answer a few questions about giving proper credit.

First, it is not necessary to reproduce the credit information facsimile. One of my two correspondents complained that it was difficult to find a way to reproduce credit information that was 10 lines long and 73 characters wide in a paper newsletter. Having just put in a year as editor of the newsletter of the local Apple II user group, I knew immediately what he meant. An article is always two paragraphs too long or two short. The available copy never fits the available whitespace, particularly if it's 73 characters wide and had to be spread across the page.

In fact, the GENieLamp credit is 8 lines, not 10 (you are not obliged to reprint our decorative borders), and need not be presented exactly as shown. You can format it any way you like, so long as you don't add or omit anything, and as long as it's legible. Just be sure to include it!

Second, the messages GENieLamp A2 reproduces from the A2 RoundTable in its HEY MISTER POSTMAN section: I have been asked if it's necessary to

credit GENieLamp A2 when quoting a message from the RoundTable that appeared in GENieLamp A2. This is a tricky one. The answer seems to be "no", but you still must ask permission and give credit to the RoundTable.

GENieLamp A2 doesn't own the messages it reproduces, but because it's sponsored both by GENie and the A2 RoundTable (which makes me a servant of two masters), it doesn't have the same hassles of requiring permission to reproduce messages for its own purposes that other magazines have. Therefore, GENieLamp A2 can reproduce the messages, but can't grant anyone else permission to re-reproduce them (unless you reproduce the entire column). To reproduce an individual message or selection of them, you must contact GENie, and/or the RoundTable, and/or the person who posted the message. (Possibly I have listed them in reverse order of importance.)

Third, it's been brought to my attention that the GENieLamp credit information is relevant only to those in the United States and -- owing principally to me -- Canada. Why should those in Australia, Europe, or Japan have to reproduce information about North American 800 numbers?

The answer to this: I don't know. (Sorry, but I really get tired of people who only ask themselves questions designed to make them appear clever.) Or more fully, I don't know, but you do have to. I agree that it makes little sense, but you must do it. If you think a rule or law is stupid, by all means lobby to have it changed. But until it is changed, obey it.

Finally, so much attention has been given to the reproduction of the copyright information that some are forgetting to mention GENieLamp A2 anywhere. Please, put "Reprinted from GENieLamp A2 (July 1994)" at the top of each article you reprint from this month's issue. Please remember to include the precise issue you are reprinting from, and please remember that "A2" part, since there are also GENieLamp A2Pro, Macintosh, IBM, Windows, ST....

[\*][\*][\*]

It's time for you to bid Steven Weyhrich a fond farewell. (I don't have to do it myself -- I get to keep working with him on A2-Central, which decreases my own personal sadness quite a bit.) This month he's presenting the final installment in his Polishing Green Apple column and the last chapter of his Apple II History. These two columns seem to get reproduced in every Anglophone Apple II newsletter in the world (usually uncredited <gnash gnash>).

It's for people like Steven, who is a great guy besides being a talented writer, that I fight for proper credit. (Face it, folks, nobody ever rips off my editorials, so my personal stake in this is minimal.) One correspondent asked if I didn't have any respect for the GENieLamp A2 readers. Sure I do, but not at the expense of the GENieLamp A2 writers. Standing up for "your" writers comes with the job of editor.

(I'm still not sure how preventing readers from stealing from GENieLamp is showing them disrespect. Does anyone out there know?)

[\*][\*][\*]

Finally, a comment on our HEY MISTER POSTMAN column. Every month, we reproduce -- facsimile -- spelling mistakes and all -- messages posted to

the A2 RoundTable. We don't editorialize; we don't summarize; we just reproduce the messages as posted. (Okay, sometimes we cut parts of the message that quote other messages, and such. But that's it.)

It was this column that drew me back to GENie, and it's our publisher's feeling that the column does a good job of attracting others. I'd like the column to be as informative as possible, for the sake of our readers. Not, however, at the expense of those who post on the A2 RoundTable.

As I've said, GENieLamp is a recognized part of GENie, not some separate publication. As I've said, we reproduce facsimile. Even with that understanding, some of those who post on the A2 RT don't want to see their messages reproduced in GENieLamp A2. If you're among that group, would you please add a "Copyright 1994" or "All rights reserved" or something similar to your signature?

I'm asking for a favor here. It's NOT one of those deals where I stand on the mountain-top and proclaim, "If thou dost not add this to thy signature, I will copy thy messages and to hell with thee!" It's just that, again, I find myself the servant of two masters -- those who read and those who post. There just isn't any way for me to maintain a list of those who do and don't want to appear in GENieLamp A2. (Maybe the next versions of GEM and Co-Pilot will prevent me from archiving messages from a customizable list of GENie accounts. But I wouldn't count on it.) I barely have the time to put together the HEY MISTER POSTMAN column as it is... and since I am putting the column together right up until deadline time, it's difficult to know what the final content will be.

It's become obvious to me that there's no easy solution to this problem. That means I must settle for a difficult solution. I'd really appreciate the help of all who post to GENie's A2 RoundTable in making the difficult solution as easy as possible.

[\*][\*][\*]

This month, we celebrate two returns. Our wandering boy Darrel Raines is back with his Golden Oldie review, and Charlie Hartley has provided us with a profile for our popular "Who's Who in Apple II?" interview series.

-- Doug Cuff

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If you want to reprint any part of GENieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

[EOA]

[HEY]////////////////////////////////////  
HEY MISTER POSTMAN /  
////////////////////////////////////

Is That A Letter For Me?  
\*\*\*\*\*

by Douglas Cuff  
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<  
\*\*\*\*\*

- [\*] CAT5, TOP8 ..... Playing with a toy?
- [\*] CAT7, TOP7 ..... Stop the Madness project
- [\*] CAT12, TOP33 ..... ImageWriter II models
- [\*] CAT17, TOP4 ..... AppleWorks desktop memory requirement
- [\*] CAT17, TOP4 ..... Lost AppleWorks desktop bug
- [\*] CAT42, TOP29 ..... AppleWorks 4.1
- [\*] CAT42, TOP32 ..... AppleWorks GS cancelled

>>> A2 POT-POURRI <<<  
\*\*\*\*\*

RAMFAST 3.01E OR 3.01EZ? I am a little confused, based on some recent  
\*\*\*\*\* postings. What is the latest ROMs for the  
RamFast SCSI Card, 3.01e or 3.01ez? If 3.01ez "exists", so to speak, what  
is the difference between 3.01e and 3.01ez?

(A.KENT4, CAT20, TOP13, MSG:122/M645;1)

>>>> They are effectively identical. The 'ez' ROM has a two-byte change  
\*\*\*\*\* to allow the RF firmware to work with the Zilog processors we use  
(instead of the Hitachi parts). The 'ez' still works with the Hitachi  
part, so we only ship 3.01ez. Sequential is paranoid about revisions.

Jawaid (PROCYON.INC, CAT20, TOP13, MSG:173/M645;1)

MINOR SPECTRUM BUG #1 GOOSE -- After you Open CaptureFile  
\*\*\*\*\* "FoldernameFilename", doing Close CaptureFile (via  
script or by choosing it from the menu) does result in a bogus "syntax  
error". That's a bug.

A workaround is to save/clear the capture buffer before you want to  
start capturing to a file, then set the AutoSave path, set AutoSaveBuffer  
ON, and set Append ON. Data will come into memory, then be purged to the  
file whenever the capture buffer fills. When you are finished capturing  
to a file do Save Buffer.

You can then reset the AutoSave path to the "normal" capture buffer  
path, or set AutoSaveBuffer OFF so the user will be prompted when the  
capture buffer fills.

I'm deep into v1.1 so don't remember offhand what problems are in v1.0 (they are all minor and can be worked around). READ 16 ALL to see some of the prior scripting messages. I think the biggest tip is "do not mix slash- delimited with colon-delimited filenames".

Thanks, --Dave (SEVENHILLS, CAT43, TOP16, MSG:111/M645;1)

MINOR SPECTRUM BUG #2 If NOT Contains does have a subtle limitation: The "LONGstring" "SHORTstring" Then Statement). first string needs to be AT LEAST as long as the second string (the manual states the command as: If Not Contains "LONGstring" "SHORTstring" Then Statement).

I found that in actual use I'd end up with the first string being shorter than the second, which means the "if not contains" statement does not work (because it's expecting the first string to be longer) and therefore the Statement is not executed.

Human logic says that if the second string is longer than the first string, then the second string is obviously NOT contained within the first string, but SPv1.0 did not have that rule check. SPv1.1 adds that rule so you can more easily use the IF NOT CONTAINS command.

For now, I think the easiest workaround is to use the "if contains" command and do the opposite (I believe the IF CONTAINS command works "logically" even if the first string is shorter than the second).

Thanks, --Dave (SEVENHILLS, CAT43, TOP16, MSG:124/M645;1)

DESKTOOLS IV PROGRAM SELECTOR I set up four programs for use with TO "Program Selector. I tested all of them and they all worked as advertised. Today, while doing a demo for the AppleJAX user group, one of the four does not return to AW4.

I get a message after exiting the selected program that says,

"Insert AppleWorks program disk containing

/p8/aw4/ERIKA.E.BRANDT

and press RETURN or ESC to reboot"

ESC does not reboot-I have to do a three finger job.

My AW4 program is located in /p8/aw4/. The other three work fine. The one that does not work is RamFAST.System but it worked last night. Strange!!

I have tried doing a configure with TO Utilities to no avail.

Speedy....Keep smilin'

(R.REEDY, CAT42, TOP24, MSG:72/M645;1)

>>>> Speedy, Erika is my first grader. Her name was used because I "needed a temporary file that Program Selector could use to get back to AppleWorks. Erika the file is much tidier than Erika the daughter, and always cleans up after herself. Well, actually she erases herself upon execution. Come to think of it, why don't other files die when they're

executed? Anyway, if you delete Erika the file, there's no way to get AW restarted and the message appears, since the temporary quit code is trying to execute the file and can't find it.

(BRANDT, CAT42, TOP24, MSG:80/M645;1)

INVALID EAMON ASSUMPTION It seems a lot of Eamon adventures receive 7's.  
"\*\*\*\*\* Have any gotten 9's or 10's?

-Ken Gagne (KEN.GAGNE, CAT16, TOP6, MSG:53/M645;1)

>>>> Ken, everything that I've uploaded for some time now has been  
"\*\*\*\*\* 7-rated because I already did the better ones and am working down  
the list. Here is a list of the Top Twenty (the first number is the rating  
and the second is the number of people who have rated it):

|        |                         |       |
|--------|-------------------------|-------|
| SD#137 | Redemption              | 9.5/1 |
| 124.   | Assault on Dolni Keep   | 9.2/6 |
| 114.   | Thror's Ring            | 9.0/6 |
| 78.    | The Prince's Tavern     | 9.0/3 |
| 194.   | Attack of the Kretons   | 9.0/2 |
| 120.   | Orb of My Life          | 9.0/1 |
| 204.   | Sanctuary               | 9.0/1 |
| 161.   | Operation Endgame       | 8.9/5 |
| 150.   | Walled City of Darkness | 8.8/2 |
| 147.   | The Dark Brotherhood    | 8.7/3 |
| 129.   | Return to Moria         | 8.6/4 |
| 166.   | Storm Breaker           | 8.5/2 |
| 145.   | Buccaneer!              | 8.3/3 |
| 108.   | The Mines of Moria      | 8.2/4 |
| 148.   | Journey to Jotunheim    | 8.2/4 |
| 121.   | Wrenhold's Secret Vigil | 8.2/2 |
| 169.   | The Black Phoenix       | 8.1/5 |
| 91.    | FutureQuest II          | 8.0/5 |
| 117.   | Dungeon of Doom         | 8.0/3 |

All of these adventures (except "Redemption") are in the A2 library in 80- col. versions.

A (7) rating seems to have become the standard rating for "above average", but it doesn't really show up all that much more often than other ratings. There are 35 Eamons rated between 7.0 and 7.9, making up just 15.6% of the total Eamon listing.

TomZ (T.ZUCHOWSKI, CAT16, TOP6, MSG:54/M645;1)

APPLEWORKS GS DB EASTER EGG Back when I worked at Claris, I beat the  
"\*\*\*\*\* programmers over the heads with lead pipes  
until Tom Hoke put an Easter Egg into the DB module: if you press  
Apple-Option-H in any AWGS DB document, it toggles a mode in which the  
Enter key works the same as the Return key (i.e. it does whatever you've  
configured it to do). IMHO, this should have been the default, but Oh Well.  
BTW, you have to (temporarily) set Keyboard Translation to None in order  
for Apple-Option-H to be recognized (because of the Option key), but don't  
forget to set it back to Standard when you're done. Also, this attribute  
gets saved with the document, so you only have to do it once on a document  
to keep that behavior.

-G.T. Barnabas, GS Software Engineer

(BARNABAS, CAT17, TOP22, MSG:157/M645;1)

EXTENDED KEYBOARDS IN APPLEWORKS In another topic, I had asked Randy if  
 "\*\*\*\*\*" AW would ever support extended  
 keyboards. Silly me--it already does. When Randy posted the obvious  
 answer (RTFM), I decided to program the extended keyboard keys (such as,  
 page up and page down). Here is what I came up with:

Extended keyboard macros:

```
<ba-t>:<all : oa-up>!      Page up
<ba-y>:<all : oa-down>!    Page down
<ba-s>:<all : oa-, >!     Home (start of line)
      or
<ba-s>:<all : oa-1>!      Home (start of file)
<ba-w>:<all : oa-. >!    End (end of line)
      or
<ba-w>:<all : oa-9>!     End (end of file)
<ba-r>:<all : oa-e>!     Insert
<ba-u>:<all : oa-del>!   Delete
<ba-x>:<all : oa-m>t!    Cut
<ba-c>:<all : oa-c>t!    Copy
<ba-v>:<all : oa-c>f!    Paste
```

Of course, to get these macros to work, you have to enable keypad  
 macros (from the main menu, select: Other Activities, Select standard  
 settings for AppleWorks, UltraMacros options, Enable keypad macros). If  
 you want to use the keypad to enter numbers (like I do), you have to add  
 the following macros:

```
<ba-1>:<all>1!
<ba-2>:<all>2!
<ba-3>:<all>3!
<ba-4>:<all>4!
<ba-5>:<all>5!
<ba-6>:<all>6!
<ba-7>:<all>7!
<ba-8>:<all>8!
<ba-9>:<all>9!
<ba-0>:<all>0!
<ba-rtn>:<all : rtn>!
```

In adding these macros to your default macros, check carefully for  
 conflicts with existing macros (e.g., ba-T for TripleMenu).

David (D.WALLIS2, CAT17, TOP16, MSG:128/M645;1)

SHADOWWRITE 1.3.3 EASTER EGG Harold, I did some snooping of my own after  
 "\*\*\*\*\*" reading your message about the easter egg and  
 I found out how to activate it. Do you have your pencil and paper ready?  
 Bring up the "About ShadowWrite" window, hold down all three modifier keys  
 (Control-Option-Command) and click the "More Info" button. Voila! It's  
 very nicely done, I think you'll enjoy it.

- Tony Ward (A2.TONY, CAT23, TOP27, MSG:61/M645;1)

...THREW AWAY A PEARL I recently attended a school district auction  
 "\*\*\*\*\*" looking for various shop equipment from the

industrial education programs.

I didn't find what I came for, but instead noticed a lot called "Room of Electronics".

In the \_room\_ was a junk heap 5 feet tall of about 25 disguardred computers, 50 overhead projectors and a bunch of other items left for dead.

I noticed stacked in the middle of the heap 2 filthy Apple IIe systems.

If you got the lot, you were responsible for removing the entire heap, and I did not care to do that.

The entire room went for \$40 (forty dollars). I walked up to the guy who bought it and offered him \$40 for the (2) IIe systems, thinking that maybe they'd be good for parts. After all, there's no way they could be working, right?

He sold me one of the IIe systems for \$20 (twenty dollars), without the monitor.

I brought it home, and it worked fine. So, for \$20, in essence, my school system sold me:

1. Enhanced //e CPU with 128K
2. (2) Unidisk 5.25 drives with controller card
3. Apple Super Serial Card
4. Microtek Printer Card

What a crime. I'd be willing to guess that all the overhead projectors need was a bulb or fan motor. <no grin>

Hugh... (H.HOOD, CAT4, TOP10, MSG:352/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

STM = APPLE II EMULATOR Hello folks. This is a continuation of a  
\*\*\*\*\* conversation I started over in the CD-ROM topic  
in Cat 11.

It seems Jim Nitchals (of Cavalier Computer fame) is in the throes of a major undertaking. He and others are busily writing an Apple II emulator to run on the Macintosh.

Ho hum you say?

Well, as a nice addition to go along with it, he has been busy contacting a lot of Apple II programmers who wrote things to get their permission to re- publish a lot of the classic software on a CD-ROM for these Mac owners who buy his emulator (called STM). I have succeeded in convincing Jim of the benefits of having both an HFS and ProDOS partition on this CD-ROM, one partition for each platform. He has only to go back to the authors and ask for additional permission to include their programs on a ProDOS partition as well as the HFS partition. With a ProDOS partition, even Apple IIe owners will be able to use this CD-ROM.

Jim even went so far as to say he would welcome input. He can be reached at JIMN8@NETCOM.COM through GENIE's Internet mail gateway. I ask only that you be considerate of him, he is a busy man, after all. :) If you know how to reach any authors/programmers, let him know (and let =me= know!). If you have any suggestions, make them. :)

This project of Jim's is almost exactly what I had in mind when we started the Lost Classics project. Unfortunately, I have been stymied by the lack of contacts, a problem which Jim is not saddled with. :)

I am pretty psyched by the prospects, and if he is successful, it bodes well for keeping support for our lovable computers just a little bit longer.

Tim 'The Joat' Tobin, Lost Classics & R C Font Clearinghouse  
(A2.TIM, CAT7, TOP7, MSG:3/M645;1)

>>>> STM (which stands for Stop The Madness! of all things :) is an """""" Apple ][+ emulator that runs on any Macintosh running System 7 or later. It emulates it very nicely, including two Disk II drives (more later), the sound, all video modes, and everything else you can ask for.

The Disk IIs are emulated by allowing you to select a disk image file to "insert" into each of the two drives. If you want to play Karateka (and Karateka does work on STM), you would use a program on a real Apple II to copy your original Karateka disk into a disk image file, then bring that file over to your Macintosh and "insert" it into STM's drive 1. Then you'd reset the Apple ][+ emulator by selecting the Reset option in one of the menus, and Karateka will boot up.

The video is emulated perfectly, down to the funky colors you get in hires graphic modes when certain colors get close to each other. Hires, lores, and 40-column text area all supported.

The emulator comes with a DOS 3.3 System Master disk image embedded inside the STM program itself, so even if you don't insert a disk in one of the drives, you can boot into DOS 3.3. It's very cool to watch good old AppleVision running on a Macintosh!

You can choose to limit the emulated speed to 1 MHz, but even with that option disabled I have yet to get beyond 1.05 MHz, so it's not that big a deal. You can double the size of the video screen's window, which is nice for people like me that have very high-resolution monitors.

You can also choose to have a running display of the state of the emulated 6502 registers, accesses to various components of the system (such as language card RAM, the disk drives, and the simulated speaker).

The sound works, and sounds very much like it does on real IIs, but it does tend to distort some since the emulator's speed isn't consistent -- it tends to wander anywhere from 200KHz to 1.1MHz on my Power Mac 8100/80.

Everything I've heard and seen indicates that the emulation is excellent -- and it should be; it appears to have the actual Apple ][+ ROM included in it -- and that's the most fun of all... getting that good old BEEP and seeing "Apple ][" at the top of STM's window, followed by "DOS 3.3 SYSTEM MASTER... LOADING INTEGER BASIC INTO LANGUAGE CARD."

Way cool. :)

(POWERPC.PRO, CAT7, TOP7, MSG:6/M645;1)

<<<<< I was privileged to see a tentative list of programs which are  
"\*\*\*\*\*" slated to appear on this CD-ROM (upon pain of something nasty if I  
revealed it to anyone). Suffice it to say that if only half the titles end  
up appearing on this disk, it will be a very good CD-ROM to have if you  
have an Apple II computer. :) In fact, once this CD-ROM sees the light of  
day, it would be worth it to buy a CD-ROM drive for this disk alone.

I asked about anticipated cost for this disk, but they aren't ready  
to talk MSRP yet. Nor release date. As soon as Jim is ready to talk turkey  
on these aspects, I will post it here. In the meantime, if you have any  
specific questions, I can see what I can find out. Jim is planning on  
moving into a new house in a few weeks, so he may be a little hard to reach  
for a while. :)

Tim 'The Joat' Tobin, Lost Classics & R C Font Clearinghouse  
(A2.TIM, CAT7, TOP7, MSG:12/M645;1)

>>>>> Tim, if these authors are willing to release their stuff on this  
"\*\*\*\*\*" CD-ROM, how about as individual files for us here on A2 ???  
(P.CREAGER, CAT7, TOP7, MSG:14/M645;1)

<<<<< That is being discussed. You must remember, though, that the STM  
"\*\*\*\*\*" project will be a commercial product, and some of the authors will  
be getting royalties from the sales. Under those circumstances, it would be  
difficult to get a release to put them online. However, all is not lost.  
Jim and I have been talking about various ideas, and we may be able to do  
something of a limited nature.

You must remember though, that Lost Classics' purpose is not  
necessarily to get software for the A2 library, but to preserve classic  
software and keep it available for current and future Apple II owners.  
Getting the software re- published commercially certainly meets that  
criteria. Barring re- publication, uploading into A2 is our fall-back  
position.

Not to pick on you, but as a community, we Apple II owners will have  
to pay for what we get, one way or another, or we won't be getting anything  
more in the future. Assuming the STM project sells for a reasonable cost,  
we will have to buy the disk, or there will likely not be any more made.  
And I have some ideas for follow-on projects which will only succeed if  
enough CD-ROMs are sold initially to make a sequel worthwhile.

Tim 'The Joat' Tobin, Lost Classics & R C Font Clearinghouse  
(A2.TIM, CAT7, TOP7, MSG:15/M645;1)

APPLEWORKS 4.1 ARRIVING SOON AW 4.1 will be out sometime in June.  
\*\*\*\*\*

re: ReportWriter

The updater will be available here before too long.  
(BRANDT, CAT17, TOP15, MSG:46/M645;1)

>>>>> In AW 4.1 how about adding "Compare Files" to the file activities  
"\*\*\*\*\*"  
\_!\_

| Terrell Smith  
| tsmith@ivcfncs.fullfeed.com [ GEM 4.22 & GEM COST v2 ]  
(T.SMITH59, CAT42, TOP29, MSG:389/M645;1)

<<<<< Sorry, no time for a major change like that. This is primarily a  
"\*\*\*\*\*" bunch of bug fixes, not a new-feature version.  
(BRANDT, CAT42, TOP29, MSG:390/M645;1)

>>>>> Ah, I thought that would be 4.03, and that 4.1 means new features  
"\*\*\*\*\*" Well, for the future.... ~ ~  
(T.SMITH59, CAT42, TOP29, MSG:391/M645;1)

<<<<< I suppose, but there actually are some subtle new features,  
"\*\*\*\*\*" although it's not specifically a "new-feature" version. In another  
words, if it takes a lot of work, it's too much of a new feature.

If you mean creating a WP file from another file and having it marked  
"Unchanged" instead of "New," why then it's a minor new feature that gets  
included. AW 4.1 includes the ReportWriter updater. It also has RFP 1.2,  
which has a totally new option, and all of it is new to the official AW  
package. Steve Beville's latest updated macros are on the package, loading  
text files shows the line number, saving text files now saves true tabs, AW  
now prints to a slot mapped to a hard drive, etc. Some may call many of  
these "features" bug fixes, but they weren't errors in coding, they  
required new code. There are also 20+ actual bug fixes.

There were so many changes to the master disks that I thought 4.1 was an  
appropriate version number, even if no "major" new features were added.  
(BRANDT, CAT42, TOP29, MSG:392/M645;1)

APPLEWORKS GS NOT ARRIVING AT ALL? I hope that the person I talked to at  
"\*\*\*\*\*" Quality today was incorrect. I phoned  
to check on the price and place an order for AWGS 2.0 and was told that the  
project had been cancelled. Not delayed but cancelled. I hope that I was  
incorrectly informed. Please tell me I'm wrong!!!!!!!!!!!!!!

Michael E  
(M.EWEN, CAT42, TOP32, MSG:407/M645;1)

>>>>> Bill Carver asked me to read the messages in this topic and post a  
"\*\*\*\*\*" message about the cancellation of the AppleWorks GS 2.0 project.  
(I don't usually read this topic because Bill handles most of our online  
support on GENie.)

Here's the short version. The reason AppleWorks GS 2.0 has been  
canceled is inadequate source code and development documentation. A more  
detailed explanation (somewhat technical) follows.

When we took over AppleWorks and AppleWorks GS, we assumed that  
updating AppleWorks GS was going to be a fairly straightforward task.  
Unfortunately, we were wrong. The source code for AWGS is 7 megabytes in  
size. Those who have seen it have called it the most poorly organized and  
documented source code they've ever laid eyes on. Claris was unable to  
provide us with any form of documentation for the source code, nor were  
they able to provide us with their official bug list.

The source code was designed to build under an old version of MPW  
(Macintosh Programmer's Workshop). I have it on good authority that even

the old MPW wasn't actually capable of compiling the source code as it was provided to us; it seems likely that it was compiled in pieces and then patched together by hand. We did not receive any documentation on this process -- in fact, there probably never was any.

To give you an idea of how bad the AWGS source was, consider that it took Jim Merritt, who we originally contracted to lead the project, four months just to get the source code Claris sent us to produce an executable version of AppleWorks GS 1.1. Even then, the program was not 100% byte-for-byte identical with the shipping version because of the hand-patching which was used in the original version.

Jim Merritt, as you may know, is no slouch. He's the one who, working at Apple, coordinated the development of the IIGS System 5 Finder, among other things. The original plan was for Merritt to divide the program among several programmers (of his choosing) and have them work on the project independently. Merritt would be responsible for coordinating things and making sure all the program segments could be combined into a fully functional program.

This turned out to be an impossibility, because the source code simply was not arranged in any coherent fashion. I've been told that there are sections of the AppleWorks GS source code which exist mainly because nobody knows exactly what they do -- Claris was afraid that removing them would cause the program to stop working!

At around the same time another programmer decided he wanted a shot at it. This programmer was Bill Heineman, author of Harmonie, Out Of This World, and other programs, and renowned around the IIGS world as an extremely competent programmer. As the weeks went by, we realized that it was beyond his abilities, as well.

A third team, led by Steve Disbrow, also had a look at AWGS. After spending a few weeks with the source code, Disbrow recommended to us that we scrap it and rewrite the entire AWGS application from scratch. This is, for obvious reasons, an economic impossibility. So, after almost ten months of effort by the top programmers in the IIGS world, we have concluded that the task of creating a major upgrade is a near-impossible one.

While we are continuing to investigate ways of providing an upgrade to AppleWorks GS, we feel it is unfair to hold orders for a product which, at this point, we can't promise to deliver. Rather than keep everyone holding their breath, we have decided to notify our customers that the project has been canceled. If the project gets going again, we will let everyone know. We just don't want to get anyone's hopes up.

This was not an easy decision for anyone here -- not just because we're now going to have hordes of angry customers calling us, but because this company WAS founded on the Apple II, and that computer remains special to many of us. Furthermore, as part of our contract with Claris to take over AWGS, we made a royalty guarantee, which basically means we're going to owe Claris a few hundred thousand dollars out-of-pocket if we don't release AWGS 2.0.

Some of you have already told us you will never buy anything from us again because you feel betrayed by our actions. That's certainly your privilege. Still, I think that if you stop to consider the situation,

you'll realize that the main reason you're angry at us is that we got your hopes up -- which is something Claris certainly never did. (If we had left the program in Claris' hands, do you suppose THEY would have produced an upgrade?) We gave it our best shot. We've done everything we could (more than most companies) to support Apple II users. Some of you may see it differently.

If you have AWGS 2.0 on order, you will receive a notice by U.S. Mail confirming the situation as I have outlined it here. Thank you for your patience and support throughout our attempt to develop this upgrade.

One final note. In an RTC (which Harold mentioned) I referred to a specific programmer as being unable to deliver the product on time. Harold did not mention this person's name, which I'm thankful for, but I still owe this programmer an apology. In fact, it's possible that any or all of the programmers who worked on AWGS 2.0 might think I was referring to them. It was certainly not the fault of any programmer; every one of them gave it their all. My comments in the RTC were based on incomplete information and a sense of frustration. My apologies.

Jerry

PS -- If you are a IIGS programmer and feel that you can do what Jim Merritt, Bill Heineman, and Steve Disbrow put together couldn't do, drop me some e-mail and convince me.

(II.ALIVE, CAT42, TOP32, MSG:474/M645;1)

>>>> I'm in touch with a couple of people who want to have a go at it.  
"\*\*\*\*\*" Since we've got nothing more to lose at this point, these people just may get their chance. (Subject to final approval by Joe Gleason, of course, but I think he can be persuaded.)

These folks will have a head start because of the work the earlier teams (especially Merritt's) did. Harold, not to worry, the thing IS buildable under MPW now, at least. B)

Thanks to all of you who have been understanding.

(II.ALIVE, CAT42, TOP32, MSG:483/M645;1)

>>>> Just some background for those of you who might not know  
"\*\*\*\*\*"

AWGS started out as GSWorks (or something similar) a product developed by a company called StyleWare. StyleWare published MultiScribe, MultiScribe GS, TopDraw and a couple of other programs that were really quite nice in their day. AWGS users would find MultiScribe GS and Top Draw QUITE familiar, as they served as the basis for a couple of AWGS modules.

Claris bought out StyleWare SOLELY to get their hands on GSWorks. Rumour had it that they intended, among other things, to port it to the Mac. (Where it would have become, in theory, what ClarisWorks is now.) As part of the deal, Claris got the services of the StyleWare programmers, in part because there was no WAY they could work with that code (which was still Beta at the time) without the original programmers to interpret it for them.

Claris later sold all the former StyleWare products to the Beagles. MultiScribe and MultiScribe GS became BeagleWrite and BeagleWrite GS, TopDraw became BeagleDraw, etc. (And Quality acquired them from the Beagles

when THEY bit the dust.)

The source code for AWGS goes back at least 5 or 6 years, perhaps more. It was developed by programmers who (no offense if they are reading this) were known for kludging things to force them to work if that was what it took to get things out the door on schedule. It has since been modified by programmers who didn't understand it in the first place, and had precious little understanding of programming the GS in the second place.

That code is such a mess that even patching it to provide GSOS compatability took Claris many months, and making it "compatible" with v5.x took (as I recall) over a year. AWGS v1.0 will not even run under System 6, and just barely runs under v5.x.

I am surprised to learn that Quality was planning on an upgrade based on the original code. I fully expected v2.0 to be a ground up rewrite (and I didn't understand how QC could afford it :).

That's just background for anyone who might not understand how this code could be this ugly and hard to work with.

Gary R. Utter (GARY.UTTER, CAT42, TOP32, MSG:493/M645;1)

>>>> Okay, now that all this has been said, I'm going to say everything  
"\*\*\*\*\*" I've been thinking on this, so bear with me:

1. ON THE HISTORY OF AWGS AppleWorks GS has always been a very  
..... slapped-together program. Most of the reported  
bugs exist because of the nature of the source code. Keep in mind that  
AWGS was originally written under ProDOS 16, and hasn't evolved much since  
then. The few resources it used were constructed by hand because Apple had  
no tools for building them yet (and, for this reason, there is an illegal  
resource in AWGS' resource fork).

AppleWorks GS is just BARELY working, by all descriptions I've heard  
from people that have seen the source code to v1.1. The project was poorly  
managed while at StyleWare, and when Claris bought the project, they were  
just as appalled as Quality is at the quality of the code, but they had  
nothing to do but finish the job as best they could. Most of the original  
programmers continued the work on v1.0v2; v1.1, however, was coded in some  
areas by new programmers that had no idea what the code was doing.

Claris also enforced a precise release date, which limited what could  
be done -- the program shipped with a large number of known bugs.

2. QUALITY COMPUTERS AND AWGS I applaud Quality for getting involved at  
..... all (although I suspect they wouldn't have  
if they'd known the condition of the existing source code). And I hope Joe  
allows a team of programmers to make one last shot at the job.

3. THE FIRST THREE TEAMS Looking at that list, there are a lot of very  
..... talented programmers there. The only thing I can  
see that would prevent their making a strong impact on AWGS (aside from the  
massiveness and twistedness of the code) is the fact that, unless I'm  
mistaken, all of them have jobs and/or are extremely busy people. They may  
quite simply not have had the time to work on it -- especially when it's so  
big.

4. THE FOURTH TEAM My name has been mentioned in this discussion, so I'll  
..... comment. The same day the rumors started flying, I  
emailed Quality and offered to work on AWGS, and was given a non-negative  
response (I'm being intentionally vague here). A good number of  
programmers have expressed interest, and a lot of us are talking amongst  
ourselves about how we would go about the project if and when we get  
involved in it.

5. THE FUTURE OF AWGS Personally, I think a more reasonable goal for AWGS  
..... would be to hold off on version 2.0 until after a  
minor upgrade, v1.2, is done. This would provide an intermediate solution  
to users so they would have a more stable and System 6-friendly version of  
AWGS while, at the same time, familiarizing the programming team with the  
source code. Then, and only then, would we tackle a version 2.0. This is,  
of course, all assuming Quality were to agree -- it's their money.

All of this has been my own opinion and viewpoint on the issue.  
Don't bother Quality or anyone else because of anything I said here.

One last thing -- I tend to believe Quality will permit one last team  
to give AWGS a shot. They can't lose anything if they do, and it might  
just save them a potentially large amount of money. However, I don't speak  
for Quality -- or for anyone else other than myself.  
(POWERPC.PRO, CAT42, TOP32, MSG:494/M645;1)

>>> WHAT'S NEW <<<  
.....

QUICKIE 3.2 WITH MORE TOOLS  
.....

IMMEDIATE RELEASE Vitesse, Inc.  
Friday, June 10, 1994 (818) 813-1270

VITESSE ANNOUNCES QUICKIE(R) 3.2

LA PUENTE, CA -- Vitesse, Inc. announced today the release of Quickie  
3.2, an update to their popular hand scanner system for the Apple II.  
This latest version incorporates new imaging techniques for more  
enhanced, sharper images than ever before. It also contains a powerful  
collection of image editing tools. Originally, these tools were  
provided to permit simple cleanup of scanned images, to manually  
eliminate imperfections which might be introduced by dust or other  
impediments encountered during the scanning process. In this latest  
release, these tools were expanded to permit more complex image editing  
tasks, but continued to emphasize manual image manipulation.

With Quickie 3.2, several automatic image processing features have been  
introduced. These features can be used in combination with the manual  
tools, or with each other, to achieve a variety of effects with little  
effort. These effects range from minor changes in resolution (Blur and  
Sharpen) to the bizarre and surreal (Laplacian, Sobel, Negative, and  
image combinations). Most of these effects are produced using an image  
processing technique called "filtering," while a few actually combine  
two images to produce a new effect.

The filters implemented in Quickie 3.2 operate only on a selected  
portion of the image, and fall into three categories: Unary, Linear or

Nonlinear. A Unary filter simply applies a conversion formula to each pixel of the affected image individually, changing each pixel in a uniform, predetermined way. A Linear filter operates on a region of pixels surrounding each pixel to be changed, using a linear function of the values of the surrounding pixels to alter the value of the current pixel. Linear filters always take the longest time to process. The Nonlinear filters implemented in Quickie 3.2 also examine the pixels surrounding the current pixel, but simply choose one of these pixel values to replace it. While much quicker, Nonlinear filters are not as fast as Unary filters. The many filters included in Quickie 3.2 include: Negative, Blur, Blur More, Sharpen, Sharpen More, Laplacian, Emboss Raised, Emboss Inset, Sobel Horizontal (vertical and diagonal), Gaussian Blur, Median Filter, Minimum Filter, Maximum Filter, Closing Filter, and Opening Filter

Quickie 3.2 provides several functions which combine two images to create a new one. To enable them, you must Cut or Copy all or part of an image to the Clipboard, then Paste it into your target picture. These Image Combinations include Add Images, Average Images, and Subtract Images. Add Images adds the pixel values of the source and target images, Average Images takes the average of pixel values, and Subtract Images subtracts pixel values.

Quickie 3.2 also incorporates a technique called, "toning," which was initially introduced in Quickie 3.1 as an Easter Egg. Toning allows the user to select the monochromatic palette of their choice. The available palettes were drawn from the world of black and white photography, where special chemicals can turn grays in a normal black and white picture into changes of brown or Sepia, blue, green, or red. Other processes merely "warm" or "cool" the grays by subtly introducing the slightest hint of red or blue without noticeably altering the picture's color. Selenium toning warms the grayscale palette slightly.

Quickie 3.2 requires an Apple IIgs running GS/OS v5.0.4, or later; 1.5MB RAM if running GS/OS v5.0.4, or 2MB RAM if running System 6.0, or later; a 3-1/2" floppy disk drive; a hard disk drive is recommended.

Quickie is a registered trademark of Vitesse, Inc. All other trademarks are the property of their respective owners.  
(VITESSE, CAT40, TOP8, MSG:292/M645;1)

<<<<< Something else that we forgot to mention in the Quickie 3.2  
"\*\*\*\*\*" announcement:

Quickie 3.2 is offered FREE as part of the Quickie-C introductory package. Therefore, if you've already ordered Quickie-C, or are planning to order it for the introductory price of \$99.95, you'll already receive Quickie 3.2.

If you haven't ordered Quickie-C and are not planning to do so, Quickie 3.2 is still available for \$24.95.

Thanks,

Lowell Erbe  
Vitesse, Inc.

Technical Support (VITESSE, CAT40, TOP8, MSG:300/M645;1)



- M2499LL/A Macintosh Quadra 950 Publishing Configuration
  - M0505LL/A Macintosh Display Card DRAM Exp. Kit
  - M0291LL/A Macintosh IIci 1MB Memory Exp. Kit
  - M0294LL/A Macintosh IIci 4MB Parity Memory Exp. Kit
  - M1386LL/A Macintosh LC III Logic Board Upgrade
  - M1545LL/A Macintosh Classic II Logic Board Upgrade
  - M6052/B Macintosh SE SuperDrive Upgrade Kit
  - M1330LL/A Macintosh Centris 650 Logic Board Upgrade
  - M0326LL/B Macintosh IIci Cache Card
  - M0480LL/A Macintosh IIsi 030 Direct Slot Adapter Card
  - M0375LL/B Macintosh IIfx Logic Board Upgrade
  - M1534LL/A Macintosh Quadra 660AV Logic Board Upgrade
  - M1848LL/A Macintosh Quadra 840AV Logic Board Upgrade
  - M0141 LaserWriter II Envelope Cassette
  - M0199 Macintosh Peripheral Adapter
  - H0123LL/A Newton MessagePad 100
- (T.MORALES, CAT5, TOP2, MSG:262/M645;1)

>>>> The MessagePad 100 was discontinued quite a while ago (about the  
"\*\*\*\*\*" same time the 110 was released).

Everything on that list I'd already heard was discontinued.

Some of it, though, was a terrible shock to hear about. (the Superdrive and controller in particular)  
(POWERPC.PRO, CAT5, TOP2, MSG:264/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

IS SOUNDMEISTER SHIPPING? I called Alltech today (June 1) to order a  
"\*\*\*\*\*" SoundMeister, and was told that they will be ready for shipping in mid-June. I hope so, since this is my Father's Day present...

IRONTOOTH (D.Zahniser)  
(D.ZAHNISER, CAT46, TOP7, MSG:64/M645;1)

>>>> They will take your order for processing once the cards are ready  
"\*\*\*\*\*" to ship. I've had some delays with getting boards built and that setback the projected time for availability. I wish I hadn't put that in the II Alive ad yet, if everything had gone right, boards would have been available now. Except it never does, does it?  
(T.DIAZ, CAT46, TOP7, MSG:71/M645;1)

>>>> The recent Issue of GS+ with the SoundMeister in it came out about  
"\*\*\*\*\*" a week ahead of time, combined with some delays in the board manufacturing process. I've got several PCB projects going at once with two differnt manufacturers and I'm still rather new at all this.

if not shortly there after.

Some other things we will also have available:

Drives and External Drive cases/power supply setups for the Blue Disk card. A compatible AE PCT Transdrive assembly. A Dual unit with both 360 & 720K drives for \$74.00 and a single drive unit with either for about \$45.00. The single drive unit will accept an additional drive.

We are also looking into finding the perfect (as perfect as we can find) tower case & power supply combo for the GS for those who have been thinking about installing it all into one case.  
(T.DIAZ, CAT46, TOP7, MSG:65/M645;1)

SIMCITY AND OTHER BURGER BILL GAMES Do someone know what happend to the  
"\*\*\*\*\*" SimCity that was talked about in  
april, did QC drown BurgerBill with work or?

While I'm at it, have somebody talked to Apogee about W-3d or a solo/multi Doom version for the IIgs yeat. I can still remember Burgers comment when W-3d was hot that it could be do'n on the GS.

Jonte (JONTE.R, CAT6, TOP3, MSG:178/M645;1)

>>>> Jonte, there is a Wolf engine done for the GS. BurgerBill wrote it  
"\*\*\*\*\*" months ago for a game called "Catacomb Abyss". It was suppose to  
be released by Softdisk GS, but it appears that it was shelved. Too bad,  
becuase it could easily be converted to Wolf 3D. I have a copy of it since  
I was one of the testers. It really required an acellerator to play it,  
but it worked great.

Bug Softdisk about it. Maybe they're finally release it. It's a  
shame since it was basicly finished. Just a few last minute things needed  
to be completed. They probably didn't want to release it becuae it was  
too fancy of a title for Softdisk. It would make all their puzzle games  
pale in comparison! :)

Scott (S.EVERTS, CAT6, TOP3, MSG:180/M645;1)

>>>> S.EVERTS, get your facts right. Catacomb Abyss was never released  
"\*\*\*\*\*" because it was never finished by the author. It wasn't "shelved",  
and it wasn't "basicly finished". There were more than "Just a few last  
minute things needed to be completed".

It is a cool game, but it is NOT "too fancy a title for Softdisk".  
Indeed, Softdisk wrote the original game for the PC (and in fact, it was  
done by the same folks that did W-3D and Doom, before they stopped working  
at Softdisk). And it certainly wouldn't "make all [Softdisk's] puzzle  
games pale in comparison!" Softdisk puts out a variety of programs, and  
this is one more of them. Catacombs is OUR game, designed BY Softdisk, FOR  
Softdisk.

Don't bug us about it. Burger Bill is a talented guy, but if he  
doesn't finish things, they can't be released. Anyone that wants to see  
this cool technology should bug Bill to finish it.

-G.T. Barnabas (my opinions are my own)  
(BARNABAS, CAT6, TOP3, MSG:181/M645;1)

GRAPHICWRITER III VERSION 1.2 TO GO BETA? We're still working on updates  
"\*\*\*\*\*" to all those things (and more).  
GWIII v1.2 will probably enter beta testing this month, and then it'll be  
up to the testers to tell us when it is ready!

--Dave (SEVENHILLS, CAT43, TOP6, MSG:159/M645;1)

<<<<< GWIII v1.2 supports PICTure objects (Formulate friendly) and it has  
"\*\*\*\*\*" a "real" Font menu (font friendly). Reminder: It should be going  
into beta testing this month--we have NOT yet announced any anticipated  
ship date! :)

--Dave (SEVENHILLS, CAT43, TOP6, MSG:163/M645;1)

CO-PILOT HISTORY LESSON To sum it up.....  
\*\*\*\*\*

1. A2 acquired the rights to CoPilot from Ken about a year ago.
2. The version we acquired was v2.1
3. We released that version with some tuned up scripts, specifically to deal with changes in the GENie logon that took place last July. To differentiate between that and the original, we called it v2.1.1, This is the current OFFICIAL release version. :)
4. As soon as v2.1.1 was out, we started working on some SIGNIFICANT enhancements to the scripts. I had the overly optimistic idea that these could be finished by Labor Day weekend (LAST year).
5. I sent the source code to Harold, with the idea that we wanted to make some small changes to the program itself to work better with the new scripts. THAT opened a whole 'nother can of worms.
6. We FINALLY released the enhanced scripts for Christmas. We released them as "open Beta" simply to get them in the hands of the users, knowing that there were a few small bugs in them that we hadn't pinned down yet.
7. We released two more versions of the "open beta" scripts, and the ones that are currently available are pretty good. There are a couple of real small bugs (i.e. bugs that will not bother 99% of the people), and those are fixed now, but the fixed scripts have not been released. They WILL be in the final release, which is now only a few weeks away.
8. Due to Harold's patching on v2.1 of CoPilot, we have eliminated the final problem (from the scripters point of view) which was that the program itself wrote two of the necessary scripts, and the scripts it wrote had problems with such things as 9600 access.
9. Harold's patches were not able to eliminate a few known bugs in the CoPilot application (such as the fact that the program will lose the "archive prefix" for some users for no apparent reason). However, he was able to alter several things to make the program more usable, such as the limitation on Email addressing which prevented the use of Internet mail addresses in the mail module.
10. His most recent change resulted in the need for a couple of new scripts to be written. So far, these seem bug free (they're pretty simple) but we want to send them out to our Beta testers this week for final approval.
11. If all goes well in the Beta cycle this week, then CoPilot v2.5.0 is finished. (FINALLY! :)

12. Harold still needs to write the new Installer scripts, but his depends in part on his having an exact list of what scripts and other files are to be Installed, and THAT depends in part on the result of the final Beta cycle. (if a serious bug crops up, it might result in the need for one or two more new scripts, short ones). SO, once we are absolutely final on the total number of scripts, and the names of those scripts, Harold can write the Installer, and we can turn it loose.

14. (that's right, there is no 13 :) If all goes well in the next week, we will have v2.5.0 available in the library for the 4th of July. If more problems crop up, we will STILL have it available before Kfest. (Call it July 15th.)

15. The "CoPilot II" rewrite will be officially named CoPilot v3.0 when it is released.

Gary R. Utter (GARY.UTTER, CAT29, TOP13, MSG:263/M645;1)

POWERGUIDE -- ONLINE NAVIGATOR TO DO IT ALL Finally,.....  
\*\*\*\*\*

<trumpets please!>

I am proud to announce:

```

=====
||      PowerGuide will go stand alone!      ||
||
=====

```

PowerGuide 1.0, the navigator for the next millennium, adds to it's versatility. Besides staying compatible with major telecom programs, it can be used as a standalone GENie navigator as well. PowerGuide is the first and only one to achieve this ultimate goal. And it is available for your GS. So no matter which telecommunication program you use or don't use, you can now access GENie from one convenient place and stay in control all the time.

PowerOnline is a set of scripts to interface with GENie. These scripts are written and maintained by premier script writer Glenn W. Hoffman, assisted by Kevin P. Reid.

Of course, this is a big project, and by far not finished, but what's currently available suits about 80 - 90% of what you need in the A2 BB.

Even though we tested this interface for several month now, we are releasing this stand-alone interface project as beta right now to gain more experience on other systems as well. So if you want to help us making the coolest navigator around even better, please support us in beta testing, thanks.

Alex [blasted to this BB via PowerOnline]  
(A.CORRIERI, CAT29, TOP31, MSG:24/M645;1)

QUICK CLICK CALC (AND MORE) Mike Westerfield will indeed be along to  
\*\*\*\*\* support Quick Click Calc in this topic.

And we didn't give The Byte Works a whole category for just one topic. I can say no more...

Bill Dooley (A2.BILL, CAT45, TOP2, MSG:17/M645;1)

>>>> > Does anyone know more details  
""""""

From my flyer:

<paraphrasing>

Password protected files, User selectable row/column width/height, horizontal or vertical split screen, Publish/Subscribe (imports and exports data to other files), Formatting options including height of cell and of course width of cell, because you can set fonts and styles and colors individually in cells, Pie Charts, bar graphs, line drawings, 3-D graphs, line or surface to scattered data points using linear regression. More.

\$60!!!

Ken Lucke < Delivered by Co-Pilot & Spectrum v1.0>  
(K.LUCKE, CAT45, TOP2, MSG:6/M645;1)

>>>> From my flyer..  
""""""

Quick Click Calc ... the perfect solution for (1) grade books (2) balancing checkbooks (3) weekly, monthly or yearly budget plans (4) figuring car or house payments (5) savings plans for college or retirement (6) a super calculator (7) charts and graphs (8) tracking coin collections or baseball collections (9) statistical analysis.

The whole flyer is too detailed for me to reproduce here, but you can probably get more info in A2Pro, cat 36.

Requirements include Apple IIGS with at least one 3.5 drive, 1.125 meg of RAM, and System 6.0.1 . It supports printers, hard drives, networks and color screens when available.

They are also offering what appears to be good prices on their programming products including some free updates.

Price is \$60 + \$5 s/h per order. Their phone # is (505) 898-8183.

Now where's the hammer to break that piggy bank ... I may just buy this one.

Charlie (C.HARTLEY3, CAT45, TOP2, MSG:8/M645;1)

>>>> Yes, we do take plastic. For Quick Click Calc, the price is \$60  
"""""" plus \$5 shipping in the US & Canada; write if you are somewhere else. I'm also happy to send out complete price lists and technical information on any product you're interested in. Just send a mailing address and what you want.

For ordering, the information we need is:

Name  
Shipping address

What you are ordering  
What you expect to pay, with shipping  
VISA or MC Card # & expiration date (Or check if sending by  
ground mail)

You can contact us at:

Byte Works, Inc.  
4700 Irving Blvd. NW Suite 207  
Albuquerque, NM 87114  
(505) 898-8183  
GENie mail: ByteWorks  
AOL Mail: MikeW50  
Internet: MikeW50@AOL.COM

Like I said, we're in the early stages of getting things set up. If  
you want info sooner, send me your mailing address by e-mail.

Mike Westerfield

(BYTEWORKS, CAT45, TOP2, MSG:19/M645;1)

BLUEDISK ANNOUNCEMENT Look forward to see a note about the BlueDisk v1.0  
\*\*\*\*\* release by the end of this month. We will come up  
with the final specs and pricing here in the BB. All information given  
here will also be uploaded in the A2 library for those people not dropping  
by in our topic.

If there are still any questions of general interest that need to  
be answered, please let me know. We will try to include answers in our  
announcement.

SHH Systeme, Joachim Lange

(J.LANGE7, CAT46, TOP12, MSG:68/M645;1)

CD ENCYCLOPEDIA ANSWERS > What can I expect from the encyclopedia?  
\*\*\*\*\* > B & W or Color?

Color

> Can we access all the information on the cd?

I've made my best effort in the time available. There are 6000  
articles, with a total of 30,000 sections; about 7000 images, hundreds of  
digitized audio clips and other assorted goodies such as spreadsheet-style  
tables. There are some features that are not currently feasible on the GS,  
such as the 'Atlas' feature (it makes a Mac LC II crawl). Movies are not  
currently supported either, but I have reason to expect this to change in  
the future.

There are a few other misc. features I haven't had time to figure  
out, and depending on sales I will go back in & finish them up.

The color imaging seems to work quite a bit better than on the  
previous discQuest titles, for a number of reasons.

> What year Comptons is being sold?

We're going to be selling the Compton's New Century Encyclopedia,

1994 edition.

> Is this in stock ready to go now?

It will be ready to ship shortly after July 1.

Jawaid (PROCYON.INC, CAT20, TOP2, MSG:202/M645;1)

>>> MESSAGE SPOTLIGHT <<<
\*\*\*\*\*

Category 5, Topic 8
Message 49 Mon Jun 06, 1994
BARNABAS [G.Templeman] at 13:57 EDT

> But every day there are less vendors, less programmer, less support.

As a programmer who is STILL supporting ONLY the Apple IIGS, I get VERY tired of people who complain about lack of Apple II support. Softdisk G-S is a quality product, putting out cool new games, new productivity software, new system extensions, new patch programs, new fonts, new clip art, new templates, and new ideas every month. GS+ is another publication putting out great original software on a periodical basis. If you don't subscribe to SDGS or GS+, then you have NO RIGHT to complain about there not being enough vendors, programmers, or support... because you are not taking advantage of what IS available.

If you are starving to death, you may complain about the famine, but not if you're turning up your nose at all the food at the grocery store!

-G.T. Barnabas (my opinions are my own)

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////
HUMOR ONLINE /
////////////////////
Fun & Games On GENie
\*\*\*\*\*
by jmaharaj@mango.flex.com
(reproduced from the Jerry Pournelle RT)

The news is out folks (okay, it's still a rumor officially.)

FLEX will be adopting the new terminology standard suggested by Windows Sources in their latest June issue. The Bureau for Avoiding Lexically Offending Neologisms Engineered Yesterday has set down



Even more interesting was the fact that the people posting to this newsgroup were scattered all around the globe. So a parent in Amarillo, Texas could be posting a message to the newsgroup one day, and hear a response from an autism researcher in Italy the next day.

What struck me particularly about this newsgroup is the way it served to connect persons of shared interest. Being the parent of a special needs child can be an intensely isolating experience at times. Who can you turn to when you have questions about your child? The child's pediatrician, of course, can help answer some of the medical questions a parent might have. But few doctors have the time or patience to answer the myriad questions a parent with a special needs child might have.

Who better to help answer your questions than parents in a similar situation? They have been where you are now and have encountered what you are now encountering. If nothing else, they can lend a sympathetic ear and offer the type of general nurturing advice that we all need at times in our lives.

I was also interested to note that not all was calm and harmonious in the autism newsgroup. Several disagreements and disputes flared from time to time. Surprising? Not really. People have different views about things. It's natural that they might disagree at times. Disagreements can even be productive, for they force us to carefully re-examine the supporting reasons for our points of view.

To be sure, a fate worse than disagreement and discord is isolation and silence. Imagine having an autistic child and living in a country without established online networks. Suppose you lived in rural Pakistan? Chances are that the phone lines in rural Pakistan, where present, are not good enough to support the use of a modem.

Suppose, further, that the closest village is a five mile walk from yours. And that the closest town is a full day's journey. And that a trip to the capital city would take three days to travel there and back.

Now suppose that you find out that your newborn child has special needs. Need not be autism; it could be any special need. Your sense of isolation would be intense, immediate, and all-encompassing. No person to turn to. No place to go to seek friendly advice. The isolation could seem overwhelming, even for one accustomed to living in a remote locale.

What online communications has to offer is fellowship. Fellowship is one of the most primal of human needs. Fellowship is the glue that holds society together. We engage in fellowship when we gather around to celebrate a birthday, to rejoice at a wedding, to mourn at a funeral. Fellowship is chatting with a fellow human being on the street corner.

That street corner has expanded in dimensions in recent years. Anyone with a modem can share fellowship with several million other persons who are online.

As I reflected upon the autism newsgroup, I noted the bittersweet irony of a newsgroup on autism. Autism is a neurological condition that can make a person less aware of the social dimensions of our existence. Persons with more severe forms of autism live in an isolated world whose boundary extends no more than a few millimeters beyond their skin.

It's not that such persons don't want to experience the joys of fellowship with other human beings. It's just that their brains are not wired for such experiences to take place.

Those of us who do have the capacity to experience fellowship should seize the chance to share ourselves with others. Whether via phone, via modem, or in person, seize those opportunities to be a human being among human beings. As social creatures, we become most human when we share our being with others.

-Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in the social dimensions of communications technology. He can be reached on GENie at: p.shapiro1; on America Online at: pshapiro; via Internet at: pshapiro@aol.com.

```

//////////////////////////////////////////////////// GENie_QWIK_QUOTE //
/
/ And did you ever wonder why the Psychic Hotline NEEDS a
/ 900#? If they were any good, they would call YOU.
/ They could bill you in advance, too.
/
//////////////////////////////////////////////////// GARY.UTTER //

```

[EOA]

[BEG]////////////////////////////////////

BEGINNER'S CORNER /

////////////////////////////////////

Polishing Green Apples

\*\*\*\*\*

by Steve Weyhrich

[S.WEYHRICH]

>>> HOOKED ON STORAGE (Part 5) <<<
\*\*\*\*\*

HOOKED ON ORGANIZATION After getting your hard disk installed, formatted,
\*\*\*\*\* partitioned, and the disk management software put
into place, an important consideration is how to organize your files to
make them as easy to find as possible. There are as many different methods
of arranging your directories as there are methods of housecleaning; I will
suggest what makes sense to me, and you can adapt that to your own
specifications.

DESKTOP VS. DISK First of all, remember that there is an important
\*\*\*\*\* distinction between "memory" and disk storage. I've
talked with people who told me that they had a computer with 4 megs of
memory and 40 megs of memory. What they really had was a computer with 4
megs of RAM, AND a hard disk (for storage of data) that could hold up to 40
megs of data. RAM is where a program RUNS (is "executed"). Disks are used
to STORE programs or data files. They are NOT the same. This is important
to remember, if you want to keep the computer bullies from kicking sand all
over your keyboard.

Consider this illustration. Imagine a desk, with a surface on which



utility that could sort the filenames on a disk, to keep the correct files within their boundaries.

Here is an example of a flat file list:

```
/Disk1 <--- This is the name of the disk volume
  Letter.1
  Burger.Alert
  Letter.59b
  Eviction.Note
  MegaData.System
  Letter.2
  MD.Data.1
  MD.Data.2
  Space.Raiders
  Bozo.Graphics
```

There is no particular order to these files, and they don't have much in common. Of course, the user could just as easily put the games on one disk, the word processing files on another disk, and so on. In this example, the number of files is still manageable, and would not really NEED any further organization. But as the number of files becomes larger, finding the particular one that is wanted will get more difficult.

ORDER WITH EXPANSION With the advent of the ProDOS operating system in 1984 (which was taken directly from the older SOS system used on the Apple III when it appeared in the late 1970s), a slightly different approach was taken. Although the flat structure could still be used, there was a limit of 51 files that could exist in the main (or root) directory of a disk. To store more files, it would be necessary to make use of a "hierarchical" system. This system allows creation of subdirectories (similar to using a separate file drawer in a filing cabinet). These subdirectories were not limited to a single level; they could go as "deeply" as there was room for the name that defined that drawer. (This was limited to 63 characters, including the "/" that was used to separate subdirectory levels.) Within each subdirectory, files were handled in just the same way as in the flat system; the filenames typically appeared in a list that was specific for ONLY that subdirectory.

Here is an example of an entire hierarchical file list:

```
/Disk1
  /Data
    MegaData.System
    MD.Data.1
    MD.Data.2
    Letter.2
  /Word
    MegaWord.System
    Letter.1
    Letter.59b
    Eviction.Note
    Letter.2
  /Games
    Burger.Alert
    Space.Raiders
  /Graphics
    Bozo.Graphics
```

Notice in this example that the file "Letter.2" is present in more than one subdirectory. As long as it is in a different subdirectory, there can be more than one file on the disk with the same name, even completely different types of files. This would not be possible if the disk was using only a flat file system (as in DOS 3.3, for example).

When displaying this list of files on one level only, the top or root level of the directory looks like this:

```
/Disk1

Data
Word
Games
Graphics
```

A display of the files in the Data subdirectory would look like this:

```
/Disk1/Data

MegaData.System
MD.Data.1
MD.Data.2
```

and so on. Within any subdirectory, the files are displayed in a "flat" format; however, it is possible to change to another directory and access THOSE files also, still in the flat format.

Notice that at the top of the root directory shown above is the name of the disk, "/Disk1". In the ProDOS method of organizing disks, the start of a "path" to a file begins with a slash to indicate to the system that this is the name of a disk, rather than the name of a file or subdirectory. When the "Data" subdirectory was displayed, the name shown was "/Disk1/Data". Again, a slash is used, but here to indicate that the file "Data" (a subdirectory) is under the directory "/Disk1". This "pathname" specifies to the computer the path it must take to find a file on a disk. The full pathname for the file named "MD.Data.1" would then be "/Disk1/Data/MD.Data.1"

Under GS/OS on the Apple IIgs, the same format is used, but the colon typically is used as a separating character, just as is done on the Macintosh. Either the "/" or ":" character is acceptable in a pathname, but they cannot be mixed (i.e., :Disk1:Data:MD.Data.1 is acceptable; :Disk1/Data/MD.Data.1 is NOT).

Finally, understand that there can be as many subdirectories in a pathname as you can fit, as long as the total number of characters is less than the limit. Since there is a limit of 63 characters in a pathname under ProDOS, the deepest that subdirectories could be nested would be 29 levels, with each one having only single letter name (i.e., "A", "B", "C", etc). The top level would be the root directory, also a single letter name, and the name of the file could only be a single letter. The full pathname for such a file would be:

```
/A/B/C/D/E/F/G/H/I/J/K/L/M/N/O/P/Q/R/S/T/U/V/W/X/Y/Z/A/B/C/D/E
```

In this example, the disk volume name is "A", which has a

subdirectory named "B" under it, which has a subdirectory named "C" under it, and so on down to a deeper subdirectory named "D". Within that subdirectory is the file, named "E". (If you REALLY need to be organized down to THAT deep a level, you need to be referred to Obsessive-Compulsive's Anonymous.)

WHAT GOOD ARE PATHNAMES? To get the most use out of the hierarchical filing system that ProDOS provides, it is best to use sensible names that are not too long, but are long enough to tell what they are for. This makes it easier to find the program or file that you want.

For example, I have the subdirectories on part of my hard disk organized in this fashion:

```

/C                                     : Disk Volume Name
|--/MODEM                             : Telecommunications files
  |--/GEM                              : GEM (GENie Master) files
    |--/S                              : GEM UltraMacros samples
    |--/T                              : GEM UltraMacros task files
    |--/TIC.SCRIPTS                    : GEM Script files for TIC
    |--/SP.Scripts                      : GEM Script files for Spectrum
    |--/LIB                             : GEM library files
  |--/TIC                              : Talk Is Cheap terminal program
    |--/TERMCAPS                       : Terminal emulation files
  |--/SPECTRUM                         : Spectrum terminal program
  |--/MACH                             : Files from local BBS
--/WORD                                : Word processing files
  |--/AW1.2                            : AppleWorks 1.2 program files
  |--/AW3                              : AppleWorks 3.0 program files
  |--/AW.INITS                         : Inits for AppleWorks
  |--/TIMEOUT                          : TimeOut applications for AppleWorks
  |--/AW4                              : AppleWorks 4.0 program files
    |--/AW.INITS                       :
    |--/TIMEOUT                        :
  |--/FILES                            : Document files created by AppleWorks
    |--/ARC                            : General archives from GENie
    |--/NEWS                           : A2 News Digest files
    |--/LAMP                           : Articles for GENieLamp A2
    |--/HISTORY                        : Apple II History files
    |--/FINANCIAL                      : Financial spreadsheets
    |--/JOKES                          : Humor files
--/SYSTEM                             : GS/OS System files
  |--/DESK.ACCS                       :
  |--/SYSTEM.SETUP                    :
  |--/FONTS                           :
  |--/CDEVS                           :
  |--/DRIVERS                         :
  |--/TOOLS                           :

```

This is not necessarily the BEST method of setting up a hard disk, but it works well for me. Notice that I have placed the various types of AppleWorks files within a subdirectory named "FILES", and beneath THAT level is another set of subdirectories that hold more files in a fashion that makes sense to me. To find the A2 News Digest for July 1993, I just use the path "/C/WORD/FILES/NEWS/NEWS.GENIE.9307". If a subdirectory gets too large (too many files to quickly find them), my personal preference is to subdivide it and make another subdirectory with files as similar as

possible grouped within it. Since I don't care to make paper copies of the contents of my subdirectories, it is both easier and faster for me to have no more than one or two screens of filenames (i.e., 20-40) to review when looking for a file.

FINALE The main thing I want you to take away from this month's article "\*\*\*\*\*" is to consider some sort of organization when planning how you will use a hard disk. It will simplify your daily use of it later, when you begin to accumulate more and more files.

In this series I have gone through the process of selecting, setting up, and using a hard disk on the Apple II and IIgs. Although there is still more to be said about OTHER aspects of using Apple II computers, my available time for writing articles has become considerably more limited in recent months, and so I will at this time have to bid you goodbye for now. This is the twelfth article in the "Polishing Green Apples" series, and I hope that they have been useful to you. Apple II Forever!

[\*][\*][\*]

Steve Weyhrich is a family physician from Omaha, Nebraska. He has been using Apple II computers since 1981, and writing about them since 1990. He follows closely the events that continue to shape the destiny of the legendary Apple II and IIgs computers, and compiles a monthly column called the "A2 News Digest" for A2-Central disk magazine. He is also the author of the "Apple II History", available on fine BBSes everywhere, and drawing to a close in this month's issue of GENIElamp A2.

[TEC]////////////////////////////////////  
TECH TALK /  
////////////////////////////////////

Apple II Hybrids  
\*\*\*\*\*

by Jay Curtis  
[J.CURTIS8]

>>> THE MACINTOSH LC/IIe HYBRID (Continued) <<<  
\*\*\*\*\*

One can make a very good case for the statement that virtually all of Apple's success has depended upon the Apple II. The company was founded with the Apple II product line. It was the Apple II that kept Apple in business during its failed experiment with the Apple III. While the first Macs struggled to carve out their own market niche, the Apple II was there as Apple's bread and butter machine. Finally, the slim-lined, LC-style Macs -- which now have become Apple's best selling computers -- may well have failed if Apple had not initially sold three-quarters of them as hybrid systems with the Apple IIe PDS (Processor Direct Slot) card.

Considered only as a Macintosh, the LC was something of a hybrid by itself. Fitted with Motorola's 68020 microprocessor, the LC had a Mac II-level color display. However, without the Mac II's math coprocessor, the LCs ran like the slower Mac SE/30. Having one processor-direct slot, they were somewhat expandable like a Mac II, but they could also be considered plug-and-play like a Mac Classic. Today's LC-style Macs continue to use essentially the same motherboard and PDS setup as the original LCs, but all of them run much faster with Motorola's 68030 and

68LC040 microprocessors.

The newest LCs have not only increased in speed, but they have also increased their RAM and hard disk storage over the original models. The originals were sold with 2MB, expandable to 10MB, while today's 68LC040-based machines are sold with 4MB and can be expanded to a whopping 36MB! While few users may need that much memory, today's graphic-based, memory-hungry, Macintosh system software and applications benefit mightily from all the RAM that they can access.(1) The LC's basic, internal hard drive has grown over the past three years from 40MB to 80MB, with larger drives optionally available. Finally, the original LC's basic 256K video RAM has grown to 512K, and it is optionally expandable to 1MB... enough for 32,000-color capability on 14 inch monitors.

Potential buyers should keep in mind that the amount of memory and speed will tend to vary with the LC-style model selected in the Performa, Quadra, and LC lines. Additionally, it should be kept in mind that while the LC's Macintosh side has grown in memory, storage and speed, there have been essentially NO changes in the IIe PDS card's capabilities. Maximum RAM accessible by the IIe PDS card remains 1MB and the PDS card's 65C02 microprocessor continues to run at 1 mhz in normal mode.

It seems useful to compare the IIe PDS card with the PC Transporter card. Both cards require their respective host computer's system software to manage most I/O functions, but management of video output is handled quite differently between the two. While the PCT card sidesteps ProDOS and communicates directly with the monitor with its own on-board, CGA video controller, the LC's PDS card uses the Mac's system software to provide a IIe video display. The IIe card possesses its own on-board ROM that translates IIe video output to the Mac's "Quickdraw" graphics language. The video output is subsequently handled like any other Mac video by the Mac's system software and microprocessor.(2)

Like the PCT and Trackstar cards, the Apple IIe PDS card possesses its own external disk drive connector. This connector allows both 3.5" and/or 5.25" ProDOS devices to be directly connected to the card. The IIe PDS card requires a 3.5 UniDisk drive. However, for most LC/IIe hybrid users there is probably no advantage to connecting a UniDisk 3.5 drive to the IIe card, because the IIe card's system software also allows access to the Mac's own high density Superdrive as a ProDOS device. Also, like the PC Transporter and Trackstar, the Mac's IIe emulation allows for use of its host computers' hard disk drive for storage of programs and data.(3)

The IIe PDS card possesses most of the important hardware components of a IIe, including the 65C02 microprocessor, 128K of on-board RAM, and a ROM chip with Applesoft BASIC installed. However, without the special IIe card software and Mac operating system, the card would be useless as a IIe. Three essential IIe card files ("IIe Startup," "IIe Prefs," and "Basic.System") must be installed on the LC's hard disk before the IIe PDS card can be booted and run.(4) An optional fourth file, called "ProDOS File System," resides in the Mac's system folder and enables the Mac to display and manipulate ProDOS disks, directories and subdirectories on its desktop. However, many users have found in the past that this file can interfere with file translation between HFS and ProDOS on the Mac desktop, and they have chosen not to include this file in their installation.(5)

The special IIe card software file called "IIe Prefs" is required in order to store information about how the user wishes their IIe card to be

configured.(6) Configuration is done through the IIE card's control panel, which is called the "IIE Option Panel". This control panel is a Macintosh menu that is separate from the Mac's own control panel. The Option Panel is accessed similarly to the IIgs and Mac control panels by simply using the mouse to point and click on desired options and features.

The "IIE Option Panel" is really the heart of the LC's IIE emulator. Virtually every functional aspect of a real IIE can be managed with the Option Panel. The user metaphorically configures slots in the Option Panel by dragging and dropping icons (which represent peripheral devices or cards) into graphic representations of IIE slots. There are icons for printers, a mouse, clock, block storage devices, network card, modem, and memory card which can be moved around in these phantom slots. The IIE emulator's slot 5 can additionally be configured for four smartport storage devices. Also, any of the IIE's 7 slots can be set for startup, or the user can select "scan".

In addition to phantom slot management, the IIE Option Panel is also used to configure serial ports, keyboard and mouse response, system speed in "normal" or "fast" mode and the startup sound setting. The IIE screen display can be set for monochrome or color, and the text display can be set for black characters on a white background or for normal white characters on a black background. All of these settings, phantom slots and devices correspond to the LC's own settings, ports and devices, with the exception of those devices which are connected to the IIE card's own disk drive connector. By making slot changes, the user basically tells the PDS card and software how they want the Mac's IIE emulation to represent itself to the IIE software.

Telecomm users have reported that the LC/IIE is simply not suitable for running 8-bit, Apple II communication programs. Even Apple's "IIE Card Owner's Guide" reports that the user may experience problems when trying to "use modems at a baud rate of 2400 or above". Apple says, "you may be able to solve the problem and still use a higher baud rate" by selecting "Monochrome" in the Option Panel.(8) However, Apple makes no promises, and GENIE users have reported no luck in their attempts get adequate performance out of their Apple II telecommunication programs with the IIE card. One obvious solution is to use the Mac side of the hybrid for telecomm. The downside, according to many GENIE A2 members, is that few Mac comm programs can match the better Apple II programs like ProTERM.(9)

Many AppleWorks users, especially those who are used to working on an unaccelerated IIE or IIC, will find that the LC/IIE hybrid will exceed their requirements for an AppleWorks power system. Hard disk storage can be configured for up to 4 ProDOS partitions or 120MB.(7) Improved speed in program execution can be achieved by doing three things: First, the "Fast" setting in the LC/IIE's control panel will increase the card's processing speed to double that of a standard IIE. Next, additional performance can be realized by selecting the "monochrome" rather than the "Color" setting in the Option Panel's "Display" menu. Finally, if you don't need ALL of the 1MB RAM available to the IIE card, use a RAM disk for running AppleWorks.

I use AppleWorks at home on an unaccelerated GS in "Fast" mode. At work, I run AppleWorks from a RAM disk on an LC-III with IIE card set to "Monochrome" display and "Fast" mode. I have noticed some slight degradation of AppleWorks' performance on the LC/IIE, compared to the GS, but not enough to be an irritant, and the advantages of being able to print

AppleWorks documents effortlessly over a Mac network to a Laser printer seem to balance things out nicely. On the Macintosh side, the ability to import an AppleWorks document to MicroSoft Works and print it out using the Mac's superior fonts is also a very positive advantage.

Next month, in our final hybrid series article, we'll take a hard look at the future of Apple II computing. We'll talk about what's involved in running software emulations on the new "Power" RISC systems (potentially, the ultimate hybrid computers), and we'll solicit the opinions of some of our GENie A2 members and programmers to see what they think is the likelihood of an Apple IIe or IIgs emulation for the Power Mac. Until then, think hybrid!

NOTES

\*\*\*\*\*

- (1) From this writer's own experience, the standard 4MB found in the latest machines is insufficient.
- (2) Another way of saying this is: When you look at IIe software running on a Mac PDS card, you're looking at a Macintosh's INTERPRETATION of a IIe video display. However, when you look at PC software running on a IIgs' PCT card, you're looking at a REAL, digital PC display, not mediated or interpreted by ProDOS. For the most part, however, no one should be concerned about these differences. The Mac's IIe video rendering is quite faithful and is at least as fast as the original, even on the first LCs.
- (3) The LC/IIe setup enjoys certain advantages over a PC Transporter running in a IIgs or IIe when it comes to disk storage. While a Mac hard drive can have both ProDOS and HFS partitions, the PCT requires a special ProDOS file to EMULATE an MS-DOS hard drive partition. Additionally, while the Mac's Superdrive can re-write CGR/ProDOS through its own system software, most standard Apple drives cannot re-write MFM/MS-DOS. Consequently, the reader may recall from past articles that when the PC Transporter accesses a standard Apple drive through the Apple II and ProDOS, MS-DOS is laid down in low-level CGR format, which can make file transfer problematical.
- (4) It should be noted that the file "Basic.System" is a Mac file and is different from the "Basic.System" file found on IIe ProDOS disks.
- (5) It was not possible to determine as of this writing if any current or modified version of this file has overcome these problems. However, the file is available in GENie's Macintosh software libraries.
- (6) For users of the PCT card, an analogous ProDOS system file is the "AEPC.CONFIG" file.
- (7) Of course, sufficient hard disk storage must exist in order to configure for this much space. However, in many cases, former IIe users can connect their old SCSI hard disk to the LC's SCSI port and use it immediately with the IIe PDS card.
- (8) Apple IIe Card Owners Guide, p. 106.
- (9) Some good news is that InTrec intends to release a Mac version of their ProTERM software. How well this software will maintain the Apple II

version's power, look, and feel will undoubtedly influence the purchase of many users.

[EOA]

[ASA]////////////////////////////////////

ASCII ART GALLERY /

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July Celebrations

\*\*\*\*\*

by Susie Oviatt

[SUSIE]

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\*\*\*\*\*
\*\*\*\*\*
\*\*\*

ASCII art graphic consisting of multiple lines of characters including backslashes, semicolons, and various symbols arranged to form a shape.

"Oh, Canada..."

{}

```

.//////.
./////////*////////*///, .////////;%%%,
'////////*////////*////////, :*::;///*///;%%%%%%%%>>%%%%%%%%, .;
'////////*////////*////////, ::::;*///;@##>>%%%%%%%%, ., , , , ;%%%'
;*////////*////////, :*::;///*///;@##ooO@##>>%%%%%%%%%'
////////*////////*////////, ::::;*///;%%%%%%%%ooO@##>>%%%%%%%%a@'
//*////////*////////, :*::;///*///;%%%%%%%%>>%%%%%%%%ooO@@@@@@@@
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//*////////*////////, :*::;///*///;@##ooO@##>>%%%%%%%%%'
////////*////////*////////, ::::;*///;%%%%%%%%ooO@##>>%%%%%%%%a@,
//*////////*////////, :*::;///*///;%%%%%%%%>>%%%%%%%%ooO@@@@@@@@
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;*///a@@@@#####@@@@@a, :*::;///*///;%%%%%%%%>>%%%%%%%%ooO@@@@@,
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@%%%%%%%%%%%%%%%>>%%%%%%%%ooO0@@@@##>>%%a@
.%%' ->%%%%%%%%>>%%%%%%%%ooO@,
.%% ->%%%%%%%%ooO%%
.%% -%%%'
.%%'

```

"Old Glory"

[This month GENieLamp A2 celebrates Canada Day (July 1) and the U.S.A.'s independence day (July 4). We hope our international readers will join with us in these celebrations. -- Ed.]

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[EOA]
[DRT]////////////////////
          DR'S EXAMINING TABLE /
////////////////////
Golden Oldie Review:  ChessMaster 2100
#####
by Darrel Raines
  [D.RAINES]

```

This month's column will examine the software classic ChessMaster 2100. There have been computer chess games available ever since there have been any computer games. The quality of chess programs has always been a measure of a computer's ability to simulate intelligent thought.

I still have some of the original columns from Byte magazine that discuss the possibility of computers thinking. In those columns they discuss (perhaps for the first time in a national forum) the type of logic that computer chess games could employ to simulate the strategy used by a great chess player. In fact, computer chess games have been the subject of critical review for years as a test of the power of computers to out-think their creators. The theory is that if a computer can ever master chess better than the humans who are champions at the game, then the validity of "artificial intelligence" will have been proven.

Most versions of computer chess that run on home computers will never offer a serious challenge to the world champions. However, many software packages exist that will give the average (or better) chess player a run for their money. ChessMaster 2100 falls into this category.

This game was made available to many different platforms when it was first released. Two newer versions have appeared for the IBM platform entitled ChessMaster 3000 and 4000 turbo. Besides some additional bells and whistles added to the interface, the game does not appear to have been significantly enhanced in its game-play ability.

The Apple IIgs version uses the familiar desktop interface with pull-down menus that allow easy access to the various game features. The game plays in 320x200 resolution graphics mode and offers good detail and color. The game runs from 3.5" disk or can be loaded onto a hard drive. The hard drive installation requires a third-party public domain program called "Chess.Finder" in order for the software to be run from the Apple System Finder. There is also a minor, but annoying, problem with the menu bar while using newer versions of the system software. You can still load and play the game, but the menu bar is black. The pull-down menus show up fine, but you must guess on the whereabouts of the top menu item. This minor problem aside, the game has no difficulties running under newer system software from a hard drive.

I should mention here that the game uses a form of copy protection that requires a date, person, or place to be looked up from the game manual. I don't consider this type of protection to be too onerous, but it certainly is not as convenient as no copy protection at all. In this area also there is help available. A file that I have seen on GENie and other information systems shows how to get rid of the question all-together. I prefer this option, but warn you that only owners with a legal copy of the software should use this patch.

Okay, how does the game play? Great! I am a fairly good chess player and find that the game is difficult to beat on the higher levels. However, there is a penalty to pay in the form of processing time. The better you ask the computer to play, the longer it takes for the computer to make a move. This can mean a lot of time waiting on your part for the computer to pick out its next brilliant move. Of course, you can be using the time to your advantage by working on your next move. In any case, the game can be quite slow in the higher game play levels. An accelerator card can dramatically improve this performance. I would recommend an

accelerator anyway, so that you can see marked improvement with all your software.

One of the things that make ChessMaster 2100 better than any of its predecessors on the Apple II market is the number of features available at the click of a mouse. You can establish the strength of your computer opponent by choosing from a wide variety of options. Computer play strength can be selected from a range of 1 to 14. You can also select whether the computer will make random "less than the best" moves. You can even tell the computer to play like a dummy. If these options weren't enough, you can also choose from a number of timed-game modes. Anyone preparing for a real-world chess tournament will appreciate these modes. You can select any time constraint you want to use. The computer, and you, will be forced to make your moves in the specified time or that player will lose the game. For a really quick game you can choose the Blitz mode and the whole game must be completed in less than 10 minutes (i.e. 5 minutes per side to make all moves). There is also a feature called "Equal Time" mode where the computer is constrained to use about the same amount of time that you use to determine the next move.

The options don't end there. Many features are available for the human opponent. You can choose between three different views of the board. A 2D option will show the board from above. A 3D option will show a nice three-dimensional view of the board from one side. A "War Room" option provides a smaller 2D view with additional windows showing pieces captured, notation for moves made, and computer contemplated moves. If these features are not enough for you, you can also choose the colors that will be used for all pieces, the board colors, and you can even design and use a custom set of playing pieces.

A number of other good features of varying importance round out the package. The computer will play with no sound at all, bell sounds, music, or a human voice responding to play on both sides. A variety of informational windows can be turned on or off as a way of monitoring computer activity. There is a teaching mode where the computer will suggest your next play. There is a list of moves made so far. There is a computer thinking display that will give you insight into what plays the program is contemplating. Clock displays for the human and computer players can be turned on or off. All of these features are not strictly necessary, but add to the overall polish on the package.

I guess at this point you could say, "Nice review, but the real question is how well does it play chess?" I suppose this is a valid question. However, most people who buy computer chess programs are not all that strong at their game. I would venture to say that most people buy a chess package based on features, not on playing strength. I would rate the game strength of this program as equal to that of an experienced tournament chess player. That probably isn't enough of an answer, so I will attempt to expand upon the statement.

The program makes use of a large opening "book" that allows the computer to choose its first few moves from a time-honored collection of the best openings that the chess world has to offer. This is both a strength and a weakness for the computer. The response from the program will be instantaneous for the first few moves. However, once the opening book has been exhausted of moves, the computer must use its internal algorithm for making successive moves. The fallacy here is that the opening moves may have been geared toward an objective that the computer

algorithm does not carry forward into subsequent moves. However, this does not show up as a weakness in too many games.

Once the internal algorithm takes over, the program is a good position player. The computer will attempt to crush you with its entire arsenal of pieces. The big advantage for the computer is this: it does not overlook any capture, fork, or discovered capture that is available in the next two or three moves. This is a tremendous advantage over the average human player. The advantage is even more obvious in timed games. I have slapped my forehead a number of times upon overlooking a simple fork. This is where one of the other attractive features of the game comes into play. You can take back any number of moves for yourself or the computer. This feature is probably important to the weekend pawn-pusher.

I have played chess on and off for the past 20 years. I have participated in many different forms of game play including postal chess and modem chess. (For those of you who want a rating to use for comparison, I have been rated anywhere from 1400 to 1900 during my chess playing career.) ChessMaster 2100 can beat me 9 times out of 10 in the tougher game modes. I can do a little better in the fast game play modes, but when the computer wins in the fast time play, it is usually because I failed to see something simple. Let me put the ratio at 5 out of 10 for the faster modes.

Bottom line on ChessMaster 2100: If you have any interest in chess, whether it is a casual spark or a deep seated love of the game, you owe it to yourself to get a copy of this program. You will find some combination of modes and timing constraints that will make the game play you on even ground. You will definitely enjoy this program and may actually improve your chess play.

Footnote: Many other features are included that I should not fail to mention. There is a save and load game feature. Over a hundred classic games have been saved on the distribution disks. There is an option to set up a game. There is also a solve for mate feature. The program will analyze a game and offer the moves that the computer would have made at any point in that game. You can print the board position at any time and the moves made so far. You can even tell the computer what your name is so that your chess clock will reflect that entry.

[\*][\*][\*]

Darrel Raines is a computer user, programmer and sometime chess player. He is currently involved with the NASA Space Station development. With any luck, Americans will be playing chess in space by the year 2001.

[EOA]

[HUN]////////////////////////////////////

THE TREASURE HUNT /

////////////////////////////////////

Yours For the Downloading

\*\*\*\*\*

by Charlie Hartley

[C.HARTLEY3]

Welcome back to the Treasure Hunt! This month we will take a look at some of the many uploads by Pat Kern [C.KERN1]. Pat has uploaded graphics

files including images for Classic Print Shop (DOS 3.3), The New Print Shop (ProDOS), Print Shop GS, as well as many double high resolution (DHR) graphics that may be used with a desktop publishing program such as Publish It! 4.

In this month's column we will take a look at some of Pat's personal favorites. All these files are public domain.

We will begin with the Print Shop graphics, fonts, and borders. Not surprisingly, Pat is fond of the "Southwest" files created for the AzApple User Group (Phoenix, Arizona). She was involved with this group until she returned to Chicago.

The Southwest print shop uploads were the signature graphics collection of the AzApple User Group public domain library. The full list is given below.

| File# | File name       | Short Description                         |
|-------|-----------------|-------------------------------------------|
| 17103 | STHWEST1.PS.BXY | Southwest Print Shop graphics.            |
| 17104 | STHWEST2.PS.BXY | Southwest Print Shop graphics.            |
| 17105 | STHWEST3.PS.BXY | Southwest Print Shop graphics.            |
| 17106 | STHWEST4.PS.BXY | Southwest Print Shop fonts/borders        |
| 17491 | SWAZ.NPS.BXY    | Southwest graphics,fonts,borders for 3.5. |
| 17492 | SWAZ.1.NPS.BXY  | Southwest New Print Shop for 5.25.        |
| 17493 | SWAZ.2.NPS.BXY  | Southwest New Print Shop for 5.25.        |
| 17494 | SWAZ.3.NPS.BXY  | Southwest New Print Shop for 5.25.        |
| 17495 | SWAZ.4.NPS.BXY  | Southwest New Print Shop for 5.25         |

Since these are so similar, we will concentrate on the original Classic Print Shop stuff.

STHWEST1.PS.BXY contains 62 Print Shop graphics that have a southwestern, cowboy, or wild west theme to them. My personal favorites on this disk are Siesta (a Mexican in a large sombrero napping), Roadrunner, Wagon 01 (covered wagon), Stagecoach, and Campfire. There are also many horse graphics, cute Native American graphics, and cowboy graphics.

STHWEST2.PS.BXY contains 60 Print Shop graphics that continue the southwestern theme. There are 12 different sun graphics and 8 horse graphics. My favorites are Indian 06 which is almost a portrait of an Native American brave, and Indian 08 which portrays an attractive Native American woman.

STHWEST3.PS.BXY contains 67 more Print Shop graphics. If you are looking for Print Shop graphics of the states of the Southwest, get this one. It includes a graphic of the entire region, as well as individual graphics of Arizona, California, Nevada, New Mexico, Oklahoma, Texas, and Utah. These are well done. Probably my favorite graphic on the disk is "Gracias", which looks just like Teddy Roosevelt during his Rough Rider days.

STHWEST4.PS.BXY contains 29 borders and 33 fonts files. The border files are all in the Southwestern theme. My personal favorite is Longhorn. The fonts include the following regular fonts (upper case, numbers, punctuation): Angeles, Austin, Berkeley, Cactus, California, Carmel, Cupertino, Dallas, Hollywood, Hombre, Houston, Lamoni, San.Diego,

Santamonic, Seattle, Sierra, Slim, Texas, Tombstone, Utah, and Vegas. There are 4 font sets that include lowercase letters, numbers and punctuation marks: LCDallas, LCMonica, LCSierra, and LCTexas.

The best fonts on the disk include both upper case and lowercase letters plus a limited group of punctuation marks. They include AAngles, ABerkeley, ACupertino, ADallas, AHombre, AMonica, APalo.Alto, and ASierra.

There is also a text file on the disk titled INFO.FONTSS that tells you how to access this last group of fonts. Since it may be a bit difficult for some to access that file, it is reproduced below.

[\*][\*][\*]

"These Print Shop compatible fonts allow the user to combine Upper case with Lowercase. Letters from the keyboard produce lowercase. You will not be able to use numbers & most punctuation, since those characters are used for the upper case, so if you want to include addresses, phone numbers, dates, prices, etc. use another font. Use the following substitutions for upper case letters:

|     |     |      |     |     |
|-----|-----|------|-----|-----|
| A 1 | F 6 | K -  | P & | U ; |
| B 2 | G 7 | L =  | Q * | V : |
| C 3 | H 8 | M #  | R ( | W " |
| D 4 | I 9 | N \$ | S ) | X < |
| E 5 | J 0 | O %  | T + | Y > |
|     |     |      |     | Z / |

Only certain punctuation can be used as follows: . , ' ? !

With most programs, the number or punctuation will appear on the monitor. It will look strange, but will print out OK. Trust me. With LLL program, WYSIWYG.

You may want to print out the above substitutions and keep it in the disk jacket for reference. It will save you time."

[\*][\*][\*]

As a side note, if you do a lot of Classic Print Shop (DOS 3.3) stuff, have many graphics disks for it (or plan to download all these), and you don't have "The PS Lover's Utility Set," stop what you're doing right now, rush to your phone, call the Big Red Computer Club at 402-379-4680 and beg them to sell you a copy of it. Among other things, it includes a program to print out all the graphics, borders, and fonts on a disk so that you can see at a glance which ones you want to use.

Uploads #17492-17495 contain essentially the same graphics, fonts, and borders for The New Print Shop (ProDOS) as are described above for Classic Print Shop (in uploads #17103-17106). They are not, however, in the same order. I recommend that you download all four, but if you are looking for the fonts and/or borders, they are on #17492-17493. All four of these may be found on one 3.5" upload by getting file #17491 from the library.

Colorized versions of these Southwest graphics were uploaded by N.TOULME and include the following:

| File# | File name     | Short Description                    |
|-------|---------------|--------------------------------------|
| 18871 | PSGS.SW.1.BXY | PSGS Graphics, Southwestern Theme    |
| 18872 | PSGS.SW.2.BXY | PSGS Graphics, Southwestern Theme    |
| 18873 | PSGS.SW.3.BXY | PSGS Graphics, Southwestern Theme    |
| 18874 | PSGS.SW.4.BXY | PSGS Fonts, borders; Southwest Theme |

Moving onto double high resolution (DHR) graphics, some of Pat's favorites are the school graphics found in the following files:

|       |              |                                          |
|-------|--------------|------------------------------------------|
| 16320 | SCHOOL.1.BXY | Desc: Double Hi Res school graphics.     |
| 16377 | SCHOOL.2.BXY | Desc: More school Double Hi Res clipart. |
| 19418 | SCHOOL.3.BXY | Desc: DHR School Clipart. Part 3.        |
| 19443 | SCHOOL.4.BXY | Desc: School DHR clipart. Part 4.        |
| 16357 | GRAD.1.BXY   | Desc: Double Hi Res Graduation clipart.  |

SCHOOL.1.BXY contains 16 graphics. These are black and white line art drawings produced on the Thunderscan. You can import any of these DHR graphics, into such programs as Publish It! 4, Dazzle Draw, 8/16 Paint, Platinum Paint, GraphicWriter III, Tutor Tech, TimeOut Paint, or any other program that accesses DHR graphics.

SCHOOL.2.BXY contains 16 more school graphics; SCHOOL.3.BXY and SCHOOL.4.BXY each contain 24 graphics. These are all great for school newsletters, flyers, teacher parent conferences & meetings, fundraising posters, advertising, and nearly anything you can think of that is school related.

GRAD.1.BXY contains 16 b/w line drawings all related to school graduation.

Another side note here: Big Red Computers is offering Publish It! 4 for \$25, which includes the disks and manuals. If you (or your child's school) have an enhanced Apple 128K IIE, IIC, IIC+, Laser, or Apple IIgs with a mouse (joystick also works, but not well), and you don't have this program, get it! The word is that Big Red is closing up shop at the end of this year, so don't waste time on this one.

Other favorites of Pat's include the 11 files of Jewish graphics and the 4 files of Wedding graphics. The file numbers, names and brief descriptions are listed below.

| File# | File name      | Short Description               |
|-------|----------------|---------------------------------|
| 16737 | JEW.01.DHR.BXY | Jewish holiday & other clip art |
| 16747 | JEW.02.DHR.BXY | More Jewish DHR clip art        |
| 16748 | JEW.03.DHR.BXY | Still more Jewish clip art      |
| 16754 | JEW.04.DHR.BXY | Even more Jewish clipart.       |
| 16831 | JEW.05.DHR.BXY | Bar Mitzvah DHR clipart.        |
| 16898 | JEW.06.DHR.BXY | Jewish wedding Double Hi Res.   |
| 16924 | JEW.07.DHR.BXY | Jewish double hi res clipart.   |
| 16906 | JEW.08.DHR.BXY | Jewish Torah DHR clip art       |
| 16915 | JEW.09.DHR.BXY | Even more Jewish DHR clipart.   |
| 16929 | JEW.10.DHR.BXY | Still more Jewish DHR clipart.  |
| 19464 | JEW.11.DHR.BXY | Jewish DHR clipart. Part 11.    |
| 17525 | WEDDING.1.BXY  | Wedding DHR graphics. Part 1.   |
| 17549 | WEDDING.2.BXY  | Wedding DHR graphics. Part 2.   |

17674 WEDDING.3.BXY Wedding DHR graphics. Part 3.  
 17714 WEDDING.4.BXY Wedding DHR graphics. Part 4.

If you have a newborn, one on the way, or know an expectant mother, you will want to check out file #21177, titled BABY.1.BXY. This file contains 24 b/w line drawings of baby graphics that can be used for birth announcements, greeting cards, baby shower invitations, thank-yous, gift enclosures, photo albums, baby diaries, and anything else having to do with babies.

Pat has uploaded several files that help you to create attractive greeting cards and emboss a variety of things. Here are some files you may want to download.

| File# | File name       | Short Description                |
|-------|-----------------|----------------------------------|
| 17778 | PI.GREETING.BXY | Publish It greeting card How To. |
| 17850 | PI.EMBOSS.BXY   | How to Emboss. Publish It doc.   |
| 20818 | EMBOSS.HINT.TXT | Hints for embossing              |

PI.GREETING.BXY, which requires Publish It!, was created by Vivian Lynes for AzApple User Group Journal. It explains how to create a greeting card using the Publish It! program. Just load the document into Publish It! and print it out to one page. The upload also includes a greeting card template to use in creating your own cards.

PI.EMBOSS.BXY, which also requires Publish It!, is a tutorial by Vivian Lynes that tells how to emboss using computer printouts. The layout was prepared by Pat Kern for AzApple Journal. To see this correctly, install the fonts Florence.12 and Florence.24 (included with upload) before printing.

EMBOSS.HINT.TXT is a short text file giving some hints for embossing computer-generated greeting cards and even bank checks (for gift giving). It can be listed & captured in your copy buffer or downloaded as an ASCII text file.

Pat recommends the following files by Karl Bunker and Jon Thomason for those who use DHR graphics.

| File# | File name       | Short Description                |
|-------|-----------------|----------------------------------|
| 21357 | SNEEZE.BXY      | Multi-purpose file utility       |
| 14547 | PHOTOMATRIX.BXY | Great double hires print utility |

Sneeze is a terrific freeware file utility program. One of its features is the ability to display DHR graphics on command. I won't spend a lot of time on this except to say that if you don't have it, you should. While your at it, search the library for other Karl Bunker files. All of them are freeware and all are terrific.

According to its long description, Photomatrix will print out a collection of DHR pics about the size of a half dollar on a sheet of paper, about 5 across and 5 down. It is automatic and all you need to do is tell it where the disks are. It is shareware; the fee is \$10. For your money you will receive, some 100 additional DHR pics found nowhere else. The author is Jon C. Thomason [jonct@pro-applepi.cts.com].

[\*][\*][\*]

That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]

[PRO]////////////////////////////////////  
PROFILES /  
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Who's Who In Apple II  
\*\*\*\*\*  
by Charlie Hartley  
[C.HARTLEY3]

>>> WHO'S WHO? <<<  
\*\*\*\*\*

~ GENieLamp Profile: Pat Kern ~

This month we spotlight Pat Kern (aka C.KERN1 and PATZ PIX), perhaps the most prolific contributor to the A2 library, particularly with files that deal with graphics. (Some of her favorite uploads are featured in the Treasure Hunt column this month.)

GENieLamp> Tell us how you first became interested in the Apple II.  
\*\*\*\*\*

Kern> My entry into the computing world began about 10 years ago when  
\*\*\*\*\* Apple computers were being used in schools and that other computer brand was being used in business. The home computer choices were between the Apple IIc or IIe, or the PCjr. At the time, I was skeptical of buying a computer for home use -- after all, I could balance a checkbook, use a calculator, type reasonably well, and had Atari 2600 for games. So ten years ago I had to be convinced that we needed a computer. Now I doubt that I would want to live without one.

GENieLamp> Was it your first computer?  
\*\*\*\*\*

Kern> The IIc was my first computer and the one I still use the most  
\*\*\*\*\* today. I managed with one disk drive and 128K in the beginning.

GENieLamp> You have uploaded many files of fonts, borders, and graphics  
\*\*\*\*\* for the classic Print Shop (DOS 3.3), as well as for the New Print Shop (ProDOS) and Print Shop GS. Which of these programs is your favorite and why?

Kern> For simplicity and speed of operation, the Classic Print Shop,  
\*\*\*\*\* DOS 3.3 version, is the best choice for producing greeting cards, calendars, banners, and signs. It also offers a wide variety of graphics, fonts and borders. For versatility and variation, New Print Shop offers many options not available in the original version. Print Shop GS and Companion offer many utilities for converting graphics and fonts from other sources.

The first Print Shop was fast and easy to use. New Print Shop offers more flexibility and is more like a desktop publishing program with many options in the style of greeting card, calendar, banner, or sign. Various fonts can be used together, graphics in various sizes can be placed anywhere, different colors can be used for different parts of the document. Print Shop GS offers colors and the Print Shop Companion offers several useful utilities.

Even though the Classic Print Shop (DOS 3.3) versions of Print Shop graphics, fonts, and borders were first uploaded several years ago, they continue to be popular for downloading for several reasons. The original DOS 3.3 graphics are more numerous than in the other formats. Clients who use New Print Shop or Print Shop GS can convert these graphics into formats compatible with whichever program they prefer. Furthermore, any of the graphics formats will import into Publish It!

There are many previously owned Apple IIs in use today, and the original Print Shop is one of the programs that is normally included with the sale of used systems.

I was pleased when some of the monochromatic graphics I uploaded in Classic Print Shop format were converted into Print Shop GS by Nels Toulme, a GENIE client, and colorized by Yvonne Sanders.

GENIElamp> Where do you get the graphics that you upload?  
\*\*\*\*\*

Kern> The Print Shop graphics are all in the public domain -- many were  
"""" created by users. Being of the philosophy that you can never have  
too many graphics, I began collecting them from various sources. What I  
did was to organize them according to meaningful categories.

I got interested in using DHR graphics when I started using the commercial desktop publishing program Publish It! The original program came with some graphics, but it seemed like I was always searching for more.

Eventually I purchased a scanner in order to create my own graphics. There are clip art books available that contain copyright free line drawings, and I used these as sources for most of my uploads. But there are other sources -- newspaper ads, direct mail advertising flyers, business, school and religious publications; all use clip art.

GENIElamp> Do you have a personal style for using the Print Shop and  
\*\*\*\*\* Publish It! programs?

Kern> I like to use common programs in an uncommon way. One of the ways  
"""" to make more professional looking output from any publishing  
program is by embossing the computer printout. Vivian Lynes, a member of  
my user group in Arizona, created a tutorial file on this technique.

GENIElamp> What hardware and software do you use most often?  
\*\*\*\*\*

Kern> The hardware I use for scanning is ThunderScan, since it is the  
"""" only scanner suitable for the IIC. When my friend, Cindy Adams  
(C.ADAMS11) bought a Quickie scanner, she offered to sell me her

ThunderScan. I use this along with 8/16 Paint to clean up and edit the graphics I scan.

I use Sneeze to view the graphics, and I use Photomatrix to print out reference sheets for the graphics. I use Print Shop Lover's Utility Set, a copyrighted program produced by Big Red Apple Club, to make print out samples of the graphics, fonts, and borders of Print Shop.

I use ProTERM 3.1 to call GENie and other Bbses, and I use its editor for most offline word processing. I also use AppleWorks 3.0 for spell checking and word processing. I use Publish It! 4.0 for desktop publishing, but I wish the developers had continued updating its features. I use ImageWriter I and II for printing.

GENieLamp> You have created all of these super files for the A2 library.  
"\*\*\*\*\*" Search the uploads for the name C.KERN1 and the list goes on  
and on. How do you use them personally?

Kern> I hope that by making available what I find useful, other users  
"\*\*\*\*\*" will be encouraged to upload files that they have created.

I use the files I upload in various ways in my personal life. I create Publish It! documents to use as publicity for public domain disks in my user group library. When I was elected to the board of directors, I would create illustrated reports to hand out at board meetings. Later I volunteered to conduct a desktop publishing workshop SIG (special interest group) during user group meetings and produced flyers and instruction handouts.

Although most of the user group's 28-36 page journal was produced on a Mac using PageMaker, I would produce pages using Publish It! to promote clip art and describe the new Disks of the Month or other Apple II news. There was also a recipe column in the journal, and I would create this page using Publish It! and clip art that I created, along with recipes contributed on the local BBS by Don Davidson or other members. Examples are here in the A2 Library 62 as Christmas, Easter, and Thanksgiving recipe files.

One of the most creative uses of the clip art came from brainstorming during a user group meeting. A member, Milt Mahler (M.MAHLER2), wanted to make use of all the new DHR clip art to create greeting cards, instead of using Print Shop. But Publish It! didn't contain this option. I suggested dividing the page into quadrants, and then flipping the graphic upside down, the way Print Shop does it, so that the graphic is right side up when the card is folded. Vivian Lynes improved on these ideas, and produced the tutorial.

GENieLamp> Can you tell us a little about the types of things you like to  
"\*\*\*\*\*" do for fun? (Speaking of "non-computer" fun, here.)

Kern> My most recent non-computer-related activity/hobby is country line  
"\*\*\*\*\*" dancing. However, that activity came to an abrupt halt when I fractured my wrist in three places -- just two days after Christmas last year. I fell on the dance floor while doing the "Electric Slide" and left the dinner dance with the "Achy Breaky". If I ever hear country dance music again, remind me to put on my cowboy boots.

The recovery has been slow and painful, but I continued modeming on

GENie even with my arm in a cast for nearly 2 months. I found the pointing, clicking, and dragging of the mouse and inserting and positioning the drawing into the ImageWriter carriage too difficult for scanning during the three months of physical therapy that continued after the cast was removed, so I edited some graphics scanned by Lee Reasly and uploaded 9 volumes of them as Clip.art.Lee.

Clients who put up with my one-handed typing in the Real Time Conferences will be pleased to know that my touch typing skills have returned, and so have my typos. :)

GENieLamp> What accomplishments are you most proud of?  
\*\*\*\*\*

Kern> I am proud that any of my contributions here or in my user group  
"""" have encouraged others to contribute and make use of the files.

I am grateful for the many friends, both seen and unseen, that I have made as a result of computing. For me, these contacts are one of the pleasures of being part of the modem and user group community.

Many of the things I now do came to me as a surprise ... like when Dean Esmay E-mailed me that there could be a staff opening here on GENie and would I be interested?... or when it was suddenly announced that I had become sysop of one of the branches of the local user group BBS... or when I read that my name was on the nomination list of candidates for the local user group... and finally, when I was recruited to be a Beta Tester for ProTERM 3 (one of the "novice users").

I was surprised when some of the clip art I scanned was chosen for the A2.Best.Clip art and again when some scanned art was used on the A2 Disk of Resource Central or the Disk of the Month on GENie. I was honored when my local user group named me as Ambassador at Large when I left Arizona and relocated to the Chicago suburbs. The final surprise was being asked to be interviewed for the GENieLamp A2 profile.

GENieLamp> I think you have discovered that it's the busy people who get  
\*\*\*\*\* called to do even more. :) Are you active in the local user group in your area? If so, what kinds of activities are going on involving the Apple II?

Kern> I became a member of AzApple in Phoenix, Arizona, at a time when I  
"""" needed them and they needed me.

It wasn't until a year or so after coming to Phoenix that we added a modem to the system. In the beginning, it was used almost exclusively by teenagers to call local BBSes to chat. A few months after purchasing the modem, we joined the AzApple User Group and I began to call its BBS. Shortly after that, the teenagers went to a class there and learned enough about downloading and ShrinkIt to give it a try.

Encouraged by this success, I decided to give uploading a shot. I was one of those rare individuals who learned how to upload before I learned how to download. Pretty soon, there were several files on the local BBS waiting to be validated. Then, one day, much to my surprise, I got a message in E-mail that read, "You are now the librarian of the Desktop Publishing branch. Have fun!" That, before I even attended my first meeting!

At that time, Jerry Cline (INTREC) was the user group's president. I sat quietly in the audience at that first meeting until he asked, "Is Pat Kern here?"... since he had only known me through the local BBS. I responded, "I am sitting next to you, Jerry." I then handed him about 20 disks to contribute to the public domain library.

Soon after attending, I was searched out to become our User Group's Public Domain librarian for the Apple II, a job I took over. Then when the elections came up, I suddenly found my name in the list of candidates for the Board of Directors. So I threw my sombrero into the ring, and was elected.

I served one term, then ran for reelection. Sometime during the second term, we needed to relocate to Chicago. But the sale of the home in Phoenix dragged on for so long that I nearly was elected to a third term.

I lived in Phoenix, AZ for nearly 5 years. It was there that my interest in computing and modeming became strong. So strong, in fact, that the computer system was the last thing loaded on the moving van when we moved back to the western suburbs of Chicago about 2 years ago.

Now I am in a suburb of Chicago, and have not found a suitable user group to join in this area.

GENieLamp> How long have you been on GENie? Where on GENie are we most  
"\*\*\*\*\*" likely to find you?

Kern> I've been on GENie for more than 3 years. Dean Esmay recruited me  
"\*\*\*\*\*" for the A2 staff in January 1992. I am a staff librarian with  
responsibility for 8 bit clip art and graphics.

On GENie, you are likely to find me in the nightly Real Time Conferences, the Sunday RTC "talkathons" or cruising the bulletin boards -- when I'm not uploading, downloading, or updating and maintaining the libraries. I log on nearly every day. I log off the RTCs with the notice " <<<--- watch me disappear "(with the arrow pointing to my e-mail name), then wait and " :: P O O F :: " , then /exit.

GENieLamp> What plans do you have for the future?  
"\*\*\*\*\*"

Kern> I plan to enlarge and upgrade my present system after Kfest  
"\*\*\*\*\*" (or ICONference as it is now called). There are many more projects I intend to pursue, and I'll need to put myself into LEARN mode once again.

GENieLamp> Thank you, Pat, for an enjoyable interview.

Kern> It's been my pleasure. I hope to meet many of your readers online  
"\*\*\*\*\*" in the nightly RTC room meetings. See you there. :)

A note to our readers: If you want to know more about a particular person and want him/her to be interviewed for the GENieLamp A2 profile column, send E-mail to C.HARTLEY3 or EDITOR.A2 and we'll see what we can do. In your E-mail message, tell why you think this person is a good candidate for the profile.

////////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////////

```

/
/ Excel for Power Mac should be available within a month,
/ last I heard.
/
/ Apple createth a fast processor, and microsoft bogeth
/ it down:)
/
//////////////////////////////////// POWERPC.PRO & QUALITY //////////////////////////////////

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[EOA]

[PAL]////////////////////////////////////

PAL NEWSLETTER /

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July 1994 Report

\*\*\*\*\*

by GENa Saikin

[A2.GENA]

Last summer, at KansasFest in Kansas City, Missouri, an idea to create an online user group meeting was conceived. All too many Apple II owners are finding themselves short of local support, due to the waning interest in the Apple II, and it was felt that this online group would help fill the gaps. Hence, PAL (Planetary Apple League) was created.

With this group, we are striving to fill in the gaps in local support, and have a place for people to go who need help, want to learn more about their Apple II's, hear special speakers, and just have fun!

MAIN EVENT -- KansasFest (aka ICONference) In less than a month, a few hundred people will be flying, driving and otherwise making their way to Kansas City, MO to attend an annual conference, held at a Catholic college right on the Kansas/Missouri border. There will be dorm food, very little sleep... and Kansas in July is HOT. Last year, it look doubtful that anyone east of the Missouri would make it -- floods had devastated the midwest -- but that didn't stop anyone! We midwesterners were determined to swim. Fortunately, we didn't have to. There were two bridges open... barely. A couple attendees even risked their necks getting to KansasFest last year. A long drive and a weary driver caused an accident with an 18-wheeler. Although the car was a bit worse for wear, the two folks came out relatively unscathed, and proceeded to enjoy the conference! Why would so many people struggle, bargain with their bosses, save their pennies and strive so hard to face the above "hardships"?

KansasFest, which will from now on be called ICONference, is worth every scrap of sacrifice, every iota of pennies saved, and every struggle to get there. The seminars are interesting and thoughtfully presented. Last year, Joe Kohn talked to us about shareware -- the importance of paying the fees and how to go about marketing your shareware programs and collecting the fees. AppleWorks 4 was introduced, and there were many more seminars that were equally engaging. But at least as important, is what goes on "after hours"... meeting folks you've talked with online all year is an exhilarating experience! (It can also be interesting if you have pre-conceived notions of how they look.)

A rough agenda has been penned by Tom Weishaar, and is presented below:

[\*][\*][\*]

ICONference July 21-23 1994 Tentative Session Schedule, as of May 27:

Keynote speaker: Randy Brandt, Project Manager, AppleWorks 4.0

Pat Wilson, Microsoft - Special Preview of Microsoft Windows 4.0 (Chicago) (non-disclosure required)

Pat Wilson, Microsoft - Microsoft Office for Windows Demo (2 hours)

Nick Dazio et al - Launch of the Mensch Computer

Roger Wagner - subject to be announced

Mike Westerfield - subject to be announced

Michael Lutynski - Animasia 3-D

Jim Maricondo - UNIX & the Internet; UNIX and the Apple IIgs: GNO/ME

Bill Lynn - Way Cool & Way Cheap Macintosh Utilities

Greg Nelson - Multimedia Authoring with CD-ROM

Nathaniel Sloan - The Ins and Outs of Telecom Scripting

Joe Kohn - Looking Good in Print

Joe Kohn - All About the Internet

Lane Roathe - How to get a job in the computer industry

Erick Wagner - Apple II Interfacing, How to Control and Monitor Real-World Devices

David Ciotti - Soldering for Beginners, Which End of the Iron is Hot?

[\*][\*][\*]

The "unofficial" after-hours fun promises to continue this year, since some of our folks who were there last year and who contributed mightily to "after hours" will be here this year as well!

Last year, people spent a lot of time wandering from room to room, trading goodies from their hard drives, comparing notes on programs, and meeting new people! We had several from overseas -- Germany and Australia to name a couple of countries!

Roger Wagner last year not only "inspired" a "tie wearing contest" but he tried to scale the dorm wall -- outside. We have a "celebrity roast" and guess who got roasted last year? (Hint: His first name is Tom.) Another bit -- or possibly byte -- of fun was the "bag biting contest". What's that? It's where a grocery bag is placed on the floor, and the contestants pick up the bag with their teeth/lips without touching the ground with hands or knees. Doesn't sound too difficult, until you find out that after each successful grab, the bag is cut down, until it is merely a couple inches high!

There is so much more to tell about Kfest -- more than could ever fit in the article. You'll just have to come to find out more!

LIBRARY STACKS As always, we have plenty of useful files in our library  
"\*\*\*\*\*" here in Apple II RT. Below are "what's hot" for this  
month:

- +22874 HERA2.BXY Hera: The Sword of Rhin. Disk 2 of 2
- +22873 HERA1.BXY Hera: The Sword of Rhin. Disk 1 of 2
- +22849 A2LIBP8.ADB.BXY A2 Library listing of non-GS/OS files
- +22841 A2.DOM.0694.BXY A2 Disk of the Month, June 1994
- +22840 A2LIB.ADB.BXY Complete A2 Library listing - AW3 format
- 22833 ANIM.XCMD2.BXY HCGS XCMD - Plays Paintworks animations

|        |                 |                                            |
|--------|-----------------|--------------------------------------------|
| 22832  | CURSORMAGIC.BXY | Converts Icons into Cursors                |
| +22827 | TEXTSPLIT.BXY   | Splits text files into smaller files       |
| 22825  | AWGS.LABELS.BXY | Label templates for AppleWorks GS          |
| +22822 | A2NDX9406TX.BXY | June 1994 Category/Topic list for A2       |
| +22812 | GLAMPA29406.BXY | GENieLamp A2, June 1994 (AppleWorks)       |
| +22810 | X10FAQ.BXY      | Internet/Usenet file about X-10 technology |
| 22809  | POWERGUIDE.BXY  | GENie navigator for the IIGs               |
| 22808  | MINITALK1.7.BXY | Telecom program in a CDA. Neat!            |
| 22785  | GAMEHACK142.BXY | GameHacker v1.42: Game cheat CDA           |

+ = Works on 8-bit Apples

Explore our 22,000 files plus library and have fun! Looking for something, but you can't remember the title? Just think of a keyword, and search on that!

WHAT'S NEW IN A2 The new, updated GEM was released last month, and seems "\*\*\*\*\*" to be a hit. GENie Master now comes in flavors for AppleWorks 3.0 and 4, and now works with Spectrum.

Calling all insomniacs! Often, our evening RTCs (Real Time Conferences) are now going and going and going (isn't that the Energizer Bunny's line?)... until the wee hours of the morning! Just pop in, even though its "after hours", and see if someone's there... you may be pleasantly surprised!

And, of course, we're all gearing up for ICONference next month! So, don't be shy... pop into one of our nightly RTCs (scheduled times are 9 p.m. to 1 a.m. eastern) or our Sunday RTC (scheduled times are 2 p.m. to 8 p.m. and 9 p.m. to 1 a.m.). But if the bug to come into an RTC bytes you at other times, come on in... there just may be someone there! Remember, a staff member does NOT have to be present for you to use the RTC area! It's open for anyone to use at any time!

[EOA]

[AII]////////////////////////////////////  
 APPLE II /  
 //////////////////////////////////////  
 Apple II History, Part 23  
 \*\*\*\*\*  
 by Steven Weyhrich  
 [S.WEYHRICH]

>>> APPLE II HISTORY <<<  
 \*\*\*\*\*  
 Compiled and written by Steven Weyhrich  
 (C) Copyright 1992, Zonker Software  
 (PART 23 -- RENAISSANCE?)  
 [v1.2 :: 04 May 94]

FINALE This month's installment brings us to the end of the Apple II "\*\*\*\*\*" History text. There is Appendix A, dealing with popular Apple II software, on a year by year basis since the late 1970s to the present; Appendix B, a Timeline of significant events in the life of the Apple II; and Appendix C, a Genealogy of the different Apple II models and where they fit in with the release of some models in the Macintosh series. These are too long, and possible less interesting, and so I will leave those for those who want to download the entire history.

If there is interest in having this series appear someday as a printed book, I'd be pleased to hear from you. Part of the consideration in making that a reality is determining if there is REALLY a market for it. Direct your e-mail comments to s.weyhrich@genie.geis.com or to genielamp@genie.geis.com. And thanks for reading!

THE END IS NEAR We've come a long way in this review of the events in the " life of the Apple II computer and those who have helped shape and direct its course. My Flux Capacitor card has nearly exhausted its capacity for, er, fluxing, and I've run into a wall that did not stop Marty McFly in his time-travelling adventures: The future. Although I could create any future I wish to in my own fertile imagination, the events yet to come are no more clear to ME than to anyone else who wants to try their hand at prognostication. But one word does come to mind: Renaissance. Webster's Dictionary defines it as "a movement or period of vigorous artistic and intellectual activity; rebirth, revival". I believe this word accurately reflects the current level of activity in the Apple II world outside of Apple, Inc. In order to take a look at why I believe this to be true, and at what might be in store for this computer, let's start by reviewing in brief what we've already covered.

OVERVIEW OF APPLE II HISTORY (THE BIG PICTURE) Back when Apple Computer, Inc. got its start, it was just one small part of the rapidly growing field of consumer-oriented uses of the new microprocessor technology. It was not the first computer available for home use, and some might argue that it was not the best for its time, either. But it did have an openness in design that made it possible (for those who were excited about exploring the digital unknown) to "boldly go where no one has gone before". Unbeknownst to these early Apple II enthusiasts, those who ran Apple Computer at the time did not necessarily have the same affection for the Apple II in their hearts.

The problems at Apple Computer in the two years after the release of the Apple II were not particularly unique to that company. They were suffering from the growth pains that can happen to ANY company that suddenly finds itself with a blockbuster product on its hands. There is a sudden influx of cash (which is a heady experience in itself), a demand for greater levels of production for the product, and the problems associated with trying to meet that demand. These difficulties were part of what bogged down MITS, maker of the Altair 8800, when demand for their computer far surpassed all their expectations.

It has become somewhat of an expectation in the minds of the American consumer that if a company has a product that is sold in a store, advertised in national magazines, and is professionally designed, that it must then be a "big company". When you as a consumer are dealing with this mythical large company, you expect that they have managers and employees who know exactly what is going on at all times, have a clear business plan, and are firmly in control of all aspects of the product. When the consumer becomes strongly attached to that product (develops a "brand loyalty" of sorts), sometimes that loyalty artificially inflates the abilities of the company that made it, and of its employees, to a status of expectations that no one can really meet. A business-oriented purchaser of an Apple II just might have had his confidence shaken a bit if he had known, for instance, that one of the first activities of the founders and early employees of Apple when they moved out of Jobs' garage and into a real office was to play games with the office telephones. Was this sort of

behavior an indication that the Apple II was a piece of junk? Not at all; but it does highlight one problem that could not then be quickly overcome... one of immaturity and inexperience.

Steve Wozniak was brilliant in his design of the Apple II; Steve Jobs was outstanding in his insistence on a quality appearance for the finished product; and all the others that made contributions in terms of hardware and software for this first all-in-one home computer did a top-notch job as well. But without the experienced help that Apple's founders got from Mike Markkula and Mike Scott, the company would likely have drowned in its own success. STARTING a business with a successful product is not that hard; what is difficult is MAINTAINING that business after it gets going. Not only do you have the problems of meeting growing consumer demand, but in the case of a technologically complex device like a computer, you have more mundane things to do. You must provide customer support involving items that WERE clearly spelled out in manual (which the owner likely did not read), as well as for problems that could not be anticipated in advance. As more computers are sold, there are more people that may need technical assistance. This was not something that only Apple had trouble with; every small company that began to sell microcomputers had these same problems. Although Apple might well have handled things better, the help provided by those Apple executives who WERE experienced in business helped them survive the first few years.

The next hurdle that Apple had to overcome was what they should do for an encore. Sure, the Apple II was a success, and the introduction of the Disk II drive, with solid application software such as VisiCalc, ensured that they would do well for a while. But until this time in the microcomputer industry, no other machine had survived much beyond two to three years. At that point in the typical life of a computer, it has usually been surpassed by more advanced technology that does more for the same or lower cost. If Apple were satisfied to be a single-product company, that would be fine; but the people running the company wanted it to survive and flourish. Consequently, the push was begun to establish both short term and long-term goals for future products. In the short term, the Apple III was designed to be a stop-gap machine until their long term goals could be achieved. It was unthinkable that the Apple II could possibly last much beyond six to twelve more months, and so they put considerable effort into creating something they thought would be better than an Apple II, something that would be more suitable for a business type of environment. As has been discussed before, this new computer was built with the capability of running Apple II software, so customers would have something they could do with it until an adequate supply of Apple III-specific software became available. But the problems of growth pains and inadequate quality control killed the Apple III, despite Apple's best efforts to overcome their false start. Meanwhile, the Apple II Plus continued to grow by leaps and bounds, ignoring the expectations of those within the company.

Apple's long-term goal was to get a radically new computer platform designed and into production, something that would be as much ahead of the Apple II and III as those computers were ahead of what came before them. The Lisa project (and later the Macintosh) were what executives at Apple really believed would be the future of the company. Certainly, with all the power and ease of use that these computers would promise, why would anyone want to still own an Apple II, or anything else? In actuality, it was probably the failure of the Apple III and the continued successful growth of the Apple II that made a major contribution to the slow start the

Lisa and Macintosh had. Combined with that factor was the high cost of the Lisa, and the limited capability of the first Macs (with only 128K of RAM, there wasn't much you could do before you ran out of memory).

All this time, the Apple II had developed its own perpetual motion that not even Apple's neglect could halt. More Apple II computers in the home, school, and workplace meant more available customers for the fledgling software industry that provided fuel for these machines to run. And a software company, though also liable for the technical support issues that affected hardware manufacturers, was extremely easy to start out of a living room. Just write a program, package it, put a few ads in magazines, and wait for the orders to come pouring in. Though few did as well as VisiCalc, the growth of that company is an example of the potential that software authors could achieve, given the right circumstances.

Champions of the Apple II within the company still managed to upgrade the product when they were given enough leeway. The Apple IIe and IIc, with their improved graphics and expanded memory, were products of this type of advancement. Those computers did not go far in covering new territory; in fact, the major justification in the minds of Apple executives was that miniaturization made it less expensive to produce a machine that worked only incrementally better than the original Apple II, primarily adding features that most people were adding to the II Plus (upper/lowercase display and keyboard, and extra memory). Eventually, they allowed a true advancement in the form of the Apple IIgs, which held ties to the past by being compatible with old software and some hardware, and to the future by providing an all-new level of graphics, sound, and memory expansion capability. Whereas the Apple IIe was not necessarily a better computer than the first Apple II or the original IBM PC, the Apple IIgs was clearly a considerable step forward. Unfortunately, the IIgs was hindered from the start, not necessarily by blatantly obstructive efforts within the company, but more from the lack of corporate interest that had plagued the Apple II line since the Apple III had first been conceived. By the time the IIgs was released, Apple's corporate mindset (the beliefs that many in the company held as absolute truth) was that the Macintosh and its descendants DEFINITELY were the true future of the company. Consequently, it was difficult to get anyone to commit to making a realistic effort to promote and advertise the IIgs for the purposes where it would be best suited. There appeared to be a paranoia that a successful Apple II of ANY kind would cause Mac sales to suffer. Taken out of the active upgrade-support-upgrade loop, the IIgs made most of its advancements through the less-tangible system software development that was done for it. When the IIgs was first released, it was not much more able to do modern "desktop" computing (the graphic user interface) than was the first 128K Macintosh; it was primarily a larger, fancier IIe. But with the maturing of its system software, and active work by outside developers, the IIgs eventually came into its own with a solid, mature operating system, and the ability to do many tasks for which people are buying other computers (not necessarily Macintosh).

By mid-1992 there was a further decrease in the energy allocated within Apple for enhancements to the IIgs. It was decided to change the Apple II Business Unit (the section within Apple that concentrated on that computer) into a "Continuing Engineering Unit". This group was to maintain support and make small improvements for the existing Apple II and IIgs user base, but not to undertake any other major projects for either platform. While the Apple IIe and IIgs were still being produced and sold then, the IIgs and finally the IIe were dropped from the dealers' price sheets in the

final quarters of 1992 and 1993, respectively.

SO WHO IS TO BLAME? Let's take a look at the various major personalities  
 "\*\*\*\*\*" at Apple that have had a major role in events there  
 over the past fifteen years, and see how they affected the current state of  
 affairs of the Apple II. Now, bear in mind that what I write here is NOT a  
 result of time spent personally talking with these people; they have  
 already had others interview them often over the years about the same  
 topics, and what they have wanted to say has likely been said. Here I will  
 summarize what HAS been written about them, and attempt to draw some  
 conclusions. Obviously, once I leave the Kingdom Of Factual Reporting and  
 enter the Land Of Commentary, there is a chance that the judgements I may  
 make are not valid. I don't have an axe to grind with or against anyone,  
 and it is not my intention to place blame squarely with any one person.  
 Like any large company, Apple Computer is a collection of many different  
 people's opinions, attitudes, and prejudices. The sentiments you could get  
 from talking to one person may be entirely different from those heard in  
 talking with another. With that disclaimer out of the way, let's begin.

First of all, consider Steve Jobs. In the eyes of many Apple II  
 users, he is the quintessential villain, obstructing Apple II progress at  
 every turn in favor of his baby, the Mac. Many things have been written  
 about Jobs over the years, discussing his temperament and lack of love  
 toward the Apple II. If accurate, these impressions could be summarized by  
 saying that it appears Jobs was primarily a visionary, and was enamored of  
 making Apple Computer a success and a Fortune 500 company (which he did, in  
 the shortest time in business history). He was also a big fan of the  
 newest, the best, and the most interesting technology available; the older  
 stuff was just a yawn after it was released (this includes even the Mac,  
 which eventually lost its shine for him as he wanted Apple to build  
 something even better). He had an enthusiasm for the projects that looked  
 like a good hack (this is what attracted him to Wozniak in the first  
 place), and seemed to disdain anyone that did not wholeheartedly share his  
 zeal. His problems tended to stem from the same things that gave him his  
 strength: The single-mindedness of purpose was obnoxious to someone who  
 was interested in upgrading older technology, like the Apple II -- why  
 waste the time working with something old like THAT when you could be  
 spending your time working with something NEW and exciting like Macintosh?  
 His excitement about a pet project also tended to cause him to give out  
 details about new projects when they should best be kept secret.  
 Undoubtedly, Jobs played a strong role in the development of the mindset at  
 Apple that the Apple II was "okay", but it was not something to waste much  
 of your time with. In this way of thinking, it was much better to be doing  
 the "right thing" and to work with the Apple III or Lisa or Macintosh team.

What about Steve Wozniak? Although good in the technical department  
 of hardware and software design, he was not of a temperament to participate  
 in office politics. Although he may have disagreed with the ways in which  
 Jobs or others at Apple ran things, he did not have the business experience  
 that let him feel qualified to counter their decisions with sufficient  
 force to get things done his way. He just wanted to design and build  
 things, and so he tended to work at that which he did best. When he had  
 his opportunity, he left the company for a sabbatical in 1981, and later  
 returned to work on whatever else happened to interest him. But since he  
 was involved in of the initial work on the Apple IIgs, he has not done much  
 at Apple to champion the cause of the Apple II.

John Sculley, the former vice-president of PepsiCo, who Jobs brought

in to run the company after the departure of Mike Markkula, has little better a reputation with the Apple II community than does Steve Jobs. This may be because of his position at the head of the company that has been practicing passive euthanasia on the Apple II for years, or perhaps because people have gotten the idea that he likes to tell them what they want to hear, but does not make any substantial efforts to carry the Apple II forward. On the plus side, Sculley appears to be practical and a good businessman. He is clearly able to take advantage of the opportunities presented to him, and to promote what he feels to be best for the company. He began at Apple with little experience in the technical areas that would be best suited for such a company, and had his rough times in trying to find his place. He was considerably influenced by Jobs during his early months at Apple, and this likely extended to the lack of enthusiasm toward the Apple II. Even after he realized the need to pull rank and to exclude Jobs from any influential role at Apple, it was not because he repented and wanted to champion the Apple II, but because Apple needed stability at the helm.

As a company, Apple has felt that its business goals needed to be in a direction that did not put a great emphasis on the Apple II or IIgs computer. As the rest of the world advanced, digitally speaking, so Apple needed to advance; it needed to make better, more capable, and more powerful computers for less money. The contention (whether true or not) was that the Apple II simply did not have the "horsepower" to handle the higher powered applications that computer users of the late 1980s and early 1990s demanded. As future advances are made in available technology, this will mean that even machines like the most advanced Macintosh II will eventually be surpassed by a newer generation platform (possibly the PowerPC project that Apple and IBM are jointly working on through their Kaleida company). But as progress continues, Apple has also learned that it cannot abandon its established user base, destroying the investment that people have made in a computer by making it obsolete. If nothing else, the vocal complaints made over the years by the Apple II community have taught them that lesson. Chris Espinosa, one of Apple's employees from the early days, was quoted in the March 9th, 1992 issue of InfoWorld as saying, "We're not going to do to the Macintosh what we did to the Apple II."<1> The Mac has achieved a degree of acceptance in the business marketplace, and this credibility would be hurt badly if they began to ignore the Mac in favor of yet another, more exciting computer.

One factor that has contributed significantly over the years to the apparent inconsistency over the way that Apple has handled much of what it does (not just the Apple II) is the frequency of change within the company. This change leads to different people with different ideas taking over projects that were begun by others. Tom Weishaar has said on more than one occasion, "[There is] this vision of Apple as an organism with a brain... that's [not] a correct metaphor. Like any large organization, what it does is based on politics, and how many votes there are; [also,] the employees turn over every three years."<2> Apple has undergone many reorganizations since it started business, as it has had to handle its phenomenal growth. Usually those changes took place in response to things not going well (such as with the Apple III), but sometimes it was done in an attempt to streamline operations and make things run more smoothly.<3> A consequence of this change has been that as old people leave and new ones take their places, there is a natural desire to modify things that the old crew was doing. Thus we have events like:

- o Apple allowing the Apple Pugetsound Program Library Exchange to form

the Apple Programmers and Developers Association (Apple allowing A.P.P.L.E. to form APDA, if you prefer the short version), and then taking it back from them several years later.

- o Apple spinning off their application software division (AppleWorks and Mac products) to a separate company, Claris (to be less competitive as a computer manufacturer with third-party software developers), and later buying back Claris to bring it back under corporate control.

WHAT COULD HAVE BEEN DONE DIFFERENTLY? Second-guessing events of the past  
..... is easy; we see what was done, and can say with presumed authority, "Well, if I had been running things, I would have done it like this!" When these decisions were made (or not made, as the case may be), the correct path to the future was still as muddy as it is today. Nevertheless, if I can make some idealistic statements, these are my thoughts on "what might have been."

ACCEPTANCE Apple should have simply accepted the desire of the public  
..... for the Apple II computer, and responded by promoting it actively. This could have been done along with its promotions of the Apple III, and later the Mac. When the Apple IIe was riding the high tide of popularity in December 1984, Apple should have capitalized on that, and redoubled the advertising for that computer. Increased sales and profit would still have been good for the company, whether or not it came from Macintosh sales.

REALISM Apple should have been REALISTIC instead of religiously  
..... IDEALISTIC. Job's visionary approach to Macintosh as a product that would change the world was clearly NOT reflected in its early sales. A company lives on its sales, regardless of whether what it is selling happens to fit with its current philosophy. The attitude should not be one that insists to the customer that THIS is what you want to buy, but to provide him with available choices and see what sells. If the Macintosh was going to be as "insanely great" as Jobs and the rest of the Mac team believed, it would eventually pick up steam and start selling, without having to ignore the already-successful Apple II.

ENHANCEMENT The products sold by Apple should have been upgraded  
..... according to the success they showed. As Macintosh sales began to increase, advancing the machine to a larger memory size and more capabilities is perfectly reasonable. In the same way, the Apple II should have had opportunities given to it in proportion to the income it produced for the company. For example, at one time a notebook-sized Apple II (or IIgs) could have done extremely well, especially if it had been bundled with good general purpose software like AppleWorks. The IIc and IIc Plus were good starts, but things stopped there. The IBM clone market has shown that there IS a place for a notebook-sized computer with lots of memory, built-in hard disks, and color LCD screens. A flat screen monitor could have been available for the Apple II as far back as 1985, had Apple been interested in developing it.

OUTSIDE EXPANSION Even if Apple chose not to upgrade the Apple II  
..... themselves, the technology could have been licensed to someone else who WAS interested in pushing the machine to the limit. Even if these licensed Apple II products competed a bit with the Mac, it would also be competing with computers made by other companies. Furthermore, the larger the market share, the more people are aware of your product, which

can stimulate future sales. And after all, license fees paid for use of Apple II technology would still generate income, with little effort on Apple's part.

ACTIVE RUMOR CONTROL For years the rumors flew on a fairly regular cycle ..... claiming that the Apple II had been or would be discontinued in short order. When a political candidate has something untrue said about him, he makes a quick and decisive effort to counter that gossip; it can be VERY damaging to his current image and future credibility if he lets it go unchallenged. Instead of making it clear that the Apple II was NOT being terminated, Apple seemed to usually ignore such statements. Since a lack of denial is often taken as confirmation, this led to many Apple II users and developers leaving this computer and going on to something else, often the IBM PC and clones. Decreased developers meant fewer new and upgraded programs, prompting then-current users to also move to a different computer, leading to smaller sales of existing software, which starts the whole cycle over. Even "authorized" Apple dealers were known to spout off that same old tired rumor, because they heard it from "someone in the company who knows". Official announcements from the company that strongly denied any discontinuation of the Apple II MIGHT have helped stop that cycle.

WHERE DOES THE APPLE II STAND TODAY: THE BAD NEWS  
.....

EDUCATION Although the Apple II continues to have a large installed user ..... base compared to other computers in schools below the college level, it has been rapidly being overtaken by the onslaught of less expensive MS-DOS clones and Apple's own promotion of the Macintosh. Apple gave up on its strong support of the Apple II at the school level in the same way it had done so at the consumer level. They began to encourage schools to purchase Macintosh computers when they wanted to add to or replace their existing machines. This was demonstrated by Apple in their ads; one example that appeared in inCider/A+ during 1991 showed two students in a computer lab. One was sitting in front of an Apple IIe, and the other was at a Macintosh LC. The Mac LC had an attractive color screen with graphics, where the Apple IIe had a pitiful-looking black and white 40-column text menu displayed. If you were looking at which computer to buy, which one would YOU choose? (At that time, although the Macintosh LC was one of the best selling Apple computers to educational institutions, the best selling PERIPHERAL for the Mac LC up until 1992 was the Apple IIe card.)

DECLINING SUPPORT The Apple II support market, both hardware and software ..... is not dead, but neither is it robust and thriving. Companies making products that work with the Apple II are often finding it difficult to continue in business without making unpopular decisions. With flat or falling sales, they have had to either expand their coverage to other computer platforms, or face possible failure as a company.

One example of this change was Applied Engineering. For years they were prolific producers of hardware add-ons for the Apple II and IIgs, and often they had a large percentage of the total advertising pages in Apple II magazines. Their early ads touted AE as Apple II experts, "because that's all we do". Not only did AE begin making and selling peripherals for the Macintosh line, but they also made the unpopular decision to begin providing technical for their Apple II line through a 900-number toll phone line. At the same time, Macintosh users were NOT required to pay charges

over and above long distance just to get technical support. Eventually, Applied Engineering found that they could not survive in the larger and more competitive Macintosh environment, and in the spring of 1994 they had to close their doors.

Beagle Bros, also a long time Apple II supporter in the software arena, also took flack, perhaps more unjustly than Applied Engineering. They worked hard during 1991 in developing an integrated software product (BeagleWorks) for the Macintosh, and temporarily scaled back their Apple II support during the last days before the release of that new product. The reason? Apple II products simply were not selling at a rate high enough to meet overhead. In Beagle's defense, they did NOT just leave their Apple II user base dangling. Not only did they release many of their older software products to online services for free distribution (rather than just letting them disappear), but they also turned over further sales and development for the Apple II market to Quality Computers. Quality, already a well-established Apple II mail-order company, has begun releasing new products under the Beagle name, ensuring that they will continue to be available and upgraded.

Beagle, however, also succumbed to the pressures of the Macintosh market, and that company closed down in October 1992.

MAGAZINES ARE FALTERING Unlike the old days when there were several ..... magazines that catered to the Apple II market, there are just two glossy publications left: GS+ Magazine and II Alive. Both are available only by subscription (you won't find them on the newsstand), and the latter is a recent start-up, in response to the failure of inCider/A+. Newsletter-style publications like A2-Central and the National AppleWorks User Group are surviving, but they do not depend on advertising revenue to continue publication. Additionally, A2-Central has had to make the change to a disk-only format to stay in business.

APPLE DEALER APATHY Many of Apple's authorized dealers picked up on ..... Apple's corporate indifference to any advancement of the Apple II, and themselves tended to ignore it. There had been exceptions, but the general rule was that an Apple Dealer was not knowledgeable about the Apple IIe or IIgs and was unlikely to offer the IIgs as a solution for customer seeking a computer for a particular need. Some of this also has to do with the bottom line: The markup (profit margin) for an Apple IIe or IIgs was not as high as it could once be with a Macintosh product, so there was less financial incentive to move those older products. Sometimes, there has been even a decreased technical knowledge about the Apple II by the very dealers supposed to be able to repair them.

READ MY LIPS: NO NEW CPUS A planned upgrade to the Apple IIgs that was ..... to be announced at or soon after the 1991 KansasFest was killed at the last minute. This change, which admittedly would not have been a major upgrade, would have still provided in a bundled form many of the features that customers buying a IIgs needed to get anything useful done (beyond simple IIe emulation). The improved IIgs was to have more memory, a hard drive (built-in, as is done on many MS-DOS machines these days), and possibly a built-in SuperDrive (which is capable of reading 3.5 inch MS-DOS disks). No reason for the cancellation was ever given; since it was never officially announced, the new IIgs CPU never officially existed anyway. ("We do not comment on unannounced products" is the established party line.) The only public announcement Apple HAS made

was that there would NOT be any new Apple II released beyond the IIe card for the Mac LC.

WHERE DOES THE APPLE II STAND TODAY: THE GOOD NEWS With all this going  
..... against it, what possible good could there be to say about the current state of affairs regarding the Apple IIe and IIgs computer? Surprisingly, there are several things.

APPLE II SUPPORT CONTINUES Although Apple has indicated that we should  
..... not expect to see any new Apple II CPUs released, they have also promised that they would continue to support the existing Apple II user base with hardware and software upgrades that will keep these computers useful. Products they have released that show they've kept this promise include:

- o GS/OS System 6.0 and 6.0.1, which offer many features similar to Macintosh's System 7 package, as well as providing tighter compatibility between the ROM 01 and ROM 03 IIgs computer.
- o ProDOS 8 v2.0.3, which offers Apple IIe and IIc users the capability of attaching large disk devices (such as hard drives with more than two partitions) to a card in a single slot.
- o HyperCard IIgs v1.1, an upgrade that includes more of the features found in the latest Mac version of HyperCard. This program, previously available only as a commercial product, has recently been reclassified in the same category as System software, which means it is available to qualified user groups for free distribution to their members (minus a manual, however).
- o SuperDrive Card, a hardware add-on that makes it possible to use the higher-density (1.44 MB) 3.5 disks on the IIe and IIgs, and access (read-only) to MS-DOS disks.
- o Video Overlay Card, making possible multimedia computing on the IIgs that combines standard video signals with computer compatible video signals.

A DEDICATED CORE OF THIRD PARTY SUPPORTERS There are still many small  
..... individual programmers and hardware hackers who are devoted to the Apple II. They enjoy using this computer platform, and want to make new technology and programming techniques available for other Apple II users. They continue to provide products that larger companies (who must have large returns on their development investment) cannot afford to produce for the Apple II. The risk is that small one- or two-man companies may not be able to grow enough to ensure long-term support for their products. Also, some smaller companies cannot afford to work full-time on the Apple II and must have a "real" job to support their part-time activities.

Companies and/or products that fit into this category include:

- o Procyon, which has come out with a Unix-like multitasking environment for the IIgs called GNO/ME. (Multitasking means that the computer is doing two or more things simultaneously. "Unix" is a multitasking environment that has been in use on mainframes for years).

- o JEM Software, Kingwood Micro Software, and Beagle Bros/Quality Computers all produce AppleWorks enhancements and add-ons. Quality has gone so far as to obtain rights to product new versions of AppleWorks and AppleWorks GS, which Apple and Claris let languish for years.
- o Seven Hills Software has several high quality IIgs products for the serious user, including a desktop publishing package, a font editor, disk utilities, drivers to make use of high quality output printers, and more.
- o Vitesse, Inc. offers a GS/OS-based package of hard disk management utilities, as well as a IIgs printer driver for the better printers.
- o Resource Central, a publisher, provides news, products, and technical support for the Apple II family, as well as helping sponsor continued technical education events ("KansasFest") each year. The Apple II support that comes directly from Apple through APDA (the Apple Programmers and Developers Association) has now been turned over to Resource Central.
- o plus many more that I don't have room to mention here.

USER GROUPS Just as in the beginning of the Apple II era, these groups  
..... still exist to provide the support for Apple II users that  
Apple and their authorized dealers cannot (or will not) provide. They give  
a sense of community and comradery that can keep a new user (or  
semi-experienced user) from abandoning the II in frustration, with the  
oft-mistaken notion that the grass will be greener on the MS-DOS or Mac  
side. Apple recognizes this and does provide many resources for Apple User  
Groups (but still tends to give much of its attention to the Mac side of  
things).

A NEW ERA OF SOFTWARE QUALITY Since there are no longer a large number of  
..... companies writing software for the Apple II  
series, we have come full circle. In the early days, most of the available  
software came from amateur authors, and the best of it was distributed by  
fledgling software companies through computer stores and magazine  
advertising. Today, much newer software, especially for the Apple IIgs, is  
coming from the same source: Amateur authors. Instead of being sold  
through stores or ads, much of this comes via online services through the  
Shareware method, or via mail-order houses. Some companies, like Quality  
Computers, are also directing sales of the best programs, becoming a blend  
of software publisher and distributor. Although the days of becoming a  
millionaire through selling a blockbuster Apple II program have probably  
passed forever, it is still possible to do fairly well as an author.

A LARGE LIBRARY OF AVAILABLE SOFTWARE The Apple II has seventeen years'  
..... worth of software available, and  
much of the best of the old programs are available for bargain prices via  
private sales, or free for downloading from online services.

WHAT SHOULD WE DO NOW? If it is true that the sun is slowly setting on  
..... the age of Apple II computing, is there any point  
in hanging on any longer? Yes, indeed! First, if you own an Apple II  
computer, you have a platform that is extremely mature and well known.  
Unlike the IBM clones, who are evolving so fast that software cannot keep  
up with them, the 6502, 65c02, and 65816 have been around in one form or

another for a long time. People who write software for the Apple II or IIgs know EXACTLY how to make it do what they want it to do, and they can do it well. The Apple IIgs, though released back in 1986, is just now coming into its full maturity, and some very high quality software is being released for it. This software can make it possible to use hardware (such as large capacity hard disks, optical scanners, tape drives, touch windows, and much more) that has been made "respectable" in the IBM or Mac world, and is now available for reasonable prices to work on an Apple II. The disadvantage faced by the IBM user is that mature 386 software will never exist; the 486 and its descendants will be the center of attention before that can happen. The 486 will likely suffer the same fate. Software on those machines simply cannot keep up with hardware when it changes so rapidly. The stale "growth" of the IIgs may actually have been to its advantage!

So then, how do you handle the feelings of envy you may get from scanning through the magazine racks, viewing all the lovely things you can buy for one of THOSE computers? How is it possible to not be angry with Apple for what "they've" done to your favorite computer? Here are some suggestions:

TAKE THINGS LESS SERIOUSLY After all, IT'S JUST A COMPUTER. People who ..... got upset with Chevrolet for discontinuing their classic Chevelle Malibu had far too much of an emotional investment in the car. A computer, like a car, will NOT love you back, no matter how much time and devotion you put into it. If you view it as a tool, then do what a carpenter does: He continues to use his hammer, saw, and screwdrivers for as long as they remain useful to him. He does NOT go out each year and buy the next model of hammer, just because it has a few more features than the old one did.

Furthermore, make a decision to not let yourself become upset with Apple or with Apple dealers who were not interested in promoting the Apple II or IIgs. From their point of view, they were (and are) trying to make a living. As mentioned above, they didn't have much of a profit margin on the Apple II, and they had to pay the rent, their employees, and feed their kids. Apple could possibly have changed this by dropping dealer cost for the IIgs, but that would have dropped APPLE'S profit margin, and make them interested sooner in discontinuing the IIe and IIgs. RESOLVE to emotionally divorce yourself from Apple and what it did or did not do. Time showed us that we couldn't MAKE them change their attitudes, so why get ulcers over it?

ACCEPT PRESENT REALITY This sounds somewhat defeatist, but it has a ..... positive reason. Accepting what has already occurred (Apple's discontinuation of first the IIgs, and then the IIe) can make it easier to decide what you want to DO with your computer NOW, instead of fussing over what might have been. Even if Apple NEVER releases another piece of hardware or system software for the Apple II or IIgs, they have provided us with tools that can be used for years to keep our hardware and software investment useful.

USE WHAT YOU HAVE TO ITS FULLEST If you are using your Apple II for word ..... processing, or desktop publishing, or home finances, and it still works, is the End Of The Apple II really that big a deal? There are still many people in this country using Apple II =PLUS= computers on a daily basis, because that is all the computer they have found that they need. They are not suffering because they cannot run

a desktop publishing program like Publish-It! or GraphicWriter, or a font enhancer like Pointless; it is just not much of a priority with them. Dean Esmay, former chief sysop on GENie's A2 Roundtable, put it well when he stated the following back in 1992: "The bandits in the Apple II division have always done their best to bring the machine to its ultimate limits and past them, DESPITE the idiot marketing and the high corporate officials, [whose actions] those guys couldn't do anything about. They've given us all they could to take the machine to its furthest abilities. If the higher ups decide to drop it now that's not going to change much of anything for any of us. Look at the Apple III. That thing sold barely 100,000 units before being discontinued and there are STILL people using it, STILL companies out there supporting it. Up to [1989 or so] there were people still writing software for it, and at that time the machine had been discontinued for at least five years. AND with only 100,000 or so ever sold! There are at least fifteen times that many IIgs systems, and at least thirty times that many IIe/IIc systems, not even counting the clones. And a lot more software already available."<1> The IIe, IIc, and IIgs should be useful for a LONG time yet.

Now, if you are a major computer game aficionado, it may bother you that there are no longer lots of games being released for the Apple II or IIgs. There ARE still some new games being released for the IIgs, and the quality is better than ever. If that is not enough for you, though, perhaps you would be happier with a Nintendo (oops! I mean the Super Nintendo, which is incompatible with cartridges for the old Nintendo. No, wait; the Ultra Nintendo, with 32 bit graphics and seventeen joystick modes and...). Just remember, ANY game machine or computer will be made obsolete someday.

FIND AND HELP NEW USERS Another area where local Apple II user groups can ..... meet a need is in the growing number of people who are new owners of used Apple II equipment. Because there are many who have jumped the Apple II ship for the MS-DOS or Mac world, there are quite a few Apple II, II Plus, IIe, IIc, and IIgs computers that appear on the used market at bargain prices. The prices on these used computers are often low enough that an interested person can justify buying one just to try it out (\$200 compared to \$1200 makes it as affordable as a VCR). If it was interested in providing such a service, an Apple II user group could place small ads (perhaps in the classified sections of a newspaper or home shopper circular) to tell any new Apple II owners in the community that knowledgeable people are available to help them.

If they felt so inclined, user groups could even act as buying and selling coordinators for used Apple II hardware and software. This could make it easier both for those trying to sell used equipment, as well as for those looking to buy such equipment. This would require a higher level of volunteer time in these groups, but has the potential of stimulating a growth of membership.

CONCLUSION: ENJOY YOURSELF! The current era of Apple II computing has the ..... potential of being as exciting as the original days, when every new program was a discovery in learning more about the machine. As a community, Apple II users need to determine the direction of their own future, since Apple Computer, Inc. is unlikely to be putting much (if any) energy into that area. In 1977, the major sources of hardware and software were not from computer stores or Apple itself, but rather from the users. In a sense, that is also true today. The days of making a million dollars writing software for this machine are probably

long past, but there are still many hackers out there who can write new and useful programs that will maintain our hardware investment. These authors can distribute their products as shareware through major online services, or possibly as a commercial program through one of the few remaining Apple II software distributors (such as Quality Computers, Seven Hills Software, Econ, and others), or through one of the other companies mentioned above that continue to actively support the II. Users of the Apple II can help maintain the flow of Apple II-related products by BUYING what they use (instead of making illegal copies), and by paying the shareware fees for what they download from online services.

We have the unique opportunity to actually direct and mold the future of the Apple II ourselves. Decide how you want to participate, and have fun with your computer! Find ways in which you can use your "antique" computer and STILL amaze your friends ("I didn't know you could do THAT on an Apple II!")

Apple II Forever?

Well, NOTHING lasts FOREVER... but it can last as long as we want it to!

[\*][\*][\*]

NOTES  
\*\*\*\*\*

- <1> Weyhrich, Steven. "So What Is Apple Up To Now? Dept", A2 NEWS DIGEST, Apr 1992.
- <2> Weishaar, Tom. "Old Timers: Apple II Magazines", 1992 A2-CENTRAL SUMMER CONFERENCE (tapes), July 1992.
- <3> The frequency of personnel shifts at Apple prompted MacWorld magazine at one time to lampoon this by saying that Apple's company cafeteria had been distributing milk cartons with pictures of "lost" employees on the back, sporting the caption, "Have you seen me?"

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////////////////////////////////////////////////// GENIE_QWIK_QUOTE //
/
/ Ahhh. I have been spending alot of time on local BBS's
/ lately (trying to save money) and I just can't find
/ anyehere to replace my home here. You are all the
/ greatest. What a great bunch of people!
/
////////////////////////////////////////////////// EW.CHRISTIAN //

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GenieLamp Information
*****

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- o COMMENTS: Contacting GenieLamp
- o GenieLamp STAFF: Who Are We?

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| RoundTable     | Keyword   | GENie Page | RoundTable             | Keyword     | GENie Page |
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| Apple II       | A2        | 645        | Apple II Dev.          | A2PRO       | 530        |
| Macintosh Dev. | MACPRO    | 480        | Geoworks               | GEOWORKS    | 1050       |
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- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395. M1395;3
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- o If you would like to meet us "live" talk to us every Wednesday night in the Digi\*Pub Real-Time Conference, 9:00 EDT. M1395;2

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HUMOR ONLINE ..... [HUM] Kids' Kitchen Terms.
REFLECTIONS ..... [REF] Online Literary Collaborations.
TECH TALK ..... [TEC] FINAL Hybrid Article.
ASCII ART GALLERY ..... [ASA] Summertime Fruit.
HARDVIEW A2 ..... [HAR] Never Back Up Your Hard Drive!
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HUMOR ONLINE ..... [HUM]
[\*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
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| | | | |
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

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in Canada. Upon connection type HHH. Wait for the U#= prompt. Type:
JOINGENIE and hit RETURN. When you get the prompt asking for the
signup/offer code, type: DSD524 and hit RETURN. The system will then
prompt you for your information. Need more information? Call GENie's
customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GENieLamp READERS! If you sign onto GENie using the
method outlined above you will
receive an \*additional\* six (6) free hours of standard connect time
(for a total of 10) to be used in the first month. Want more? Your
first month charge of \$8.95 will be waived! Now there are no excuses!
\*\*\* GET INTO THE LAMP! \*\*\*

//////////////////////////////////// GENie\_QWIK\_QUOTE //////////////////////////////////
/
/ I had some line noise yesterday between topics and GENie /
/ told me (direct quote): /
/

```

/      "[5?2%?3C5;G:3NN~~RAIJ+Vqgh'DG_mWG5?2%?]
/      is an invalid response"
/
/      Picky! Picky! :)
/
//////////////////////////////////// J.SCHONBLOM //////////////////////////////////

```

```

[EOA]
[FRM]////////////////////////////////////
          FROM MY DESKTOP /
////////////////////////////////////
Notes From The Editor
*****
by Douglas Cuff
[EDITOR.A2]

```

>>> SLEEPWALKING TOWARD JERUSALEM <<<  
 \*\*\*\*\*

Did your parents ever sigh in exasperation when you replied "I didn't notice" to one of their questions? Mine did, and I didn't understand why... until recently.

In my youth, the reason I failed to notice whether a pot on the stove boiling was generally because I passed through the kitchen with my nose in a book. I later parlayed this indifference to my surroundings into a talent approaching genius. When setting up house for myself, it took me several months to notice that two equidistant supermarkets varied as much as 80 cents in the price they asked for a box of Hamburger Helper. The box was on the shelf, and the price was the price, so I bought it without paying any attention. Paying attention pays dividends!

When I read Leslie Halliwell's memoir Seats in All Parts, I marvelled that the author could so clearly recall the more than 20 cinemas in his home town. When I'm in a cinema, I concentrate on finding a seat with nobody behind me -- I'm 6'3", and hate being asked to move or slide down -- and then give myself over completely to the film. Half an hour later, you could ask me what color the wall was, or how full the cinema was, and I would stare at you, helplessly. Or at least rapidly change the subject.

I hadn't noticed that I don't notice. A cinema was a place with a reasonably uncomfortable seat, a screen, and projector. One supermarket was the same as the next. The only thing I ever noticed about my car was whether or not the gas tank needed to be refilled... until the day when the muffler fell off in the middle of the road.

Earlier today, I looked up, startled, as I realized that I have now completed one full year as editor of GENieLamp A2. And just two days before, I made my first attempt to see how many Apple II users there are on GENie.

On page 203, you will find user profiles, where you can search the profiles of others users, based on interest, first name, last name, GEmail address, company name, city, state/province, country, or just about any combination of the above. (Do not under any circumstances confuse this option with the GENie mail directory, which lists just about every GENie subscriber. The list of user profiles is limited to those users who have

taken the time to make up their own listings.)

A search on those interest in "APPLE II" found me 217 matches. A search on variant spellings (APPLE //, APPLE ][, APPLE 2, and APPLE2) netted me another 35, making 252 in all. A search on "APPLE" got me 562 matches, though that presumably includes some of those interested in the Apple Macintosh, the Apple III, the Apple Newton, and those funny spheroid things you find growing in orchards.

AND THESE ARE JUST THE PEOPLE WHO TOOK THE TROUBLE TO FILL IN A USER PROFILE! I don't know what percentage of GENIE users do this -- I hadn't until two days ago -- nor do I know how many clients the A2 RoundTable has, but I'd be willing to bet that this is just the tip of the iceberg.

If you want to support the Apple II community but can't afford any more hardware or software this month, then here's a cheap way to make your voice hear. Go fill out your user profile, and mention the Apple II as being one of your interests. The more GENIE users that identify themselves as potential customers for Apple II products, the better off we'll all be.

What started me thinking about all this, of course, was KansasFest (a/k/a ICONference). It's not solely an Apple II event, of course, but there were a lot of Apple II people there. It was my first visit, and I hope there'll be a second! It was really a kick to know that there are so many others interested in producing -- and/or consuming -- new Apple II wares.

Most of the KansasFest coverage you'll find in this month's HEY MISTER POSTMAN column is provided by Steven Weyhrich, also a first-timer. I'm glad he posted such great reports on the A2 RoundTable, quoting him extensively makes me miss his presence around here a little less.

We have a Weyhrich spin-off this issue, by the way. Leon Raesly read Steven's POLISHING GREEN APPLES column in our June issue, and penned a rebuttal, reprinted from the NovApple Newsletter with the permission of the author and publisher.

-- Doug Cuff

GENIE Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

REPRINTING GENIElamp

If you want to reprint any part of GENIElamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

[EOA]  
[MAI]////////////////////////////////////  
FROM MY MAILBOX /  
////////////////////////////////////  
Letter to the Editor  
\*\*\*\*\*  
by Tim Grams  
[TGRAMS]

>>> CORRECTION <<<  
\*\*\*\*\*

I was pleased to see a mention of GSTape in the June GenieLamp A2, however I would like to comment on some things that Steve Weyhrich wrote.

First, GSTape does not require the RamFAST SCSI card. It will work with the Apple SCSI cards, both Rev C and High Speed DMA if the Apple SCSI manager is installed. The driver that comes with GSTape works with both the Apple and RamFAST SCSI cards.

Second, Steve's problem with the RamFAST driver not being recognized was not caused by renaming the partition names. Rather, he used ProSel to change the names the SCSI driver responds with when asked by GS/OS. This is the "device name" shown in Icon Information available from the Finder. GSTape does not care what your partition or volume name is, however it does need to tell the difference between the RamFAST hard disk driver and other SCSI drivers.

If you have used ProSel to change device names and have trouble getting the GSTape demo to recognize the RamFAST driver, you can do a couple of things. You can re-run the "modify parameters" ProSel utility and set the device names back to their original values. For a RamFAST this is normally ".CVTECH.S7.A" or something similar depending on which slot the card is in and which partition on the drive is being referenced. With GSTape, only the ".CVTECH" is required. You can also temporarily rename the PROSEL.PARMS file in the system folder to something else and reboot the system.

Tim Grams  
author, GSTape



[EOA]

[HEY]////////////////////

HEY MISTER POSTMAN /

////////////////////////////////////

Is That A Letter For Me?

\*\*\*\*\*

by Douglas Cuff  
[EDITOR.A2]

- o BULLETIN BOARD HOT SPOTS
- o A2 POT-POURRI
- o HOT TOPICS
- o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<  
\*\*\*\*\*

- [\*] CAT10, TOP9 ..... Rich Wifall demos fax software at Kfest
- [\*] CAT11, TOP22 ..... Disk image file formats
- [\*] CAT42, TOP2 ..... AppleWorks 4.3 almost ready
- [\*] CAT42, TOP32 ..... Still a chance for AppleWorks GS?
- [\*] CAT44, TOP6 ..... AppleWorks 5 by October!
- [\*] CAT44, TOP6 ..... KansasFest/ICONference!
- [\*] CAT45, TOP2 ..... Quick Click Calc
- [\*] CAT45, TOP3 ..... What else from Byte Works?

>>> A2 POT-POURRI <<<  
\*\*\*\*\*

A VISIT FROM BRUTAL DELUXE > When is/are Brutal Deluxe going to be  
\*\*\*\*\* > visiting you?

Good question. They (him?) are arriving in SF on Monday morning, and they (him?) plan to call me first thing to set up a time. It has to be Monday or Tuesday, as I'm heading out to KansasFest first thing Wednesday morning.

And, surprise, surprise. I find that Opale is not the only Brutal Deluxe work in progress.

I will say that I'm a little concerned about the language problem. I've been e-mailing with Brutal Deluxe for the past year, and their English skills seem to be almost non-existent. It should be interesting, to say the least.

Joe (JOE.KOHN, CAT28, TOP4, MSG:257/M645;1)

>>>> > Any day now, their (his?) Opale Demo will show up in the A2  
\*\*\*\*\* > library. It's one of the most beautiful things I've ever seen on  
> my GS!

Did you upload a copy of it too? I sent one up last week, but forgot to turn on Binary II. :( Need to re-up it.

BTW, Olivier dropped into IRC last month and mentioned a few other projects Brutal Deluxe is working on (including a Tinies level editor).  
(B.TAO, CAT28, TOP4, MSG:266/M645;1)

SOFTDISK G-S EASTER EGGS Just thought I'd mention, on the topic of Easter  
\*\*\*\*\* Eggs, that every issue of Softdisk G-S is now published with at least one Easter Egg in the main Shell program (with perhaps some in the other programs on the issue...). I think some of them are pretty good, IMNSHO...

Just trying to keep the IIGS ever more interesting... :)

(I'll be announcing more AWGS Easter Eggs in the SDGS columns in

future issues, BTW).

-G.T. Barnabas (BARNABAS, CAT13, TOP13, MSG:187/M645;1)

SPECTRUM PASSWORDS ON A NETWORK If Spectrum is on a network then (a)
\*\*\*\*\* don't store passwords and (b) purchase a
site license, unless there is \_no\_ possibility of two people running
Spectrum at the same time.

Storing passwords is a convenience for users on standalone machines
in their home; it is a good way to hide the passwords from a casual hacker.
Storing passwords in any program on a machine that isn't in a reasonably
secure location is a bad idea.

Thanks, --Dave (SEVENHILLS, CAT43, TOP15, MSG:125/M645;1)

ULTRAMACRO 'DIRSORT' LABEL Someone recently asked me a question in
\*\*\*\*\* email that I'll answer here for the benefit of
all.

Question: "#dirsort doesn't work, do you know why?"

Short answer: Because it doesn't have the correct address.

Long answer: #dirsort is an UltraMacros label that is supposed to
represent the address that can be poked to force AppleWorks to display the
file listing in the order the files are stored on disk and not the sorted
order AW usually displays. UM is substituting the address \$2295 for
#dirsort. After poking around in the monitor a bit, I found that the \$31a2
can be poked to force AW to display the file listing in disk order when
adding files to the desktop. The organizer must be in memory before the
poke.

start

A:<all:

oa-q esc //MAIN MENU --organizer loaded
poke \$31a2, \$2c : // disk order
rtn rtn >! //add files from current disk

You have a choice at this point of poking \$31a2,\$20 to restore the
default or leaving it alone. As soon as you actually get in a file that
code is overwritten. The sorted order will be displayed next time files are
added to the desktop.

Although displaying the files in true disk order is faster, whether
or not there is a \_noticeable\_ difference depends on the number of files in
a directory and the speed of the computer. On a system with a RAM Fast and
an accelerator there may be no noticeable difference.

(S.BEVILLE, CAT17, TOP16, MSG:133/M645;1)

BRIAN PIETRZAK LEAVES SOFTDISK > the guy who had a lot of input into the
\*\*\*\*\* > development of Don't Forget (Bryan) is
> gone

I must've missed something...

I knew Jay left for greener pastures, but I thought I heard that Bryan moved to the Mac version of Softdisk. If true, he could still be consulted. If he did leave, what did I miss?

Jeff Carr (J.CARR20, CAT34, TOP2, MSG:320/M645;1)

>>>> Bryan did move into Softdisk for Mac, but then he was offered a job "\*\*\*\*\*" in Omaha, Nebraska, and took them up on it. He left Softdisk about a week ago.

David (SOFTDISK.INC, CAT34, TOP2, MSG:321/M645;1)

FIX FOR OCCASIONAL SPECTRUM "SLOWDOWN" Yes, it sounds like the clipboard  
"\*\*\*\*\*" problem. The bug isn't with  
"large" amounts of text, but if the clipboard contains text that references  
a font that no longer exists. For example, highlight even just one word  
that's set with Times.12, copy it, then quit to the Finder. Delete ALL  
your "Times" fonts and launch Teach. Edit/Paste will show garbage because  
the clipboard is corrupt.

This shows up a lot with Spectrum because it uses an internal  
"Spectrum.8" font that goes away when you quit (i.e. it does not exist in  
the Fonts folder). However, that bug apparently does not ever appear if the  
newest Pointless is installed (which makes me think the system bug is in  
the Font Manager and not necessarily in the Scrap Manager).

Anyway, we're doing two things to hopefully avoid the bug (since we  
cannot actually fix it): (1) We're going to provide Spectrum.8 on disk so  
it can exist in the Fonts folder, and (2) We're not going to make the Scrap  
Manager calls so often.

#1 should avoid the problem; #2 will lessen the effects if the  
problem does occur.

As Ken mentioned, the solution is just to copy something else (if you  
boot to the Finder or some launcher that gives access to NDAs, open the  
Calculator and press OpenApple-C, then launch Spectrum).

Thanks, --Dave (SEVENHILLS, CAT43, TOP15, MSG:132/M645;1)

APPLE BRAND JOYSTICKS I can't believe all the positive remarks about  
"\*\*\*\*\*" Apple's joysticks. Apparently you all were either  
very fortunate, or didn't use your joysticks much. The sticks themselves  
were great, and lasted forever. The buttons, however, were (I believe)  
deliberately designed to stop functioning after only a limited amount of  
use. The actually circuitry would never go out; rather, the spring between  
the outer orange button and the electronics would always get  
compressed/bent/etc., and the button wouldn't make reliable contact anymore  
(it would if you took the orange buttons out, but that made it rather hard  
to play with).

I saw dozens of these joysticks with the exact same button problems.  
I personally knew people who bought Apple joystick after Apple joystick  
because the buttons stopped working. I listened to computer-store personnel  
who always tried to play off Apple joystick problems as "kids being hard on  
the buttons". I even had an Apple joystick myself and experienced all these  
problems, and discovered that it was just the bad design with the springs  
that would stop working.

In short, the Apple joystick's buttons were lemons, and I am amazed that anyone can recommend the Apple joystick.

-G.T. Barnabas (BARNABAS, CAT12, TOP29, MSG:37/M645;1)

TIP FOR APPLE TALK USERS I just solved a problem that's been annoying for  
"\*\*\*\*\*" for almost six months now, and thought I'd share it with everyone. Talk about traps for young players, AND OLD ONES!

My IIGS has three boot partitions, which I select with a RamFAST, depending on what I'm doing during that session. One of these is a fast boot (ie. very few INITs/DAs etc.) which starts AppleTalk and logs on to my Macintosh automatically and uses AppleShare to gain access to one of the Mac's drives.

About six months ago, the boot process started getting slower and slower, until it got to the stage where it was taking up to 30-40 seconds longer than I thought it should have. I checked the Zip GSX, and for around 30 seconds or so, the cache light was almost hard on. Check the Zip settings! Nope, the AppleTalk switch made no difference. Either did changing any of the slot speed switches. Re-install 6.0.1? No difference. Remove EVERY INIT and DA (including the Apple ones, except for Control Panels NDA and the AppleShare related Control Panels. Same problem.

I didn't have time to look any further, so I forgot about it.

Recently it had been getting worse, so I decided to take another look. I dropped into debug during the "hard on delay" ;- ) and found it madly polling the serial ports. Why?

Perhaps it's confused! Delete CDev.data. Same problem. Check out ATInit and AppleShare.Prep. Ahh!

Because my Mac had been reformatted a number of times, the server name had changed. The IIGS was trying to log on to every past server name which I'd used, and was "madly polling" waiting for them all to come online.

Even though only the current name appears in the AppleShare Control Panel, setup data STILL contains the old information! I deleted "ATInit" and "AppleShare.Prep", went in and logged on to the Mac again, and rebooted with the new parms. The IIGS booted to the desktop, with the Mac volume mounted, in under 10 seconds!

Sooo... If you think AppleShare is pretty slow, try deleting "ATInit" and "AppleShare.Prep", reboot, re-logon, and reboot again. Both of these files are in "\*:System:System.Setup".

Regards,  
Richard (RICHARD.B, CAT9, TOP14, MSG:14/M645;1)

KOALA PAD SOFTWARE? I recently got a hold of a Koala Pad. Unfortunately,  
"\*\*\*\*\*" there was no software with it. I know that the pad originally came with at least a drawing program. Does anyone know where I can get it? Also, is there any other software available for the Koala Pad?  
(T.ABRAMS1, CAT4, TOP4, MSG:207/M645;1)

>>>> I think you can still buy a KoalaPad from Educational Resources,
"\*\*\*\*\*" 1550 Executive Drive, Elgin, IL 60123 (1-800-624-2926); \$89.95
(Fall '93 catalog). Possibly they would sell you the documentation and the
Koala Illustrator disk, which accompanies the pad (or used to). When the
pad dies (it will), you can still use Koala Illustrator with a joystick.
As 8-bit drawing programs go, it's all right.

Since you can use a joystick with Koala Illustrator, I suspect that
you can "read" the KoalaPad with the same Applesoft commands you use with
joysticks.

I've got the documentation somewhere. Let me look around for it and
get back to you in a day or two.

Eric ( o= =o === =ooo oo oo= == )
(J.SCHONBLOM, CAT4, TOP4, MSG:208/M645;1)

>>> HOT TOPICS <<<
\*\*\*\*\*

APPLEWORKS 4.0, 4.0.1, 4.0.2... 4.3? > I just returned from vacation -
"\*\*\*\*\*" > any news on the release of AW 4.1?

Sure as comets hit Jupiter, 4.1(3) will be out really soon now.
There's one problem with a timeout that needs to be fixed before we release
it.

Quality Computers --- Power for performance
(QUALITY, CAT42, TOP2, MSG:352/M645;1)

>>>> Great news! But, uh, what's the (3)? :
"\*\*\*\*\*" (T.SMITH59, CAT42, TOP2, MSG:353/M645;1)

<<<<< The (3) is there because the next AppleWorks will be 4.3. We've
"\*\*\*\*\*" all known it as 4.1, but to avoid confusion between 4.0.1 and 4.1,
we decided we should skip a version number. I'm sure the version police
will come down on us soon and our National Health Care plan will be
revoked:) (I hope)

Quality Computers --- Power for performance
(QUALITY, CAT42, TOP2, MSG:356/M645;1)

APPLEWORKS \_5\_! AW4.3 (bug-fix update) has been finalized and will be
"\*\*\*\*\*" released shortly (check your next issue of
TimeOut-Central, if you don't see it elsewhere first). AW5.0 (an upgrade
with some terrific new features) was \_officially\_ announced by Randy (and
Quality) for expected release in October.

|
-(+)-
|
...Will

(W.NELKEN1, CAT44, TOP6, MSG:36/M645;1)

APPLEWORKS 5 -- WHAT TO EXPECT > I wish we could get some info on any new
"\*\*\*\*\*" capabilities of AW 5.0

A \_partial\_ list:

SS

- ```
''
- memos (cell notes)
- dynamic @Alert (revaluates each recalc)
- new @Today function
```

DB

- ```
''
- background text in single record layout. You type in anything you want
  in normal, inverse or MouseText, and the data is overlaid on that
  background. You can make cool boxes and flashy screens.
- mixed mode in SRL pops up a scrolling list for the current category. As
  you cursor through, the SRL stuff is updated
- DB Pix-style graphics command display single or double hires, PrintShop
```

WP

- ```
''
- resizable split screens which are "remembered" as you switch around the
  desktop. In other words, you could have 10 differently sized windows and
  use OA-Q to move from file to file, each retaining their window setup.
- print to screen. Handy for previewing mail merge, varying CPI, etc.
- print Odd or Even. Handy for book printing
- built-in Outliner
- wild cards allow search for T?M to find Tim or Tom.
- find text is remembered even when you switch desktop files
```

Desktop

- ```
''''''''
- you can pick more than 12 files at a time and the desktop is
  automatically switched when full (12 files each)
- improved version of WaitLess built-in
```

In addition there are various bug tweaks and little new features that are actually very handy. Some will be happy that the screen blanker delays are reset by mouse moves. Others will be thrilled that the OA-A command for file listings now offers a "Reverse" the order option so you can go largest to smallest, smallest to largest, youngest to oldest, oldest to youngest, etc. Other new features haven't been finalized or written. We're even still taking ideas, with no promises.

BTW, some will surely scream and holler that working on AW 5 has delayed AW 4.3 in some unjust way. Actually, it has accelerated the fixes in 4.3, since they had to be done in order to create a 5.0 foundation. AW 5 has also provided the financial justification to keep doing those free updates we hear so much about.

As for cost, it will be cheaper than AW 3 to AW 4, but it's not final yet. It will come on two 3.5" disks and include a delta manual (changes since AW 4). It requires at least a 256k enhanced IIe, IIc or IIgs.

(BRANDT, CAT44, TOP6, MSG:43/M645;1)

<<<<< AW 4.0 was late for several reasons which do not apply to AW 5. It "''''''''" also had some bugs due to major redesign which is not needed in AW 5, because we allowed for many of the AW 5 features while creating AW 4. There will only be a delta manual for AW 5 (changes since AW 4), no video, no fancy packaging, etc., so development time is slashed. Also, there's

more of an agreement between marketing and programming as to what a realistic date is. I fully expect to ship in late September or early October. Most of the tough stuff is already finished now in July.

We're attempting to design AW 5 so that EVERY AW 4-compatible TimeOut app will work without change, but there may be a few minor exceptions. Again, the major structure change in AW was the redesign from AW 3 to AW 4. The changes in AW 5 involve adding new features, not massive redesign of how everything fits together.

(BRANDT, CAT44, TOP6, MSG:56/M645;1)

>>>> Randy and I also discussed including the AfterWork "engine" and a "\*\*\*\*\*" couple of blanker modules in AW 5, and releasing a new batch of modules shortly after AW 5. Could be fun. B) I'm not sure if Randy will have time for that, though. It'll need a little tweak to the Screen Blanker preferences screen, for sure.

(II.ALIVE, CAT44, TOP6, MSG:57/M645;1)

REPORTS FROM KANSASFEST Howdy from ICONference, at Avila College in rainy Kansas City! I've had a chance to meet several A2 acquaintances in person; in fact, met Nate Sloan and Jim Z in the elevator, where Jim's Powerbook was plugged into the phone outlet, allowing him to conduct his RTC as he moved from 1st the 4th floor and back again.

More when there is more to say...

Steve Weyhrich <IX0YE>--<

(S.WEYHRICH, CAT44, TOP6, MSG:13/M645;1)

<<<<< Here's a summary of Day 1 (long post warning, whatever good THAT \*\*\*\*\* does)

The talks for each of the two days are split up into two sessions, with a choice between two topics for each session. The one exception is that today and tomorrow there is one large session. Here is the schedule:

9:15-10:15

UNIX and the Internet

Jim Maricondo

Soldering For Beginner's:  
Which End of the Iron is Hot?  
Dave Ciotti

I attended the Unix/Internet session, and got a brief intro into what it offers and can do for me.

10:25-11:40

Launch Of The Mensch Computer  
Bill Mensch & Nick Dazio

This was a presentation by Western Design Center, the current licensors of the 6502, 65c02, and 65816. The primary topic was an introduction of a computer that Mensch has designed to make use of a new microprocessor that he has designed (the 65265), but it began with the background of just how far reaching the lowly 6502 and 65816 have become. The 65c02 is used in some of the new implantable defibrillators (devices similar to pacemakers, but for those whose hearts go frequently into dangerous rhythms, it shocks the heart back into a normal rhythm); in

closed captioning devices on newer televisions; some of the intelligent cable TV boxes; the mouse port on the Macintosh computer; certain stereo systems; and Ricoh fax systems. The Super Nintendo, of course, uses the 65816, but also the Franklin Digital Book system uses it.

The Mensch computer itself does not sound too exciting. It uses the new 65265 chip, which is a 16 bit chip with many opcodes similar to the 65816, plus some built-in ROM code that assists it in running quickly and efficiently. The computer has a 16 line by 40 character LCD display; the keyboard uses a low power chip built into it; so the entire computer can run easily for hours on batteries.

Mensch is trying to position this computer as a "consumer" computer, not a game computer or a business computer. He wants it to be something that is so simple that ANYONE can use it, without using the manual. It has built-in printer port, modem port, keyboard serial port, and "host" port (which allows it to be connected to a "more powerful" computer, be it Apple II, Mac, or PC, or to a dial-up host, such as an Internet or BBS node). The connectors for those serial ports are the same as those used to plug your telephone to the wall outlet. Also, if a user doesn't want to use a keyboard, it accepts a Sega-style game controller as an input device.

The software for the Mensch computer would be on PCMCIA cards, and one example would be a 10 meg card (that looks as thin as a credit card) which could hold an operating system, an application, and the files created by the user for that application.

The market he is looking at is the low-end home and consumer market; those who could use something less complex than a palmtop, but more than a pocket organizer. In the Far East, in countries like Korea and China and Japan where personal computers have made considerably less inroads than they have here, there are companies that are very interested in the Mensch computer. They don't intend it to REPLACE Macs or PCs, but rather to supplant them.

Examples of things it has been tested as include consumer applications like e-mail, digital message center (one that would bypass the Internet or operate separate from it), dictionary, directory assistant (like the Internet utilities Archie, Gopher, etc, work), organizer, programmer's hobby, games, control projects (he gave an example of fingerprint recognition associated with use of an ATM card);

Much of Mensch's reason for speaking with our group today is that he needs programmers to design and write applications for the Mensch computer. IIgs programmers would be perfect for this, since they already have familiarity with the architecture of the opcodes and microprocessor (similar as it is to the 65816).

MY OPINION: With a \$900 price tag, it is not likely to attract much consumer attention, as it is not as flashy as a Mac or 486 or Pentium computer, though it could possibly be just as powerful. It would not run with off-the-shelf software, so those who ARE computer literate would likely ignore it. It does not offer anything that is significantly different from what you can do with an already existing computer, and it does not have (yet) a compelling application (that is, something that is SO GREAT that people have to buy the computer just to use that application. On the Apple IIe/IIc, it was AppleWorks. On the Mac, it was desktop publishing software. On the Super Nintendo, it was Super Mario World. On

the Sega it was Sonic the Hedgehog. Etc, etc).

If the price was significantly decreased, and a business in a large city decided to offer a videotext service using these as access machines, it might achieve a foothold, especially with its ability to interface with an already existing computer. It really should be available in a handheld format (like a digital book) that has the option of plugging in a keyboard or transferring data between the MC and a more powerful PC (Apple II, Mac, or IBM).

The Mensch computer will be built by a plant that is under construction in Africa, and will then be the first computer to come out of that continent.

Applications where I believe the 65265 chip will likely have more success than will the Mensch computer will be portable pocket computers; countertop computers with expandible features; and multifunction telephones.

11:45-12:45

Lunch! The entertainment for lunch was our own Editor.A2, Doug Cuff leading a rousing game of Computer Jeopardy (aka, Computer Trivia). He was so generous in his prizes that he even awarded points to people in the audience when the questions could not be answered by the contestants.

1:00 pm

MACINTOSH SYSTEM 7.5 OVERVIEW

DEVELOPMENT TOOLS FOR THE MENSCH  
COMPUTER

Mike Pruneau, Apple Computer

Jihad Jaafar & Larry Hittel

Here we saw some of the features in the beta release of System 7.5, which is coming soon, with System 8 in the next year or so. It was demonstrated on a PowerMac, with 16 megs of RAM. He gave an overview of Apple's plans for the rest of the 90's. They admit that with as much power as the Macintosh offers today, it STILL is too hard for many people to figure out. There are STILL people who will NEVER read a manual that explains how to use their computer, even if the manual is written in as clear and concise fashion as possible. Furthermore, there will be a continuing revolution in communication, with Internet-->"Data Superhighway", Multimedia-->Interactive TV, etc. He made a good comparison: "If it is easy enough for my mom to use without being told how, it is easy."

System 7.5 has 70 new features, some of which were demonstrated. It is compatible with nearly everything out there now. Offers a built-in PC exchange capability, in which an MS-DOS formatted 1.4 meg disk inserted into a SuperDrive will appear directly on the desktop and be able to be opened, etc, just like a Mac disk (and as some currently available extensions allow you to do).

Mac "Easy Open" is a new extension that determines or asks which application should open a file if it can't be figured out.

Drag and Drop is an enhancement on Cut and Paste. Instead of having to select something (an object or text), Cut/Copy it to a clipboard, and then Paste into another document, you can now select it and just drag it

directly to the other document.

Many of the features of the Finder are now scriptable (in fact, this is how the advanced help feature works, which is significantly better than "balloon help" was).

You can lock up to two folders from prying eyes.

You can implement "Sticky Memos", which look like post-it notes stuck to the screen.

It will support up to four 4 Gigabyte volumes.

There will be a thread manager, for better multitasking.

There is a graphic calculator desk accessory that was impressive. It will take an X/Y/Z (three variable) equation, and display its graph in a window, even doing rotation of the shape that the equation defines. On the Power Mac it executed VERY quickly, almost immediately.

System 7.5 will also implement a better FindFile (similar to GS, in giving the locations of matching files with their pathnames, but with more capabilities than the GS version).

You can now print a document by dragging the document onto a LaserWriter icon on the desktop (just like the Lisa used to do).

The minimum recommended memory needed for System 7.5 will be 8 megs, JUST for the system (if you install EVERYTHING), and they recommend 16 megs if you want to do any serious work. It offers features that are, admittedly, available now through inits and extensions, but these will be built into the system and should work properly together.

On the PowerMac "power" demo (with a 601 PowerPC chip), he showed a PhotoShop application that had what appeared to be a ball, with tiny bumps (similar to a golf ball), with raised lettering. Using the mouse, you could move a light source anywhere around on this object, and it displayed the shadows properly. The rendering was as fast as it would be in real life, and included the ball changing smoothly from one color to another.

|                                 |                  |
|---------------------------------|------------------|
| UNIX AND THE APPLE IIGS: GNO/ME | ANIMASIA 3-D     |
| Jim Maricondo                   | Michael Lutynski |
| 2:10pm                          |                  |

I went to the GNO/ME discussion. Mostly informational, didn't see anything that hasn't already been talked about here on GENIE in the past.

|                              |                              |
|------------------------------|------------------------------|
| ALL ABOUT THE POWER PC       | APPLE II INTERFACING: HOW TO |
|                              | CONTROL REAL WORLD DEVICES   |
| Mike Pruneau, Apple Computer | Erick Wagner                 |
| 3:20pm                       |                              |

I attended the interfacing talk, as I'd already seen some of the PowerMac stuff. Wagner showed how to use the Apple II Plus, IIe, IIC, or IIGs to connect the game port to read or control analog or digital devices. He pointed out that the Apple II is ideal for a dedicated application like this, since it has been around for a long time, and can be obtained relatively cheaply. He then showed some demos of devices being read or

controlled with his IIE.

MULTIMEDIA AUTHORING WITH CD-ROM  
Greg Nelson  
4:30pm

LOOKING GOOD IN PRINT  
Joe Kohn

I went to Joe's talk. He talked about the hardware, software, and page layout considerations to make when doing desktop publishing with an Apple II or IIgs.

These are getting shorter, as I am getting tired or typing (and you are likely getting tired of reading).

More tomorrow...

Steve Weyhrich <IX0YE>--<  
(S.WEYHRICH, CAT44, TOP6, MSG:19/M645;1)

>>>> Chris Budewig, aka Kevin Flynn, reporting live from KansasFest, er,  
"""""" I mean ICONference '94.

The annual Bite the Bag contest was held tonight and has now concluded. For those of you who don't know, Bite the Bag is a game of balance and leg strength where you must pick up a paper grocery bag with your teeth. The trick is that the only part of your body that may touch the ground while doing this is one of your feet. Each round, everyone takes a turn picking up the bag. Then about an inch is torn off the top all the way around the bag and everyone who had successfully picked it up the previous round gets to try again.

Competition was hot and heavy as, round after round, the height of the bag slowly reached the floor. The final round consisted of seeing which of the three remaining contestants, Roger Wagner, Paul Zaleski, and Joe Wankerl, could pick up three-inch diameter section of the bottom of the bag the fastest. And the winner? Roger Wagner won the crown from last years winner Paul Zaleski.

...Chris (K.FLYNN, CAT44, TOP6, MSG:22/M645;1)

<<<<< More from ICONference..  
""""""

Last night at the buffet and celebrity roast, Tom Weishaar announced the new executive director for ICON, Sherry Wonnig. She is a local person, with some background in computer-related training, and a degree in communications.

The roast was of Mike Westerfield, and the roasters were Bill Heineman, Greg Templeman (Softdisk G-S), Jawaid Bayzar, Roger Wagner, Nate Trost, and finally Tom Weishaar.

Beginning this morning...

09:30am

KEYNOTE ADDRESS: CONFESSIONS OF A PRIMORDIAL PROGRAMMER  
Randy Brandt

Randy Brandt spent most of the time giving his personal computing journey to the present, and then with the story getting a bit long toward

the end, he finished by saying that he was officially announcing the AppleWorks \_5.0\_ would be released by the first of October. He didn't have much time to demo features (that \_I\_ had a chance to see), but said that details of the planned enhancements would be forthcoming. Much excitement by all!

PREVIEW OF MICROSOFT WINDOWS 4.0  
Pat Wilson, Microsoft  
10:40

THE INS AND OUTS OF TELECOM SCRIPTING  
Nathaniel Sloan

I was curious about the new Windows, as I have used 3.1 on the computer at my office, so I attended the Microsoft session. There was originally supposed to be a non-disclosure agreement signed, but there were so many details about Windows 4.0 in the Kansas City paper this morning, the Microsoft rep didn't feel there was any point to an NDA.

Much of what is being done with Windows 4.0 will be in making it work more like the Macintosh desktop (though that is not what they state, that is the end result). It will now support long filenames, up to 256 characters, while somehow retaining backward compatability with older versions of MS-DOS; that is, a Windows 4.0 disk with a l-o-o-o-n-g filename will still be easily read by a MS-DOS 2.0, as the file will have two names, the original 8 and 3, and the new long one.

They are also working on Plug & Play architecture (removing the need for complicated configuration files), again, very similar to what the Mac allows. In face, the rep used the same "my mom should be able to do it" analogy that the Apple rep used yesterday.

It will provide more powerful multitasking.

Minimum requirements will be: Needs VGA or SVGA display, HD floppy, 386 or better processor, 19 MB of hard disk, and 4 MB or RAM.

LUNCH  
11:45am

HYPERSTUDIO AS A DEVELOPMENT ENVIRONMENT  
Roger Wagner  
1:00pm

MICROSOFT OFFICE FOR WINDOWS, I  
Pat Wilson, Microsoft

Roger was entertaining as always. He gave a brief background of HyperStudio, and pointed out that the program is very usable WITHOUT having to read the manual. He announced that in January they plan to release a Windows version of HyperStudio, and that stacks from the Mac version (and presumably the GS version) will be directly usable on the PC version.

They've had a fair amount of success in getting the program into the Macintosh community without getting eaten up by sharks, as have other companies who have ventured out of Apple II waters. For example: McGraw-Hill wanted a 40-unit multimedia educational series to produce. They chose HyperStudio to do it, just because it WAS easy.

Wagner pointed out that education has been an excellent market for HyperStudio. Even though sales in that market are slow to get started, a product purchased by a school will usually be used for many years, because they can't afford to change things every few years. Furthermore, HyperStudio was doing color and sound multimedia before HyperCard Mac and

even SuperCard on the Mac could do it. Therefore, HyperStudio had the advantage of getting started before the others could get in.

Another commercial application of HyperStudio as a tool for education has been Texaco. That company has made use of HS to develop some educational presentations about use of methods of analyzing earth to look for oil. It finally gave them a way to explain this difficult concept understandable to people, even to engineers, that had problems grasping it. The animations from that stack are going to show up in a PBS program about the topic.

Wagner also demoed a stack that had someones resume' on it, where the person had used HS to make a stack that scanned pictures of the books he had written, photos of the classes he had taught, etc. It was very much an eye-catching presentation, and would certain stand out over others that were only on paper.

Wagner has himself used an Apple QuickTake camera to take photos of people at ICONference, and plans to show his stack later today (maybe even right now).

During his presentation, Nate Trost & another crony came in and shot Wagner with nerf guns. However, undeterred, Roger continued his talk.

They do plan on getting an updated version of HyperStudio GS out, but have to find someone to help do the programming work.

QUICK CLICK CALC WITH PUBLISH AND SUBSCRIBE PROGRAMMER DETAILS  
Mike Westerfield  
2:10pm

MICROSOFT OFFICE FOR WINDOWS, II  
Pat Wilson, Microsoft

Westerfield pointed out that a spreadsheet for the IIgs was reasonable to do now, especially since AWGS 2.0 isn't going to be appearing any time soon.

Features:

True split screen. There can be a billion cells (limited by available memory). It can read AW 3.0, and will be able to read 4.0 (and 5.0) spreadsheet files. QCC cannot directly read AWGS spreadsheet files (because the format is not known, even to Claris, and has not been documented anywhere), but AWGS SS files can be exported to text or DIF, which CAN be read. QCC can do everything that AW3.0 SS can do. It can EXPORT to AW3.0 as well.

Data can be encrypted. The size of the spreadsheets can be limited to a specific size (no more than 100 rows and 10 columns, for example).

It has a neat graphing function, that does pie charts, bar charts, line charts of various types, will plot two kinds of data side by side. Line graphics can do "fits" of data to a line.

Colors can be changed on single cells, and not on the entire sheet (as with AWGS). Also, the height and width of individual cells (columns and rows, actually) can be modified to allow larger fonts, etc. to be in those cells.

The "publish and subscribe" feature automates copy and paste. The difference is that the changes from one SS will always be linked to make associated changes in the other documents that are subscribed to that original SS. It does it through the use of FILES, which means that the updates are available any time the subscribing file is opened.

Also does cell formatting by grades (A,B,C,D, etc) and let you do calculations on those letter grades (i.e., "B- + 1 = A-"). Can do date and time math.

"Cell notes" are available for any cell to remind you what a cell is for or does. (This is also a feature planned for AW 5.0).

Cells can be have lines drawn around them in varying thicknesses.

What does the future hold? It depends on the response to THIS product. There will be at least TWO other programs coming out, probably by the end of the year, that will help determine whether there will be further products. They would like to do further productivity products, but depends on whether or not there is enough response to THIS (and THESE) products.

If you buy, and don't like, it can be returned in 30 days.

ALL ABOUT THE INTERNET

WAY COOL AND WAY CHEAP MACINTOSH  
UTILITIES

Joe Kohn  
3:20pm

Bill Lynn

Kohn has all the fervor of an evangelist in his presentations on the Internet. He concentrated on the "Internet for Dummies" approach, stating that all you REALLY need is to access the World Wide Web, through Lynx (for text-based computers, currently including the Apple II and IIgs), or Mosaic (for graphic based computers, Macs & PCs).

Because of the power of the WWW, Archie, Gopher, and Veronica (Internet search tools) are obsolete (according to Kohn).

Kohn says that you should imagine what you could do if the Internet was on your computer, accessible through a HyperStudio or HyperCard stack, with the power of 10 trillion stacks strong.

3D TECHNOLOGY FEATURING 3D-LOGO

PROGRAMMING THE NEWTON

Mike Westerfield

Josef Wankerl

4:30pm

Westerfield demoed what 3-D Logo does, and also discussed the use of HyperLogo on HyperStudio. HyperLogo is the default language on HyperStudio Mac and will be the default on HyperStudio PC.

Obviously, the meetings which I discussed above are the ones I attended. Now, off to see the hands-on demo of Lynx...

Steve Weyhrich <IXOYE>--<

(S.WEYHRICH, CAT44, TOP6, MSG:25/M645;1)

>>>> |he Mensch Computer will never run Apple II (8 or 16-bit)  
"""" software. Bill Mensch said that he had thought about it, but then

decided that he should "only look forward, never back," or something to that effect. In the end he intentionally decided to leave out features that would be necessary for it to be at all compatible with Apple II software.

[In my opinion, the Mensch Computer itself has no market, especially if he insists on calling it a "computer." With that label, people are going to be comparing it to full desktop systems and laptops, and in all respects it will come up short. On the other hand, the CPU that it uses, the 6265, is in my opinion very well designed and lends itself to many better uses. It's a great low-power semi-RISC processor that can be manufactured much more cheaply than any other comparable microprocessors (according to the figures he provided).

During the Mac System 7.5 presentation everyone kept ribbing the Apple marketing guy giving the presentation about how some new feature he was describing looked "gee, just like the Apple IIgs...." These included a thermometer bar during boot and the improved Find File dialog, plus a couple of other minor features we've been used to using on the IIgs for years. (Remember when the Mac got a Fonts folder? :)

Mac System 7.5 also offers hierarchical menus in the Apple menu for folders and other various utilities as a standard (you no longer need to use a third party extension for it).

Today we were "treated" to a demonstration of Chicago, aka Windows 4.0. Everyone (except, I suppose, the MicroSoft employee) left the room feeling "it was just like the Macintosh operating system... of six to eight years ago." New features touted included copying/moving files by dragging them with the mouse into folders (what a breakthrough! :), no more eight character file name limitations (though the file names are still translated to eight character names and saved under MS-DOS -- as a result you're NOT going to see the same file names any time you drop down to MS-DOS), and a "task bar" at the bottom or top of the screen that contained the names of the currently running applications (kind of like the Mac's applications menu). The only vaguely interesting thing to me that was mentioned was that printers being accessed through Windows 4.0 would automatically add their drivers to the system, if they were not present. Beyond that I was very bored at that session and spent a large portion of my time there trying not to fall asleep.

Mike Westerfield gave a quite interesting overview/demonstration of his new Quick Click Calc spreadsheet program. He also gave technical details of its publish and subscribe features and handed out disks filled with documents about it and some sample source code. The technical specs and notes will be available in A2Pro shortly, but not the same code. To get that, though, all you'll need to do is ask Mike for it directly. He just wants to keep a bit better track of the distribution of the source code (especially since it was taken directly from the Quick Click Calc source itself).

Tonight a huge group of us went out to see the movie "True Lies." For a generally mindless action flick with lots of violence and general carnage, it was great.

-- Lunatic (:

(A2.LUNATIC, CAT44, TOP6, MSG:26/M645;1)

KANSASFEST WRAP-UP Stay tuned to a Bulletin Board near you for  
"\*\*\*\*\*" information on "KansasFest 94 The CD" I took about  
100 pictures at the fest and am having them copied onto a photo CD as I  
type. Once I get them back and have a rough estimate on how many I have to  
order I will post the information here. Developing the pictures and  
cutting the first CD will cost about \$80. I hope to make CDs available in  
the \$20 range. If the Photo Shop wants too much for the copies I will look  
into other means of reproduction.

Let me know if you are interested.

Bear (BINARY.BEAR, CAT44, TOP6, MSG:67/M645;1)

>>>> I'd be interested in one of those PhotoCDs from KFest, with the  
"\*\*\*\*\*" further request that I'd like to run one or two pictures from the  
CD in II Alive. (Hopefully they will all have captions so I know who to ask  
for individual permissions.)

(II.ALIVE, CAT44, TOP6, MSG:75/M645;1)

>>>> Well I just got home from Kfest yesterday. This is the first time  
"\*\*\*\*\*" I was able to attend. To tell the truth, I was a little bit  
apprehensive about attending when I knew no one at all in person, only some  
by name.

Now that I've gone, I'm very sad it took me so long to go. I can  
only wonder what previous years were like. Anyway to say I had a great  
time would be an understatement. I've made friends with many people in  
only a few short days. I enjoyed all the sessions that I attended. I  
loved all the ridiculous games though I was just a spectator. And I  
managed not to miss as much sleep as many!

Thanks to everyone who worked on Kansasfest. I'll never forget it.

Joyce (J.SULLIVAN27, CAT44, TOP6, MSG:69/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

QUICK CLICK CALC For the Apple IIGS  
"\*\*\*\*\*" Published by Byte Works, Inc.

Price: \$60  
Manual: 101 pages; includes index and Spreadsheet Cookbook  
Requirements: System 6.0.1, 1.125M RAM  
Also supports: Hard drives, networks, printers, accelerator cards

Contact:  
Mike Westerfield  
Byte Works, Inc.  
4700 Irving Blvd N.W. Suite 207  
Albuquerque, NM 87114  
(505) 898-8183

AOL: Send e-mail to MikeW50 or visit us using keyword ByteWorks.  
GENie: Send e-mail to ByteWorks or visit us in A2, Category 45.  
Internet: Send e-mail to MikeW50@AOL.COM

The Byte Works, long the dominant company for Apple II development

tools, has entered the productivity tools arena with a new Apple IIGS spreadsheet. Quick Click Calc is the perfect solution for:

- \* Grade books
- \* Balancing checkbooks
- \* Weekly, monthly or yearly budget plans
- \* Figuring car or house payments
- \* Savings plans for college or retirement
- \* A super calculator
- \* Charts and graphs
- \* Tracking coin or baseball card collections
- \* Statistical analysis

Look What You Can Do      Spreadsheets are amazing tools. In fact, it was the  
..... spreadsheet that really got the computer revolution  
going back in the late 70s. Why? Because the spreadsheet was the first  
tool on a personal computer that just worked better than any of the other  
ways of doing the same job.

Usually, when you compare spreadsheets (or any other program), you quickly get into a feature war. This spreadsheet has 53 functions, and that one 75, and so on. Who cares? Sure, Quick Click Calc has the glitzy features found on the Mac and PC, but the real story is what you can do with them.

For example, you can keep a grade book on a spreadsheet. Unlike a paper grade book, a computer grade book can do things like average your grades. Quick Click Calc knows that  $(A+C)/2$  is B, for example. You can draw a pie chart showing how many people are getting As, Bs and Cs, or draw a graph showing how Ebenezer is doing at working and playing well with others.

Of course, with a computer grade book, there's always the possibility that Cain will hack into the computer to change Abel's grades. But not with Quick Click Calc, because you can protect your files with password encryption. Without the password, the file just can't be read.

Our Manual Tells You How, Not What      Our manual helps you use Quick Click  
..... Calc for it's abilities, rather than  
features, too. Oh, we have the catalog of features that you need in any  
good reference book. But we also start off with a chapter that shows you  
how to use a spreadsheet, too.

Using our spreadsheet cookbook, you'll learn by doing, and create your own checkbook and grade book in the process. You'll see how to use a spreadsheet as a super-calculator to calculate loan payments for your dream house.

Little Things Mean a Lot      If you've used spreadsheets, you know that  
..... little things can be very annoying. For  
example, scroll bars are supposed to help you get from one end of a document to another. The problem is that most spreadsheet programs have 1000 or so rows and 700 columns, but most spreadsheet documents only have a few dozen rows and columns. The scroll bar gets hard to use. Quick Click Calc lets you set the size of the spreadsheet. You tell it how big the spreadsheet actually is, and suddenly the scroll bars make sense for your spreadsheet.

Being Two Places at Once    Whether you want to keep a multi-row header in  
..... one place or compare two widely separated parts  
of your spreadsheet, you'll quickly get to like our true split screen  
controls. They literally cut the spreadsheet in half, so you can scroll two  
different parts of the same document in the same window.

Spreadsheets that Communicate    Quick Click Calc introduces one of the most  
..... useful new features to come out of Apple to  
the Apple II GS: Publish and Subscribe. And a spreadsheet is the perfect  
program for it, too.

Publish and Subscribe is like copy and paste, but it works between  
documents. You can create separate spreadsheets for your checkbook and  
your spouse's, then create a third spreadsheet for family finances. With  
Publish and Subscribe, the family finances spreadsheet taps into all of the  
other spreadsheets that you use for finances. When you enter a new check  
in your checkbook spreadsheet, then open your family finances spreadsheet,  
you see the new totals--without manually copying numbers from one  
spreadsheet to another!

Formatting is Everything    Formatting is what makes one document easy to  
..... read, while another with the same information is  
hard to follow. That's why other Apple II GS spreadsheets can show negative  
numbers in red. But Quick Click Calc does much more.

Of course you can change the width of a cell, but you can change the  
height, too. That's important, since you can set the font cell by cell,  
using big bold fonts for titles, and small fonts when you want to see a  
lot of information in a small space. You can use color, too, both for  
text and for the background--and you can use different colors in different  
cells. Heck, you can even get rid of the default grid and create your own,  
with custom line widths.

Of course, this makes your spreadsheets a lot easier to read, and  
that's what's important. Just don't tell anyone how much fun you're having  
when you are supposed to be working!

Say It With Pictures    Spreadsheets are wonderful tools for holding and  
..... analyzing information. Modern spreadsheets are also  
pretty good at displaying it. Quick Click Calc gives you more ways to  
display your information than any other Apple II GS spreadsheet--and more  
than any spreadsheet we've seen at its price on any machine.

You can pick from pie charts, bar graphs, and line drawings. There  
are several styles and lots of options for each, too, so you're likely to  
find just the right way to express yourself.

You might be surprised at just how many ways you can display  
information. Lots of spreadsheets give you simple bar graphs or line  
drawings, but Quick Click Calc lets you plot multiple data in more than one  
dimension. A bar or line graph can display more than one thing, so you can  
compare information with a graph. Some spreadsheets limit you to a single  
dimension, but Quick Click Calc plots up to 3 dimensions at once. And you  
can even fit a line or surface to scattered data points using linear  
regression!

Quick Click Calc is the perfect program for all your number crunching  
and graphics needs. Get yours today!

The Byte Works We're the Byte Works, famous for our programming tools for  
..... the Apple II series of computers-and now for our  
productivity tools for the Apple IIGS, too!

Founded in 1980, we have a long history of serving the Apple II community. We started with ORCA/M, a macro assembler that is one of two programs ever to earn a perfect rating from Peelings II magazine. We went on to write APW, Apple Computer's standard programming environment for the Apple IIGS. We've brought you dozens of other programs, too, like ORCA/C, the award winning C compiler; ORCA/Pascal, the only commercial object oriented language for the Apple II; and our Toolbox Programming courses, which have introduced thousands to the world of Apple IIGS toolbox programming. And don't forget HyperLogo and 3D Logo, our fun, easy to use programming languages that can actually show 3D pictures on any color Apple IIGS!

Look for more innovative, fun, useful programs for your Apple IIGS for us in the months to come. We're one company with a long term commitment to our Apple IIGS customers!

Ordering We accept Visa and MasterCard orders online or by phone, and  
..... personal checks or school purchase orders by mail.

Please include \$5 for shipping in the U.S. and Canada. For credit card orders, we can charge exact shipping for our overseas customers. If you need to know overseas shipping in advance, send your name, address, what you are ordering and how you want it shipped (air or surface), and we'll be happy to calculate the shipping charges.

Distribution Please give a copy of this to everyone you know! Feel free  
..... to use it in newsletters or catalogs, or to post it on bulletin boards or online services.

For a printed product brochure with pictures and a special update offer, send us your mailing address. Ask about our product list showing other Apple IIGS programs, too! We'll also let you know about other new Apple IIGS programs and special offers in the months to come.

(BYTEWORKS, CAT45, TOP2, MSG:36/M645;1)

<<<< This may be a bit technical for some, so if it is, keep in mind  
"\*\*\*\*\*" that I'm discussing gritty details. \_Using\_ Publish & Subscribe is very easy.

There are three documents involved in the process of publishing and subscribing: The publisher, the subscriber, and the edition.

The publisher is the document that creates the information other documents subscribe to. The edition is the file created by the publisher; the edition works sort of like a clipboard file, saving information "copied" from the publisher document. The publisher document updates the edition file each time the publisher document is saved.

The subscriber "copies" information from the edition. The subscriber copies the information each time you open the subscriber document.

The effect, then, is that the information is moved between the

publisher and subscriber each time the documents are saved or loaded. You can also force the update sooner.

Internally, an edition file is basically some header information and a scrap, just like a scrap you would use for copy and paste inside any normal desktop program.

Since the edition information is placed in a separate file, you don't save disk space. The subscriber also keeps a copy inside its own document, just in case the edition isn't available for some reason. The advantage to using a separate file is that you don't have to have the entire publisher document available to update subscribers. I could, for example, publish information to an edition on a network server, and your subscriber document can subscribe to the edition even if my computer, with the original information, is turned off. My original document can be encrypted, too, yet you can still subscribe without a password.

Publish and subscribe is not hard to implement in any program that supports Copy and Paste with the Scrap Manager, but it isn't done automatically, either. You won't be able to use Publish and Subscribe with AppleWorks. I will, of course, support it with any productivity programs we create.

For even more details, come to my session in KansasFest. If you won't be in Kansas, watch A2Pro, where we will probably do an RTC on Publish and Subscribe.

Mike Westerfield (BYTEWORKS, CAT45, TOP2, MSG:35/M645;1)

<<<<< The question came up in an e-mail message as to just how I planned """""" to handle updates to QCCalc. The answer should interest any of you who have bought QCCalc, or who are seriously considering it.

Labarski's Rule of Cybernetic Entomology: "There's always one more bug."

My correlary: "There are more of them now than there will be when the product has been out for a few weeks."

It's inevitable that some bugs will be found, especially right after a new program is released to the public for the first time. My policy for QCCalc is simple: If you report a bug before the first update is released, I'll fix it free and fast and get the fix to you ASAP. The first update will be free through a variety of means, and won't cost you any more than a nominal postage fee in the absolute worst case. If there are still a significant number of bugs reported after the first update, I'll probably repeat this cycle as needed until things settlt down.

To give you an idea how this worked in the past, this is also the policy I used with 3D Logo. In that case, with one or two exceptions, a bug fix was on the way to anyone who reported it within one business day of the report up through the first update release. Our free distribution methods for the 1.0.2 update were liberal enough that I don't think many people (if any) paid a dime for it.

This policy reflects some basic facts of life, like the fact that there will always be some bugs, and especially so for a program on the Apple IIGS, where the smaller number of users means testing can't be as

extensive. (For example, Borland C had more backorders when it shipped than the \_total\_ number of compilers for \_all\_ languages I've ever sold! I can't afford to test like they do-- or like they should.) I also don't think you should have to pay for bug fixes, but that has to be tempered by the fact that I don't charge Microsoft prices.

The message to you, then, is don't be afraid to buy early, but be sure to report any bugs you see so you get the fix right away!

Mike Westerfield (BYTEWORKS, CAT45, TOP2, MSG:52/M645;1)

>>>> I saw Mike Westerfield's demo of Quick Click Calc at KansasFest and """""" was absolutely ecstatic! It does the things I really needed in a spreadsheet. There are vert. & horiz. split windows, changeable font sizes, you can change the number of rows & columns, and it has some decent charting options! I had actually thought of using another type of computer to get these features. Now I can stick with my GS for virtually everything :)

I am happy! :)

Mark

ps -- Get this program. You won't be disappointed! (IMHO)  
(M.KLINE1, CAT45, TOP2, MSG:55/M645;1)

NEW FROM BRUTAL DELUXE, NEW FROM KITCHEN SINK Usually, right after publishing an issue of SSII, I try to give myself a short break by not thinking about the next issue. But, Issue #7 is already starting to take on a life of its own.

I spent a very pleasant afternoon yesterday with 50% of the Brutal Deluxe team, and let's just say that I got an incredible eyeful. I marvelled at their upcoming releases, including Convert3200, Cogito (wow! wow! wow!) and Opale. So, I'll be writing up a piece on that visit, and I have a feeling that Cogito will be released by then, so there will probably also be a review of that incredible game.

Kitchen Sink's System II has arrived; it's a Finder-like environment for Apple IIe/IIc systems, and it is most impressive. So, I'd like to let people know about that with a review, and (maybe, possibly, hopefully) a "Such A Deal" offer.

Joe (I don't think I'm in Kansas yet) Kohn  
(JOE.KOHN, CAT28, TOP4, MSG:276/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
""""""

BYTE WORKS WON'T STOP WITH JUST QUICK CLICK CALC! > I noticed that you  
"""""" > said "the first of  
> our productivity packages for the GS." What else is on the way.

Well, that would be telling! :) We have very firm plans (i.e., the project has started) for one more package, and pretty firm plans (i.e., it currently occupies the top of the list for the next product to start, once the current projects are done) for another. Beyond that, about all I can say is that I don't make firm plans any further in the future than the next

product. We are carefully examining the idea of producing a full line of GS productivity tools, either alone or in cooperation with other companies. Whether we really do this will depend on the sales of the first packages and what other opportunities come up.

As for specifically what the packages will be, I'll just have to say stay tuned. And after the two we're definitely planning at this point, we'll choose from a shopping list based on what people tell us they want and how long we think it will take to produce, so at this point, I have only a vague idea myself.

(BYTEWORKS, CAT45, TOP2, MSG:26/M645;1)

<<<<< A few people have been trying to pry what our next productivity  
 """""" package will be, after Quick Click Calc. Heck, I have to finish the initial marketing on QCCalc before I work too much on the other projects! :)

Without going into too much detail, we are looking into the possibility of doing a complete line of productivity software. If we do this, in the long term, the software would be available across multiple computer platforms, and would have a few other cute features that would make going into those tougher markets make sense.

The way we'll pick the order of packages to do is simple. We look at how many people seem to be interested in the program, how long it will take to develop, and based on past sales and survey results, how many we expect to sell. We then pick the one with the highest profit potential. Sounds calloused, but that's the way we have to work to stay in business. If there is no profit potential, then we don't do the product.

We've already done one small survey for productivity software. When you get your QCCalc packages, you'll see another. And we'll do more in the future.

Here's the programs we listed on our last survey. These are all of the productivity packages we've seriously considered doing so far. This is not a commitment to do any or all of them; I'm sure, for example, that we would never do everything on this list. If you see something that you would like us to consider that is not on the list, though, or see something on the list that really excites you, be sure and let me know.

- |                       |              |                          |
|-----------------------|--------------|--------------------------|
| Paint                 | Draw         | 3D Draw with Ray Tracing |
| Animation             | Morphing     | QuickTime Movie Player   |
| Word Processor        | Spread Sheet | Database                 |
| Programmable Database |              | Business Graphics        |
| Planetarium           |              |                          |

Mike Westerfield (BYTEWORKS, CAT45, TOP3, MSG:1/M645;1)

<<<<< Wow! For a new topic, this sure has a lot of posts  
 """"""

Basically, I'm listening. Here's a few random comments, though:

I did come very close to releasing a Draw program a while back, and backed off. Why? There was a very large contingent of people who basically told me that if it wasn't AutoCAD or something similar, forget it. I listened to them, and didn't release the program (which was nearing alpha at the time).

I think I have to make it clear that no program I plan to develop on the GS is going to compete with the top of the line programs on the Mac or PC. That level of program would take years to develop. Also, file formats on other computers are generally not as available as they are on the GS, where there are still serious problems, so I probably won't be able to manage lots of import/ export options, either. So, if you won't take anything less than a program that competes with the top of the line programs on the Mac or PC, be sure and say so. I'll listen to that, too.

But then, for \$60, you don't get AutoCAD on the PC, either. ;)

What I am planning in all of the programs I do is to create reliable, well-crafted programs that are better than the ones currently available. All will work with the Manager, and will be designed to work together in a reasonable way from that environment. All will be priced in the \$40-\$120 range.

The list of programs I posted was from an old survey we did. That's why the spreadsheet was still listed. :)

Since that time, I've looked into the QuickTime issue a lot. While it is possible to create a QuickTime player for the GS, it would be so slow on CD ROM based movies that you would not want to use it. From a technical standpoint, the best bet is a movie player that can import QuickTime movies and convert them to a format that is optimized for the GS. That I can do, and may do at some point. Such a program might conceivably offer the option of playing a movie right off of the CD ROM, but I promise the results would not be good enough for anything but previewing the movie to decide if it is worth converting to the GS format and saving on a hard disk. Is this still interesting?

Anyway, like I said, I'm listening... :)

Mike Westerfield (BYTEWORKS, CAT45, TOP3, MSG:42/M645;1)

TWILIGHT II UPGRADE We currently plan to release a Twilight II upgrade  
"\*\*\*\*\*" sometime in August or September, with more effects  
and features.. Watch this space for more information. We will  
automatically send out update notices to all registered owners, so if you  
haven't registered, then REGISTER NOW! :-) Price is not set at this time.

<<Jim (DIGISOFT, CAT13, TOP30, MSG:203/M645;1)

APPLEWORKS GS ADVICE: KEEP YOUR EYES OPEN AND YOUR MOUTH SHUT! It looks  
"\*\*\*\*\*" like  
we're going to give Seven Hills a shot at this. I probably won't be  
bringing the AWGS source code with me to KansasFest at this point.  
(II.ALIVE, CAT42, TOP32, MSG:617/M645;1)

<<<<< I just heard that the deal with Seven Hills is not nearly as firm  
"\*\*\*\*\*" as I thought; I really should not have posted it here. PLEASE do  
not swamp Seven Hills with calls about AppleWorks GS. In fact, please  
don't call them at all. If and when this develops into anything solid,  
Seven Hills and Quality will probably post some form of announcement.

The only reason I really mentioned it in the first place is that some people were expecting to get a copy of the source code at KansasFest, and I

wanted to explain that the fact that I wouldn't be able to pass out that source code did not mean that anything bad was happening -- in fact, something rather GOOD is happening!

Again, my apologies to Seven Hills. You'd think after all this time I'd know better. [BONK] [BONK] (sound of head hitting wall)  
(II.ALIVE, CAT42, TOP32, MSG:626/M645;1)

>>>> Response to the last few messages  
\*\*\*\*\*

I am not sure why QC posted a message about Seven Hills Software considering taking on AWGS, but I know they did, so now I need post something about the situation to hopefully head off a flood of email, phone calls, and postings to our category!

First a little history: Quality Computers approached us about doing AWGS a long time ago (even before they had signed a contract with Claris). We were very interested, but we believed QC had unreasonable expectations as far as what they wanted done in a given timeframe, as well as what would be reasonable compensation, and we told them so.

Apparently they felt we didn't know what we were talking about and/or some other reason(s) because when they finally did get the source code they didn't come back to us.

Over the next few months they discovered for themselves that what we had said was exactly true: You cannot get something for nearly nothing, and especially not when you are demanding it yesterday. The sad thing is, if they had trusted our opinion they might already have a solid v1.2 (not v2.0) update.

Flash forward to last week. Last Friday we contacted QC to say we were still interested in the project. They were interested, so we began working with the AWGS project manager at QC to obtain source code, bug lists, etc. so we can decide exactly what we can do with AWGS.

We expected end-users would NOT learn about this so either company could drop out without disappointing anyone, but apparently someone(s) at QC thought otherwise, perhaps wanting to give the impression that they were "doing everything in their powers" to get an update done to AWGS.

Whatever the reason, making any kind of announcement is very premature considering SHS has not even seen source code, let alone signed a contract. And now, if nothing comes of it, Seven Hills could look bad. So let me make one thing perfectly clear:

We want to do the project, and at this point the only reason we might not do it would be if QC is still unwilling (or unable) to be reasonable in its expectations of features, timeframe, and compensation. Basically, our offer will not be unreasonable, so if QC wants the update to happen, it will.

In the meantime, PLEASE do not write/call/email/post messages about this. If we agree to do the update, an appropriate, official announcement will be made.

Sincerely,



2MB of bitmap fonts

And a lot more! :-) It looks like the price will probably fall around \$60, since this whole project has taken a LOT more time than we first expected..

<<Jim (DIGISOFT, CAT13, TOP34, MSG:2/M645;1)

>>> MESSAGE SPOTLIGHT <<<  
\*\*\*\*\*

Category 2, Topic 6  
Message 237 Thu Jun 30, 1994  
P.LAWRENCE5 [Frank@Work] at 11:15 EDT

Hello and Goodbye (reluctantly)

My name is Frank Andrews. I was an Apple II programmer for 14 years, and when the clock runs out on my Genie account tonight, that will break my last, formal link with the II line.

Why this message? Not to be maudlin, (I passed that point a couple years ago :-)) but rather to know that I went out amongst the community I shared ties with for over a decade.

The Apple II gave a penniless newlywed in college his first professional job, and a couple years later, his first 'real computer'. I saw a horse run across the screen of an Apple /// at NCC (Chicago) in '81, read of Apple II evolution in 'Call Apple', watched windows open up a new world on the Lisa at Applefest San Francisco in '83 and saw and heard the wonder of the GS in '86, (of course I had to buy one :-))

Floundering around the dying threads of Compuserve, I found Genie in 1989. This was certainly the place for the Apple II user and I convinced my parent company to open an account (hence my Lawrence Prods. address).

While the rumors were flying about the death of the Apple IIGS, I ported "The Lost Tribe" over from the PC platform, (256 color graphics and Midi sound), an act of defiance as much as to prove that it could be done.

I still spend time on Compuserve and have visited other forums here on Genie and I have to say, the level of integrity and enthusiasm is higher no place else than in A2 and A2Pro.

Financial and mental pressures have persuaded my to sell my GS now. I HAVE to learn Windows to eat and the call of my GS was a distraction that impinged too much on my acceptance of this new task. If I had a non-programming job, I imagine my GS would serve my needs quite adequately into the next century.

With that last thought in mind I'll close my message.

Emotion and tradition seem to fuel the 'hang on to the GS' cry of the past three or four years and that has its place. But don't let these two items cloud the real issue.

Does the II still serve your needs? If so, then why move on? And if you can stay, support the many fine people who are doing spectacular work

on the Apple II. Procyon, ByteWorks, Sequential, Shareware Solutions, Quality Computers, Resource Central, SoftDisk, and on and on. This list is longer than the meager offerings at the start of the II's history and is certainly more qualified to provide outstanding products for your needs.

And if you have to move on, remember one thing. It can be argued that we are a product of our environment. You have spent time in what was once the largest and IMHO the most open and honest user communities in the world. The first program that an Apple II ran was once call 'HELLO', and what might have started as a marketing strategy became the attitude and outlook for a generation of programmers and users. This kind of influence can not be denied and will follow you to what ever platform you choose to move.

Goodbye all,

(okay, so I was a little maudlin :-)

Frank Andrews

[\*][\*][\*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////

HUMOR ONLINE /

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Fun & Games On GENie

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by Nancy Hagfors

[N.HAGFORS]

>>> PARENT'S GLOSSARY OF KIDS' KITCHEN TERMS <<<

\*\*\*\*\*

This is from the book received from my June swap partner, Cookie-Lady.

----- Recipe via Meal-Master (tm) v8.00 (BB)

Title: PARENT'S GLOSSARY OF KIDS' KITCHEN TERMS

Categories: Humor

Yield: 1 servings

-----GLOSSARY-----

APPETIZING: Anything advertised on TV.

BOIL: The point a parent reaches upon hearing the automatic "yuk" before a food is even tasted.

CASSEROLE: Combination of favorite foods that go uneaten because

they are mixed together.

- CHAIR: Spot left vacant by mid-meal bathroom visit.
- COOKIE (LAST ONE): Item that must be eaten in front of a sibling.
- CRUST: Part of a sandwich saved for the starving children of: China, India, Africa, or Europe (check one).
- DESSERTS: The reason for eating a meal.
- EVAPORATE: Magic trick performed by children when it comes time to clear the table or wash dishes.
- FAT: Microscopic substance detected visually by children on pieces of meat they do not wish to eat.
- FLOOR: Place for all food not found on lap or chair.
- FORK: Eating utensil made obsolete by the discovery of fingers.
- FRIED FOODS: Gourmet cooking.
- FROZEN: Condition of children's jaws when spinach is served.
- FRUIT: A natural sweet not to be confused with dessert.
- GERMS: The only thing kids will share freely.
- KITCHEN: The only room not used when eating crumbly snacks.
- LEFTOVERS: Commonly described as "gross."
- LIVER: A food that affects genes, creating a hereditary dislike.
- LOLLIPOP: A snack provided by people who don't have to pay dental bills.
- MACARONI: Material for a collage.
- MEASURING CUP: A kitchen utensil that is stored in the sandbox.
- METRIC: A system of measurements that will be accepted only after forty years of wandering in the desert.
- NAPKIN: Any worn cloth object, such as shirt or pants.
- NATURAL FOOD: Food eaten with unwashed hands.
- NUTRITION: Secret war waged by parents using direct commands, camouflage, and constant guard duty.
- PLATE: A breakable Frisbee.
- REFRIGERATOR: A very expensive and inefficient room air conditioner.
- SALIVA: A medium for blowing bubbles.
- SODA POP: Shake 'N Spray.
- TABLE: A place for storing gum.
- TABLE LEG: Percussion instrument.
- THIRSTY: How your child feels after you've said your final "good night."
- VEGETABLE: A basic food known to satisfy kid's hunger -- but only by sight.
- WATER: Popular beverage in underdeveloped countries.

("Home Cookin' is a Family Affair")  
 (MM'd by Nancy Hagfors - N.HAGFORS/Genie)  
 (N.HAGFORS, CAT16, TOP23, MSG:347/M1150;1)

[EOA]  
 [REF]////////////////////////////////////  
 REFLECTIONS /  
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 Thinking About Online Communications  
 \*\*\*\*\*  
 by Phil Shapiro  
 [P.SHAPIRO1]

>>> ONLINE LITERARY COLLABORATIONS <<<  
 \*\*\*\*\*

At the end of the last century, the invention of the typewriter allowed authors to produce crisp and presentable writing. The surge in book publishing in the 1890s attests to the empowering effects of the typewriter. Now, a hundred years later, creative expression is again benefiting from new developments in technology.

Online communications have revolutionized the way writers write and editors edit. Editors can respond to proposed book or magazine articles within hours of receiving them. Authors can cross-fertilize ideas with other authors world wide. Complementary talents can produce synergized creations far greater than an individual could produce on their own.

Take the idea generation stage of writing, for instance. The individual who first thinks of an idea may not be the best person to nurture that idea to full blossom. One person may be talented at thinking up ideas but may lack the skills to develop them -- or may not have the time to devote to the entire writing project. Another person might be a great writer in search of ideas. Online technologies can bring these two people together, allowing them to collaborate in ways unthinkable in the past.

Imagine the exhilaration you might feel if one day you logged onto an information service or bulletin board and found that someone had sent you an entire play or novel they had created with your publicly shared idea. The finished play or novel may appear two weeks, two months, two years, or twenty years after your idea was first shared. Once the idea is shared, it becomes a literary "soup stock" for anyone to work with.

Literary collaborations can take place in all literary genres. However, in the coming years the most fruitful literary collaborations may well occur in the dramatic arts. After all, coming up with an interesting idea for a play is no easy feat. The person with an ear for dialogue may or may not possess the creative spark to think of gripping play scenarios.

All these ideas about online literary collaborations jelled in my mind during an incident two or three years ago. A friend from high school confided in me that he yearned to write plays. After writing several dozen short plays, each with its own special charm, he arrived at the conclusion that his calling in life was to be a playwright.

Having little inclination to write drama, myself, I was intrigued by my friend's creative bent. How wonderful that, even today, a young author can develop an abiding interest in the writing of plays. How often do you run into an aspiring playwright?

Today, having read some of my friend's witty and thoughtful dramas, I find myself conjuring fanciful dramatic scenarios in going about my daily business. "What a great idea for a play!" pops into my head at least two or three times each week.

I'm not the person to bring plays to life, though. Others feel the calling of the muse far more strongly. But I'm buoyed by the fact that I might live a vicarious life as a playwright. Perhaps one of my ideas might show up as a full length play in my electronic mailbox one day.

Plays are not the only form of literary expression. Online literary collaborations could have equal possibilities in the realm of prose.

Consider an author on the verge of finishing a brilliant novel, but who has trouble coming up with a satisfactory ending. Or an author who can't get a chapter "right" no matter how hard he or she tries. Or an author who needs a transition from one phase of a novel to the next. Or an author whose monthly computer column stops short of fully developing an intriguing idea.

All these folks might choose to submit a draft of their writing to a select group of online collaborators, and then consider the suggestions that were offered in return. The beauty of online literary collaborations is that the author still retains final say in the wording of the finished piece. He or she can select from the best of the suggested changes that are made. The creative and analytical skills of many persons can then become woven into a multi-colored tapestry of ideas.

Writers have never had it so good. Online communications open up tantalizing possibilities for creative literary collaborations. It will be exciting to watch this current drama unfold. Best of all, we all can become playwrights and actors in this emerging play.

--Phil Shapiro

[\*][\*][\*]

The author takes a keen interest in collaborative creativity. He can be reached via electronic mail on GENie at: p.shapiro1; on the Internet at: pshapiro@aol.com.

[EOA]

[TEC]////////////////////////////////////

TECH TALK /

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Apple II Hybrids

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by Jay Curtis

[J.CURTIS8]

>>> EMULATION SOFTWARE AND APPLE II HYBRIDS <<<

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The idea of emulating a computer's functions with software and running the emulation on a foreign hardware system is nothing new. One example, which we have already mentioned, is Insignia Solution's "Soft PC" emulator for the Mac. As it turns out, Insignia is now a major player in the Power Macintosh line with a "Soft Windows" emulator. However, software emulation of foreign hardware goes much further back than the development of Insignia's "Soft PC". For example, the first BASIC programming language for an 8080 series microprocessor and architecture (the Altair computer) was written, not on an Altair, but on an EMULATION of an 8080. This BASIC was developed by none other than Bill Gates, president of Microsoft Corporation. The 8080 emulation that Gates used to write his BASIC was prepared by his friend and colleague Paul Allen.

Paul Allen's 8080 emulation ran on a DEC PDP-10 minicomputer. As the story goes, Gates and Allen had to work night and day for eight weeks to develop Gates' BASIC in order to cover a stretcher that Gates told to the Altair's developer, Ed Roberts, about having a BASIC he could sell that would run on the Altair. According to the story, Gates had no idea if his BASIC would really run on the Altair after he and Paul Allen had finished

it, because the BASIC was, after all, developed on an 8080 emulation. Paul Allen was given the job of flying from Boston to Albuquerque and installing the BASIC on Ed Robert's Altair. As it turned out, the BASIC worked perfectly.(1)

It should be mentioned that Gates' early experience in programming for the 8080 also led him to promote the development and sales of a CP/M, co-processor card for the Apple II. Microsoft Corporation called these cards the "SoftCard," and they sold more than 100,000 of them for Apple IIs. "SoftCard" owners could not only run their Apple II software, but they could also run Digital Research's CP/M operating system and all of the desktop programs that were being written for CP/M by MicroSoft at that time. With his "SoftCard," Gates hoped to jump onto Apple's Apple II bandwagon by selling some of his software to Apple II owners.(2)

Microsoft wasn't the only company, however, to develop a CP/M card for the Apple II. The same SoftCard technology, which uses the Zilog, "Z-80" 8080 clone, is also found in Applied Engineering's Z-80 coprocessor cards. Additionally, there were other CP/M cards made for the Apple II and also made for PCs. Past and current users of CP/M must number in the hundreds of thousands. No doubt, some of those who are reading this article have a CP/M card which they still use. There were a huge number of programs written for CP/M, including earliest versions of WordStar and dBase, popular programs which never appeared for the Apple II's native operating systems.

Apple II users who are lamenting the discontinuation of the Apple II line should take heart by observing what has happened to CP/M. While it is unlikely that CP/M is still being used on many native systems, it nevertheless continues to have a life of its own on Apple and PC hybrid systems that use a CP/M card. CP/M has its own bulletin board here on GENie where CP/M users can obtain help and advice on software and hardware. A few, very capable telecommunications programs were developed for CP/M that were favored by Apple users.

In the case of the Apple II, continuation of the Apple II's operating systems, user environment and software is probably now dependent upon the development of a software emulation for the Power Macintosh computer or Power PC. Both of these systems use the Motorola RISC (Reduced Instruction Set Computing) "PowerPC" chip. This chip is arguably the fastest and most powerful CPU yet devised for personal computers.

The PowerPC is a 32-bit microprocessor with a "superscalar" design that incorporates three independent instruction pipelines or execution units. These are called the "FPU" (floating point unit), "IU" (integer unit), and "BPU" (branch processing unit). The PowerPC's ability to simultaneously process multiple instructions insures significant speed gains over other chips. Additionally, the chip supports a 64-bit wide data bus and 32-bit external address bus, capable of addressing up to 4 Gigabytes of system RAM. The basic PowerPC chip, the MPC-601, runs at a blindingly fast 60 Mhz in the base "Power Mac 7100/60."(3)

Because of its power, small size, and cool operating temperature, it seems likely to many computer watchers that the PowerPC will gain a significant market share in personal computers over the Intel x86 series processors within coming months. The chip is not only very powerful, but it is especially well-suited for multitasking and for running emulation software at acceptably fast speeds. The first Macintosh versions of this

computer are currently running a hybridized version of System 7, especially configured to make use of the PowerPC's native architecture. In the future, as more and more of the Mac operating system is translated into PowerPC code, software is guaranteed to run faster and faster.

Many programmers on GENie have expressed their interest in the idea of writing an Apple II emulator for the Power PC or Power Mac, and at least one programmer on GENie has announced that he is actively working upon a IIgs emulation for the PowerPC. Quality Computers has announced in its publication ENHANCE that they are looking into development of an Apple II emulator. However, as of this writing, no Apple II emulation has yet been offered for sale for the PowerPC architecture.

Software emulations of the Apple II already exist for use on other architectures, however. One emulation, designed to be run on 286 and 386-level PCs, can even be downloaded right here on GENie (#23169; APL2EM.ZIP). The program reportedly runs DOS 3.3 and uses disk image files for 5.25 disks and drives. It is said to work acceptably with all types of Apple II software except communications software. (There is some speculation that its emulation is based on an illegal copy of the Apple II ROMs, however.) In addition to this PC-ready Apple II emulator, there are commercial versions of Apple II emulators for the Mac. For example, a company called Pegasus Technology wrote and marketed an Apple II emulator called "II In A Mac."

Pegasus sold its "II In A Mac" emulation software for \$149. You can download a review of the Pegasus emulator from the GENie Macintosh software library. "II In A Mac" offered a surprising number of features well before Apple's introduction of its IIe PDS card. These features included emulation of IIe 64K ROMs, 128K of memory with emulation of an auxiliary slot card, emulation of a printer port, a modem port, an 80 column card, and emulation of 5.25" drives. "II In A Mac" used the Mac's native 3.5" drive directly, while "disk image" files were also used to simulate disks in 5.25" Apple II drives on the Mac's hard drive. In order to get software from real 5.25" disks onto the Mac's hard drive, the user was required to use a cable transfer, modem, or 3.5" disk copy methods.

Popular 8-bit Apple II programs such as ProTERM, AppleWorks and ProSel were said to have run successfully under the Pegasus Apple II emulation, although they were reported to be painfully slow on the Mac's 68000 and 68020 Motorola processors. The 68030 processor was said to run "II In A Mac" at an acceptable speed, however.

According to information published in July's GENieLamp A2, a similar program to "II In A Mac" will soon be available for commercial sale. Like the Pegasus software, this emulation program, called "STM," will also run on native Macintoshes. No announcement has yet been made about a (native) Power Mac version of "STM." The program reportedly emulates a 64K Apple II+ with the DOS 3.3 System Master. While the initial report seems to indicate that "STM" has somewhat less power than "II In A Mac," the emulation offers something that "II In A Mac" did not offer. It will come on a CD-ROM disk, and it will be bundled with a great deal of original Apple II software. Like "II In A Mac," "STM" will use disk image files to emulate 5.25" drives and disks, and it will apparently also use similar methods to the Pegasus software for copying files from native Apple II disks.

In this writer's opinion, STM's marketing innovations may best

illustrate how a future, enhanced Apple IIe (or even a IIgs) emulation might ultimately be packaged and sold. In order to determine how programmer's view the idea of writing and selling a full-function Apple IIe or IIgs emulation for the Power Mac, an informal survey was recently sent to 18 programmers who post messages frequently on GENIE's A2 programmer's bulletin board. The programmers were guaranteed anonymity in exchange for their honest responses to the survey. Many of those who were polled are people who have written very popular IIe and IIgs shareware and commercial software, stuff that nearly all of us in the Apple II community possess and use.

The survey asked the programmers to respond to questions about the likelihood of whether Apple IIe and/or IIgs emulators will be produced and sold for the PowerPC. The respondents were asked to rate probabilities for each question from "low" to "high" by marking a Likert-type scale from "1" to "4" for each of the questions asked. The respondents gave an Apple II emulator for the PowerPC an above-average chance of being written and sold. An Apple IIe-only emulator for the Power PC was also given an above-average chance. However, an Apple IIgs emulation was given virtually no chance of being written and sold.

Some programmers felt that no COMMERCIAL version of an Apple II emulator for the PowerPC would be made available for sale, but, they said, a SHAREWARE or FREEWARE version would be written and made available for the PowerPC architecture on bulletin board services. This would be done, they predicted, by hobbyists or by others as a "labor of love" and as an exercise in learning the PowerPC architecture. One programmer predicted that Apple Computer, itself, would write and sell a IIe emulation which would be based upon the Mac LC's PDS card and system software.

The survey also asked additional questions about the problems and advantages connected with writing an Apple II emulation for the Power Mac or PC. Three problems were cited most frequently by the respondents. First, most felt that the market for a IIgs emulation was too small to justify the development costs in view of the tremendous time and effort involved in writing the emulation. A IIe emulation was felt to be more likely, however, in view of the IIe's larger potential market and greater simplicity. The next problem that was frequently cited concerned access to Apple's ROM code for either a IIe or IIgs. Several felt that Apple simply would not cooperate with programmers by making the ROM code available from either system for an emulation.

As evidenced by the existence of previous 8-bit, Apple II emulators, the ROM code for an 8-bit Apple II could probably be obtained without Apple's assistance. In addition to those Apple II software emulators we've already mentioned, the Franklin, Laser, and Trackstar card were Apple II hardware knockoffs that also used emulated 8-bit, Apple II ROMs. However, no IIgs knockoff has ever been done, and many of the programmers surveyed felt that the IIgs ROM-based toolset would be very difficult, if not impossible, to duplicate from scratch.

The third and final problem, cited most frequently by the programmers, concerned management of 5.25" disk drive software. Because the best market for a IIe emulator would be public schools, it would be important to provide a means of accessing the huge amount of educational software found on 5.25" disks in the schools. If there were no way to attach and access a 5.25" disk drive to a Power Mac or Power PC system, then the disks would have to be copied. However, much of the educational

software that people would like to run under a IIe emulation is copy protected. Therefore, while disk image files might provide a potential means of accessing this software on a Power Mac system, it may simply not be possible to copy a lot of it, without assistance from the software manufacturers.

Interestingly, the ability to access 5.25" educational software, such as MECC software, was also cited as one important, potential ADVANTAGE of an Apple II emulator. Another advantage, frequently mentioned by the respondents, was that a IIe or IIgs emulation would provide a relatively painless way for some Apple IIe or IIgs users to migrate to the Power Mac or PC platform. Some mentioned that, in the unlikely event that IIgs emulation software could become available, the postscript printing capabilities of the IIgs would come in quite handy for those users whose budgets would not allow the immediate purchase of Mac or Power Mac desktop printing programs.

None of the survey's respondents mentioned the ability to run IIgs game software as an advantage of developing a IIgs emulation. While most of the programmers felt that an Apple II emulator could be sold for no more than the current price of an Apple IIe PDS card (currently about \$125-\$139), one programmer felt that a full IIgs emulator could bring as much as \$200. It seems reasonable to ask, however, if a IIgs emulator might not bring MORE than that, if the IIgs emulator could be bundled together with excellent shareware and commercial game software. A IIgs emulator could potentially expand the selection of games that would be available to PowerPC users and could ultimately help to resurrect many games that are no longer being sold. Ultimately, some of the best games might even be ported to native PowerPC code.

Having asked the experts about the likelihood of an Apple II emulator, I would now like to stick my neck out and make my own predictions. First, an Apple IIe-specific emulator will almost certainly appear within the next 12 to 18 months for the PowerPC. It will possess at least as much power, speed and capability as the LC's IIe PDS card and system software. Apple will probably produce the emulator, or they will license their IIe ROM code to another company who will produce the emulator with Apple's guidance and blessings. Apple's purpose will be to provide further incentives to public schools (still a significant part of Apple's market) to begin to purchase Power Macs. If Apple does not produce a IIe emulator, then a shareware version of the IIe will almost certainly be produced.

New software tools, which may make it relatively easy to port system software and applications, hover just over the horizon. They will become available specifically because of the tremendous increases in computing power that are promised by the new generation of RISC hardware now being introduced. One such tool, known as "FlashPort" already exists for IBM's RS/6000 workstation. Echo Logic, owner of FlashPort, is reportedly planning an MPC-601 version of the software, which is capable of translating the binary instructions from software written for one processor into equivalent binary instructions for another processor.(5)

A IIgs emulator will be a while in coming, but it may eventually make an appearance. CD-ROM is fast becoming a computer industry standard, and eventually most computers will come with a built-in CD-ROM drive. Considering that a compact disk can store such tremendous volumes of data, it seems possible that an enterprising software vendor may choose to bundle

several computer emulations (such as the Commodore series, Amiga and Apple IIGs) together with the best of their software on a single CD -- a sort of 'goldie oldies' disk for nostalgic computer users.

While all Apple II users now enjoy the benefits of a mature computer system and software, the future also continues to look bright. New, promising technologies are making their appearance. Software and hardware capabilities are steadily increasing while the relative cost of personal computing is going down with increased competition and sales volume. The Apple II still has a long life ahead, possibly in new, exciting, incarnations.

NOTES  
\*\*\*\*\*

- (1) Wallace, J. & Erickson, J. Hard Drive, Bill Gates and the Making of the Microsoft Empire. John Wiley, N.Y. 1992. p. 74.
- (2) Wallace, J. & Erickson, J. p. 158.
- (3) Thompson, Tom. "Power PC Performs For Less". Byte. August, 1993. pp. 59-64
- (4) It should be noted that because of its unique architecture, even the base MPC-601 probably runs native applications faster than a 60 Mhz Pentium will run its own native applications. Even more powerful PowerPC chips are planned for later this year and next year. Faster, 66 mhz and 80 mhz, versions of the MPC-601 are also currently available.
- (5) Thompson, Tom. p. 70

[EOA]

[ASA]////////////////////////////////////

ASCII ART GALLERY /

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Summertime Fruit

\*\*\*\*\*

by Susie Oviatt

[SUSIE]

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programs at all!

It is to protect yourself from this catastrophe that the concept of "backing up your hard drive" developed. And for this purpose, several programs have been written. These programs create an image of your hard drive's complete data on floppy disks (of some size) or tape. This has several inherent problems.

1. It wastes a considerable amount of time.
2. You are out of operation for some period of time until you can get the hard drive fixed, and then restore your backup.
3. You are still vulnerable to a "munged" backup that you can't restore.

Hard drives collapse in many forms. It can just mechanically die for a number of reasons. The surface can get bad, or deteriorate (bad blocks). Directories can get munged by whatever means they get munged -- such as cosmic rays <grin> (it does happen fairly often). In some cases you can rebuild the data, in others you have to repair the device. But in ALL cases, you are out of operation until you fix the errors or the device.

If the hard drive must be mechanically repaired, you must send it off somewhere to be fixed. And for this period of time you are down. Back-ups will not allow you to work with any files on them, they can only be used for restoring the data that was on the hard drive at the time that you made the last backup that you have! Thus, if you did a backup last week, the rest of that weeks work, and all of this weeks work, is lost, gone forever into the Great Bit Bucket in the Sky!

However a backup is a very inefficient way to provide yourself with data protection. Let's look at them in principle. All back-up programs copy the entire hard drive (at least once) to prepare a backup image. This includes programs as well as data. But this process means duplicating onto the backup information you already have. (Or at least, should have. You should have made a duplicate of your original program disk when you purchased it, and a second duplicate if updates to the program arrived. Then duplicate the updated copy, leaving the original and its' duplicate unchanged. Thus, you would now have an original and its duplicate, as well as an updated version and its' duplicate. You would continue to do this as long as you received updated versions. And each time, of course, copy the updated version to replace your working copy on the hard drive.)

An aside here. Some programs (most notably AppleWorks) will have been customized with accessory utilities, patches, and so forth that you really wouldn't want to have to do all that over again from scratch (if you can even remember what you added, OR REMOVED)! So these original programs I treat differently(although I have all of the original patches, add-ons, etc.). For a highly modified program such as AppleWorks, I make a special "backup" of that program! Using ShrinkIt, I shrink the modified, complete set from the hard drive onto a 3.5" disk. Actually, I do it twice, to two different disks. Now, if I must restore it, I can simply unshrink that file back to the repaired hard drive, without the fuss of re-patching, re-customizing, etc. I'll tell you more on the use of the program ShrinkIt for protection of you data in a bit.

If you are collecting fonts or graphics or sounds, or other specialty

type files, these would be on the hard drive for fast access. But you should also have an original source disk and a duplicate disk of each source disk on disks standing by.

So what you are really trying to do is protect data files. There are two classes of data files created by the different programs you use.

1. Archive copies of data files previously used, that you really want to keep; e.g. the data files of last year's tax returns in a spreadsheet. It seems evident to me that these should not be kept on a hard drive, where they are simply using up space but never being accessed, but rather archived on floppies (with duplicate disks, or even triplicates, if they are important enough, such as tax files). Whether these are 5.25" or 3.5" disks, these files should be off the hard drive and safely duplicated.

2. So this leaves us only the second class of data files: the data files that are currently in use. No matter what program they are generated from, they need to be on the hard drive for convenient and FAST access. However, if you are following the prudent course of duplicates for all your programs and special files (fonts, graphics, etc.) and have moved your archived files off the hard drive, then you would be doing a backup of your ENTIRE hard drive ONLY to secure safety for these relatively few data files.

There is another way to secure protection for this small group of data files. Make duplicates AS YOU WORK ON THEM onto your floppies. Certainly 3.5" disks are better, but if you only have 5.25" drives, they will also do. Everyone knows the need to save often, and a hard drive certainly makes this easier and faster. It is not much trouble to save these important files TWICE when you "save often". Once to the hard drive, once to the floppy.

If the program that you are using allows some type of macro, a simple keystroke saves your file twice. If not, a method of organizing types of files to floppies makes life much easier. All data disks can have the same name, with the same subdirectory. Just place the type of file on the external paper label for quick identification.

As an example, using 3.5" disks, I name all of these duplicate data disks /T, and under that a single subdirectory called M. This means that if I pick up the "Journal" disk (or "Checkbook" disk, etc.), I still save to the same location "/T/M". This then becomes my protection. By saving twice, first the hard drive, then the floppy (at pathname /T/M) I have secured almost absolute safety.

Actually, what I do, since these data files are critically important to me, is to save them three times -- first to the hard drive, second to a floppy disk paper labeled "Journal", and third to a floppy disk paper labeled "Journal.Dup". Both disks, of course named "/T", with a subdirectory named "/M". So the second saving location for all disks becomes "/T/M".

I have saved hours and hours per week, and many, many disks, for the cost of a few seconds and a few keystrokes! If my hard drive dies, all I need to do to continue working is use the floppies as my primary disk source. No waiting weeks or more unable to do anything until the hard drive is returned! When it does come back, I can rebuild the programs and

data on the hard drive as before (or change the organization if I want).

Most backup programs have an inherent weakness. They are dependent on the quality of the disk (or tape) you did the backup to. If there is a bad block (or even file header) on the backup, most will just die. And there goes your backup! No more! Kaput! Gone forever. Even though the ProSel-16 backup utility does have a recovery algorithm, it can still fail. And if you are not on a IIgs, the 8-bit programs do not have such a protection. Most backup programs do not allow a partial backup (or where they do, it is very awkward). And, of course, you have to purchase most of them.

But I don't want to do all this saving to floppies. I purchased the hard drive for the speed and single convenience. Is there any other alternative? Yes, at least it seems so to me. Another way is to make a duplicate of your working files to one subdirectory on your hard drive, and replicate that onto a floppy disk daily. So here you are using the hard drive alone for its speed. Save to the "organized" subdirectory where the data belongs. Then save to a hard drive subdirectory called "Today" or whatever you wish.

Now, at the end of the day, replicate this subdirectory unto a floppy. What do I mean by replicate? Shrink the entire subdirectory onto a disk at the end of each day! Yes, ShrinkIt does a nice protection job for you. And by shrinking the files -- and it shrinks data files quite a lot, that is, makes the resultant file substantially smaller -- you save time and space. You can easily unshrink to another disk if you lose your hard drive. There is even a special file recovery program if something is wrong with the shrunk file or disk. Just run UnShrink to recover the data. It works great!

So an alternative procedure is, save to the files regular subdirectory, save to the subdirectory "Today", shrink the full subdirectory at the end of the day to a floppy, then delete the files under "Today" to get ready for tomorrow!

Another advantage of the shrink approach is that the software is all freeware, and is available many places. So is the ShrinkIt recovery program, UnShrink.

Of course, if you have "forked" data files from a particular 16 bit program, you cannot use 8-bit ShrinkIt, but must use ShrinkIt GS. It too is a freeware program, and available many places.

If ShrinkIt just would shrink over the boundaries of one disk to the next, it would be an excellent backup program. When I last talked with Andy Nicholas (about two years ago) he was working on such a program. However, my guess is that since he is a Mac programmer now with Apple Computer, Inc., he has dropped that project.

There is, of course, one situation where this approach won't work, and where doing a regularly scheduled back-up MUST be done (isn't there always a BUT?), and that is if you don't have control of the creation and saving of the files. A perfect example of this is a Bulletin Board System (BBS). Here, weekly (or more often) back-ups are essential.

But, for me at home or work, I NEVER do a back-up of my hard drive!

[EOA]  
[DRT]////////////////////////////////////  
DR'S EXAMINING TABLE /  
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A Vacation from Reviewing  
\*\*\*\*\*

by Darrel Raines  
[D.RAINES]

>>> GETTING AWAY FROM IT ALL <<<  
\*\*\*\*\*

Last month I took one of the longest vacations that I have taken since graduating from college. My family and I traveled from the teeming metropolis of Houston, Texas, to the cool, mountain streams of southern Colorado. We spent a little over two weeks (including travel time) camping, hiking, horseback riding and otherwise enjoying ourselves. We are talking about real camping here: Tents, camp stoves, sleeping bags, eating outdoors with the mosquitoes, etc. We had a great time!

What has my camping trip to do with computers? About a year ago, I purchased a portable sub-notebook computer for those occasions when I travel. I had been feeling out of sorts when I went on a business or personal trip and did not have a handy word processor and spreadsheet. I have really enjoyed my "travel" computer; it does a good job of what I want it to do. I have not taken a single trip without my digital umbilical cord since the day that I purchased it. That is, until my latest camping trip.

I thought seriously about taking the sub-notebook along for the ride. However, the dirt and extreme weather conditions that I would encounter made me decide against taking the computer with me. This proved to be a drastic decision. I was not aware of how dependent I had become on my readily available computer. I went through some extreme withdrawal. The headaches and minor shakes were the most noticeable symptoms. However, my wife also claims that I was edgy and somewhat distant for the first few days of abstinence. I was even known to snap at the children. This lasted for the duration of the trip.

After my harrowing experience, I have decided to chronicle the events of my vacation as a warning to other computer junkies. You may have a similar situation come up and be faced with the following decision: take your computer, or your clothing. After this article, I am sure that you will decide that you would rather shop for a new wardrobe on your trip. As a public service, this month's column will examine the various facets of camping without a computer.

DAY 1 I knew I was in trouble the very first day on the road. We have "\*\*\*\*\*" made a good day of travel toward the northwest edge of Texas. However, I am force to purchase gasoline without the benefit of my computer's powerful calculator functions. There is just no way to determine what my mileage was and how far I could expect to travel before having to fill up again.

Another problem is the kids' questions. Our children are constantly asking about this subject or that. I am in desperate need of my handy CD-ROM encyclopedia. How am I supposed to know how much cotton there is in a bale? Of course I don't know the population of Littlefield, Texas. The mayor of Littlefield probably doesn't know the population of his town.

As we check into a motel for the night, the real gravity of the situation starts to sink in. I won't be able to play a game on my computer for another week and a half! At this point, only a threat of divorce from my wife keeps me from turning back to Houston and my 8-megabyte mistress. I sleep fitfully during the night.

DAY 2 I wake up slowly. I feel a strange sense of loss, but cannot "\*\*\*\*\*" remember what is wrong. And then suddenly it all comes back to me in a rush. On the road with no computer. Aargh!

We continue our travel into New Mexico. The excitement of being away from Houston and the anticipation of the mountains starts to raise my spirits. However, a major calamity hits just as we head into southern Colorado. I forgot to put the road maps into our pickup. I manage to make a wrong turn in Chama and end up on the wrong side of the San Juan National Forest. My wife is not happy. "But dear, if I had my computer along with us we could have verified the correct road using my travel atlas." My wife is not talking to me.

Despite my navigation talents, we arrive in our designated camping area in time to set up the tent before dark. As soon as dusk starts to settle in we know we are in trouble.

"Darrel, can our three-year-old fly?"

"Not to my knowledge, dear."

"In that case, the mosquitoes are carrying off our youngest child." We rescued our son and took a bath in mosquito repellent.

DAY 3 This will be our first full day of camping. The fresh air and "\*\*\*\*\*" sound of the mountain stream awakens me. I am the first camper to arise. I sit in my lawn chair and read a book until the rest of the crew is up. We decide that pancakes would taste good. I tell my family that I had a great recipe in the computer cookbook back in Houston. My oldest daughter groans and hands me a box of pancake mix. The instructions on the side say to just add water.

We decide to go hiking later in the day. The trail head is up high in the mountains. The tall pine trees and colorful wildflowers make for a gorgeous walk. The children discover a series of cracks, or fissures, in the ground where the earth has opened up to swallow the unwary. At the end of our hike, I realize that I did not even think about my computer for the past two and a half hours.

DAY 4 Horseback riding is the activity of the day. We see a young stag "\*\*\*\*\*" deer along the way. He is evidently used to seeing humans looking uncomfortable atop a horse. The deer doesn't bolt until we are within 20 feet of the tasty grass that he is eating. After we get back from the ride, I hobble over to tell my wife that I need to start a journal of our activities.

"This stuff will make a great article! I wish that I had my computer and word processor with me."

"Here is a pencil and paper. Have fun."

"I haven't used this stuff in years. There isn't even a pencil sharpener out here. What happens when the lead gets dull?"

"Use your pocket knife."

I whine; I whimper; I end up with the pencil broken over my head.

DAY 5 Another hike is planned for this day. I have trouble figuring out  
"\*\*\*\*\*" how far we hike in the three-hour trip. I discover that I cannot do multiplication any more.

We are thrown out of a restaurant because I fondle the keyboard of the cash register. My two daughters are embarrassed beyond belief.

DAY 6 Laundry day. We spend the entire day in town buying souvenirs. I  
"\*\*\*\*\*" finish off the first book that I brought on the trip. I seem to have lots of time to read.

DAY 7 Today is July 4. We go to a beautiful fireworks demonstration.  
"\*\*\*\*\*" Our daughter tells my wife, "These are just like the fireworks that daddy has on his computer." I hear a heavy sigh in the dark.

DAY 8 We hike along the Continental Divide. There are a few patches of  
"\*\*\*\*\*" snow still clinging to the shade of the pines at this high elevation. The kids have a snowball fight. Our son, a life-long Houston resident, has never seen snow before. He wants to make Frosty the Snowman. In July!

DAY 9 A burst of deep sobbing wakes my wife up in the middle of the  
"\*\*\*\*\*" night. "What are you crying about?" she asks.

"I miss my computer... ouch! Don't DO that! I'll be quiet."

We go hiking one last time. I start my third book. I love to sit and read by the mountain stream that runs behind our tent. A tall pine offers shade and a good back rest. The view is lovely and the melted snow makes a constant murmur as it falls over the rocks. The watery drone reminds me of something from home. Oh yes, now I have it. The computer fan in my study serves as a similar source of white noise.

My family claims that they will through me in the river if I complain one more time about not having a handy computing device.

DAY 10 Today we bid the forest goodbye. The morning is spent in breaking  
"\*\*\*\*\*" camp and erasing all traces of our having been there. This is no small task since there were 5 children and 4 adults in our group. "I wish that I had my computer so I could take a quick look at our bank account information."

Splash.

DAY 11 It will not be long now. My fingers start to itch just at the  
"\*\*\*\*\*" thought of touching the keyboard. We eat green chiles in New Mexico. Why can't we get good chiles in Houston? When will satellite modem links be available throughout the country? I spend the day contemplating the mysteries of life.

DAY 12 We arrive back in Houston. Sweet rapture! I play a game, balance

"""""" my checkbook, and catch up on BBS news one right after the other. My wife finds me asleep at my computer keyboard the next morning. She claims that I was tapping my heels together and murmuring, "There's no place like home. There's no place like home."

[\*][\*][\*]

Darrel Raines is a computer user and avid camper. He works on the space station program in Houston. He didn't really miss his computer as much as he said he did. Really. Honest.

[EOA]

[HUN]////////////////////////////////////

THE TREASURE HUNT /

////////////////////////////////////

Yours For the Downloading

\*\*\*\*\*

by Charlie Hartley

[C.HARTLEY3]

Welcome back to the Treasure Hunt! This month we will examine 12 different files. There is no central theme this month, but I think there is something here for almost everyone. Let's get started.

[\*][\*][\*]

TO.PERPCAL.BXY File #22882 9472 bytes AppleWorks Macros

.....

Perpetual Calendar macros 1.3 [12 June 1994]

freeware -- copyright 1994 by Doug Cuff

algorithm partly based on an Applesoft BASIC program by ANTHONY DEBOER

Doug Cuff [EDITOR.A2] has produced a neat little AppleWorks macro package. In his long description, Doug says that this is a compact, memory-only perpetual calendar for AppleWorks. It contains Timeout menu file for users and macro source code for programmers. It requires the built-in UltraMacros player or UltraMacros 4.2 or later.

The download includes 4 files. TO.CALENDAR.NOW is the Timeout file that you place in your Timeout folder. MACRO PERPCAL is the AppleWorks word processor file that contains the macros ready to compiled. NOTES contains Doug's directions about how to use these macros. VERSION HISTORY is just what is says.

Once installed, it will appear on the Timeout menu as CALENDAR NOW. You may select it from anywhere within AppleWorks. When selected, it first displays the present month in a box in the middle of the screen. Near the bottom is a request to press a key. When you press a key you are shown a menu of choices that include

- |                            |               |
|----------------------------|---------------|
| Choose calendar year/month | Solid Apple-C |
| Today's monthly calendar   | Solid Apple-T |
| Launch default macros      | Both Apples-L |

You may choose from this menu by highlighting your choice and then pressing return. The first choice allows you to input the year you want. Then it displays a list of months to choose from. The list also includes "whole year." You are then shown the month/year that you selected. If you



|                              |                                 |
|------------------------------|---------------------------------|
| hypotenuse and opposite side | angle and adjacent side         |
| hypotenuse and adjacent side | angle and opposite side         |
| angle and opposite side      | adjacent side and hypotenuse    |
| angle and adjacent side      | opposite side and hypotenuse    |
| angle and hypotenuse         | opposite side and adjacent side |

If you have a use for this, grab it.

[\*][\*][\*]

```
NF.BXY      File #22090      70528 bytes      Planetarium program
.....
      Nightfall II - an Apple II planetarium program
      Copyright 1994 by John L. Graham
      Shareware fee is $10.00
```

The following two paragraphs are lifted from John's documentation file included with this program.

"Nightfall II is a planetarium program designed to display what the night sky will look like easily and quickly. The display includes all of the stars you're likely to see even on an exceptionally dark urban night as well as the Moon and planets (Mercury through Saturn). If the selected time is in daylight, the Sun is also shown. The view can be set to show the entire sky overhead, or looking out towards the horizon at one of the major compass points (e.g., north, south, east, or west). Each display may be saved to disk so that you may edit and print them using your favorite graphics program like Dazzle Draw or TimeOut Paint/Graph.

"In addition to displaying views of the sky Nightfall II calculates the times of rising and setting of the Sun, Moon, and planets (Mercury through Saturn)."

About all you need to know to use this neat program is your approximate latitude and longitude and your time zone. Time zones may include any from 0 to 12. Zero (0) is Greenwich, England time. Five (5) is Eastern time, six (6) is Central time, seven (7) is Mountain time, eight (8) is Pacific time, nine (9) is Alaska time, and ten (10) is Hawaii time.

It appears that the program displays the sky only over the Western Hemisphere. To get a display for areas south of the equator, there is a menu item that has you switch from north to south.

Saving a view to disk is simple. There is a menu choice to save the screen. Just remember that you must follow ProDOS file-naming procedures: the name must begin with a letter, may include only letters, numbers and periods, and may be no longer than 15 keystrokes. Note that the screen are saved as a one double-hi-res file. Also, if you want to save to a different disk, you must type the entire pathname.

If you are looking for a program that will teach you the names of the stars and constellations, this is not it. What you get with Nightfall II is a display of the visible sky with the stars shown according to their magnitude. You also get the locations of planets (identified by name in a legend) and the sun and moon.

I can see how this program, with a book that identifies the major stars and constellations, could be a big help in locating them in your own

sky.

For those of you with Apple IIes and IIcs, this is a fine program, well worth the \$10 shareware fee.

For those of you with GSeS, John also has produced a program called Tonight's Sky GS v4.2 that is available in the library as file #18304.

[\*][\*][\*]

```
SNEEZE.BXY   File #21357   40448 bytes   File Viewer/Launcher
.....
      Sneeze ("Applesoft Text-Based User Interface")
            by Karl Bunker
      public domain software
```

Karl Bunker has provided the Apple II world with a variety of neat programs and utilities. Perhaps my personal favorite is Sneeze. I first came across this jewel several years ago before it evolved into its present form. As a programmer, I learned several things from studying Karl's work and was able to incorporate them into some of my stuff.

Sneeze does so many things, so well, that I doubt even those who have already downloaded it know what all it can do. This brief review will point out some of my favorite options available with this program.

The descriptions below are lifted for the most part from Karl's documentation file that is included with the program. Read the documentation! I know people who hate to read documentation, preferring to learn by experimenting with a program. Those people will be a long time making full use of Sneeze.

"Sneeze ("Applesoft Text-Based User Interface" --> "A.T.U.I." --> "Sneeze") is a text-and-graphics-display/menu/launcher program originally written for A2-Central On Disk. Thanks to the generosity of the people at A2-Central, I am able to release this public domain version to be used by anyone for any purpose, free of charge. (For subscription information on A2-Central magazine, write to: A2-Central, P.O. Box 11250, Overland Park, KS 66207)

"Sneeze evolved from an earlier program called 'Windows'. Windows (or 'Window') was originally written by Andy Anderson 1987, and was later extensively modified by Karl Bunker -- with help from Dean Esmay. Sneeze is the result of a complete rewrite of that version of Windows (and Sneeze version 2.0 is the result of a complete rewrite of Sneeze 1.x). As one might expect from a program with such a long and involved history, Sneeze is now quite a formidable little program. Here's a partial list of what it can do:

- \* Navigate through your disks and directories.
- \* Launch BASIC, SYS, and S16 programs.
- \* Print TXT or AWP (AppleWorks Word Processor) files.
- \* Display TXT or AWP files on-screen.
- \* Display all of the more popular types of graphics files.
- \* Copy files, with disk-swapping allowed.
- \* Run on any 80 column Apple II except for the ][+.

"Sneeze can also scan through a text file for a word or phrase. If

you press <S> (to scan the highlighted file) or OpenApple-S (to scan ALL the text files in the current folder), you will be prompted for the word or phrase to search for. Sneeze will then start 'flipping through' the text file(s), and will stop if it finds the string of characters you entered. This search is not case-sensitive. If you want to abort a long scan, press OpenApple-<esc>.

"Double-sided pages: If you like, you can have Sneeze print out a file using both sides of each page. Answer 'Y' at this prompt in the Printer Options screen, and begin the printing. Sneeze will first print only the odd-numbered pages of the file; then it will prompt you to 'Remove, reverse and restart paper'. This means to remove the printed paper, turn it over, and reinsert it into the printer. Sneeze will then print the even-numbered pages. Thus, page 2 will be printed on the back of page 1, page 4 on the back of page 3, and so on. This option assumes you are using fanfold computer paper.

"Sneeze can display the following types of graphics files: Hi-res, Double Hi-res (DazzleDraw type), unpacked Super Hi-res (shown as filetype PIC), BINary SHR, Apple Preferred Format SHR, PaintWorks format SHR (both shown as PNT), BINary '.3200' graphics, PIC (unpacked) 3200, and PNT (packed) 3200. The IIgs-specific types can only be displayed on a IIgs. With Apple Preferred Format graphics that are two screens tall, you can see the lower half of the image by pressing the down-arrow key while the graphic is on screen.

"Not all files listed as PIC or PNT are actually any of the types supported by Sneeze, so you may occasionally see an 'Unsupported graphic file format' message when you try to view SHR graphics."

If you don't have Sneeze, get it. If you have it, get it out and read the documentation again (for the first time?). It may surprise you what a jewel you have.

[\*][\*][\*]

```
SEPIA.IZER.BXY  File #16262  6528 bytes  Gray-Scale to Sepia
.....
                Sepia-izer by Karl Bunker
                freeware software
```

Here is another jewel by Karl Bunker. I'll let him tell you about it in his own words. The following is lifted from the docs file that is included with the download.

"Lots of IIgs graphics, especially scanned-in images, are gray scale. With 16 shades of gray, a reasonable degree of photographic clarity can be achieved on the GS. However, gray scale is kind of -- well -- gray. Sepia tone is often a much more aesthetically pleasant palette, while retaining all the clarity of gray scale. For those who may not know, sepia tone refers to a range of brownish tones, from almost black to almost white. Many early photographs were sepia tone, rather than black and white. Personally, I like sepia tone a lot.

"Sepia-izer is a method of converting gray scale graphics to sepia tone. Sepia-izer will take any PIC or Apple Preferred Format PNT file, and convert the palette of the graphic to sepia tone. To use Sepia-izer, simply launch it, and select a file from the list displayed.

Prompts explain how to navigate to the disk and folder your graphics are in. The file SF.GET must be in the same folder that SEPIA.IZER is in when you launch it.

"Sepia-izer is dangerous if misused. It alters your original graphic file, rather than creating a new graphic, so be sure your file isn't irreplaceable. If the original graphic was not, in fact, a gray scale graphic, the result will be a mess. Sepia-izer only works on Apple Preferred Format PNT files and SHR image PIC files."

If you remember to heed Karl's warning, and be sure you are working on a copy of your original graphic, then I think you will be pleased with the results. I tried it on several different gray-scale graphics and each one was improved by the process.

[\*][\*][\*]

```
SF.GET.BXY      File #19580      8704 bytes      Applesoft utility
.....
                SF.Get by Karl Bunker
                freeware Applesoft Ampersand routine
```

SF.Get, mentioned in the previous review, is for Applesoft programmers. If you know nothing about programming, you probably won't be interested in it. In his documentation that is included with the file, Karl describes it this way:

"SF.Get is an ampersand utility which brings a rough equivalent of the IIgs SFGGetFile toolbox call to Applesoft programmers. What this means is that when an Applesoft program requires users to provide the ProDOS pathname of some file for some reason, there is now a simple Applesoft command which allows them to do so in an EXTREMELY friendly environment.

"Rather than having to remember-and-type a file's pathname, SF.Get allows users to point-and-click the file from an on-screen list. If the desired file is in another directory or on another disk, it can be navigated to with a few keystrokes.

"The potential benefits of SF.Get should be obvious. Many Applesoft programs, from the most elaborate application to the smallest "quick and dirty" utility, could be improved with SF.Get. SF.Get runs on any MouseText-capable Apple with 80 column display. SF.Get is freeware, and is hereby made freely available for all developers to use in their own programs, either commercial or freeware."

The download includes the ampersand routine itself, the documentation file, and a sample BASIC program that demonstrates how it works.

[\*][\*][\*]

```
FILE.COMP.BXY   File #15197       10080 bytes     Utility
.....
                File.Compare by Karl Bunker
                freeware file comparison utility
```

Have you ever discovered two copies of a file and wondered if one was just a backup of the other? I know I have. Karl Bunker has created this utility for us.

As Karl says in the documentation file, "File.Compare is a utility for comparing files (Wow! No kiddin'!). There are a bunch of reasons for comparing files. You might want to do this to see whether one file is simply a backup of another, or is a modified version. You might know that two files are different, but be curious as to just what and where the difference is. If you're a programmer who often writes various types of file-processing utilities (like me), you might want to compare some files to see if your program is working as it ought."

File.Compare requires an enhanced IIe or later Apple II. It will display the results in either hexadecimal or in text format. Whether you simply need to compare two text files for differences or want to take a detailed look at your own programs, this is a useful utility.

[\*][\*][\*]

```
MAZE.BXY          File #23039          5120 bytes          ProDOS game
.....
                          InternaMaze
                          public domain lo-res game
```

This is an enhanced version of InternaMaze which was first created by Dennis G. Ward and then converted to Applesoft by Bill Fortenberry and uploaded as file #1298 in 1987. I have taken the liberty of making some modifications in it to make it more user-friendly. This version adds the use of lowercase letters and the arrow keys to move through the maze. It also gives you a proper way to exit the program prematurely by pressing the escape key. For more information about it, see the April '94 GENieLamp A2 in the Treasure Hunt column. This continues to be public domain. Enjoy!

[\*][\*][\*]

```
GUILLOTINE.BXY    File #22959          6144 bytes          ProDOS game
.....
                          The Guillotine
                          public domain game
```

This is another older file that I have tried to update and make more user-friendly. Originally titled THE GALLOWS (file #1612, reviewed in the April '94 GENieLamp A2 Treasure Hunt column), it was written by Douglas Konitzer and uploaded on March 29, 1987. It requires an 80 column display.

This "word guess" program displays a guillotine which lowers each time that you select an incorrect letter. Like most games of this type, you are shown a list of the letters that you have selected. The program also tells you whether the word is a person, place, or thing. It comes with a supply of words, but it is fairly easy to change them or add additional ones. The words can be up to 18 letters in length.

This version fixes a few problems. It can now tell the difference between lowercase and uppercase input, which was a problem before. It also now correctly refers to the instrument of doom as a guillotine rather than a gallows. Most importantly, it is now accompanied with a utility program that allows you to input and/or change the words that are used in the game.

Try it out, I think you'll like it. :)

[\*][\*][\*]

CMPTR.TRMS.BXY      File #18271      12288 bytes      Computer quiz  
 .....  
                   Computer Terms Quiz by Charles Hartley  
                   public domain

This is a little something that I put together to use with my computer classes several years ago. Essentially what it does is let you take quizzes on two different sets of computer terms. It is set up in a matching format, that is all of the terms are displayed on the screen and the definition to match is displayed at the bottom. You use the arrow keys to move the cursor to the correct term and then press return. The term is then marked as either correct or incorrect.

Once you finish the quiz, the program displays for you all the terms that you did not know along with their definitions. Then it returns you to the menu where you can choose to take either test or quit.

The program requires 80 column display. Hope you enjoy it.

[\*][\*][\*]

BUNNY.GAME.BXY      File #17118      14336 bytes      Toddler game  
 .....  
                   Gillian's Bunny Game  
                   public domain

In his long description of the upload, Dean Esmay said, "This game was written for a two-year-old. Loosely based on the story of Peter Rabbit, it helps teach keyboarding skills, but is mostly just for fun. The program uses graphics and sound as the player tries to help the rabbit get carrots and avoid the farmer. A doc file is included describing how the program works. Originally uploaded by T.DAWSON, this has been re-uploaded to conform to the .BXY standard to save space and alleviate confusion. No other changes have been made."

In his documentation file that accompanies the program, Gillian's dad said, "Toddlers constantly challenge themselves; they want to feel grown up and share adult experiences. Any parent using a computer sees a lot of this. So it is that an aspiring programmer and a two-year-old daughter are a combination that can lead to only one thing: late night sessions at the Apple as Dad tries to come up with software that will be enjoyable and challenging for his child."

I think it is safe to say that Mr. Dawson has succeeded. :) This rather simple game is the kind of stuff that we should see more of for the 8 bit Apples.

Mr. Dawson goes on to say, "I wanted to give my daughter a program that would contain the positive elements which attracted her, ... the sense of accomplishment for moving an object around on the screen, and pride in using the computer. I wanted to create a game that could challenge yet be easily mastered by a two-year-old, giving positive feedback while minimizing frustrating elements and mistakes. GILLIAN'S BUNNY GAME was the result.

"Requiring only the use of the arrow keys on a IIe or IIc, or the

I-J-K-M keys on a II+, it is easy for a small child to play and needs only minimal assistance from a parent to start. Once your child is familiar with the game, she or he can readily run the entire program, start to finish."

Not only has Mr. Dawson provided us with a neat game for very young children, he has also provided much information in the documentation file to assist anyone who might be interested in learning how the program works from a programming point of view.

If you have a toddler, get this program and check it out.

[\*][\*][\*]

That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]

[FRM]////////////////////////////////////

WHO'S WHO IN A2 AND A2PRO? /

////////////////////////////////////

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\*\*\*\*\*

by Bill Dooley

[A2.BILL]

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| Harold Hislop | Hardware Hackers Hangout        | H.HISLOP  |

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|                                               |           |
|-----------------------------------------------|-----------|
| Apple II RoundTable                           | Page 645  |
| Apple II Programmers & Developers RoundTable  | Page 530  |
| Macintosh RoundTable                          | Page 605  |
| Macintosh Programmers & Developers RoundTable | Page 480  |
| Macintosh Product Support RoundTable          | Page 606  |
| Newton RoundTable                             | Page 1540 |
| PowerPC RoundTable                            | Page 1435 |
| PowerPC Programmers RoundTable                | Page 1440 |

```

////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ What am I still doing here??? Hmmm...could be inertia. :) /
/ Mainly it's the fact that Apple people are by _far_ the /
/ friendliest computer users. /
////////////////////////////////////// PUNKWARE //////////////////////////////////

```

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

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GENieLamp Information

\*\*\*\*\*

- o COMMENTS: Contacting GENieLamp

- o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month  
 \*\*\*\*\* on GENie page 515. You can also find GENieLamp on  
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| RoundTable | Keyword | GENie Page | RoundTable | Keyword | GENie Page |
|------------|---------|------------|------------|---------|------------|
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| Macintosh  | MAC     | 605        | IBM PC     | IBMP    | 615        |

|                |           |      |               |             |      |
|----------------|-----------|------|---------------|-------------|------|
| Apple II       | A2        | 645  | Apple II Dev. | A2PRO       | 530  |
| Macintosh Dev. | MACPRO    | 480  | Geoworks      | GGEOWORKS   | 1050 |
| BBS            | BBS       | 610  | CE Software   | CESOFTWARE  | 1005 |
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- o Current issues of all versions of GENieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

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| GENieLamp TX2 .....       | GLTX2                      |
| GENieLamp A2 .....        | GLA2                       |
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- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: [genielamp@genie.geis.com](mailto:genielamp@genie.geis.com)
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet the GENieLamp staff "live" we meet every Wednesday night in the Digi\*Pub Real-Time Conference at 9:00 EDT (M1395;2).
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

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message, type HHH. At the U#= prompt, type: JOINGENIE and hit the
[return] key. When you get the prompt asking for the signup code, type
DSD524 and hit RETURN. The system will then prompt you for your
sign-up information. Call (voice) 1-800-638-9636 for more information.
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[EOF]
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\*\*\*\*\*

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
\*\*\*\*\*
~ September 1, 1994 ~

- FROM MY DESKTOP ..... [FRM] HEY MISTER POSTMAN ..... [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE ..... [HUM] REFLECTIONS ..... [REF]
Future Rules, Online Grammar. Book Review.
ASCII ART GALLERY ..... [ASA] APPLE ANECDOTES ..... [ANC]
The Apple Pickers. True Stories: DOS 3.3 Master.
THE TREASURE HUNT ..... [HUN] PAUG NEWSLETTER ..... [PNL]
Yours For the Downloading. July/August 1994 Report.

LOG OFF ..... [LOG]
GENieLamp Information.

[IDX]\*\*\*\*\*



FROM MY DESKTOP /

////////////////////////////////////

Notes From The Editor  
\*\*\*\*\*

by Douglas Cuff  
[EDITOR.A2]

COME JOIN US ON GENIE The A2 RoundTable is trying to make it very easy  
\*\*\*\*\* for those of you who don't already have a GENie  
account to join us here. To start with, America Online users who have been  
driven out into the snow can get a special deal (a \$50 credit) when they  
sign up with GENie. They can get a special deal on ProTERM, Spectrum, or  
Talk is Cheap modem software. And they can get a special deal on getting  
Co-Pilot, the offline message processor for the IIgs--for a limited time,  
you can download Co-Pilot free (once you have a GENie account).

If you're reading this copy of GENieLamp A2 on the Internet, you'll  
be interested to know that you can telnet to GENie via SprintNet. Three  
caveats:

- o you must already have a GENie account;
- o you must pay an extra \$2/hour;
- o you can't transfer files (the lines won't be 8-bit clear).

If you'd like to try it out, type the following:  
telnet hermes.merit.edu

You should see the following prompt:  
Which host?

Answer:  
sprintnet-313171

Then you should see the familiar GENie prompt:  
U#=#

Follow GENie's standard logon procedure.

ASCII ART BUGS THE VISUALLY IMPAIRED A visually impaired user has lets us  
\*\*\*\*\* know that the ASCII art in the  
various editions of GENieLamp plays heck with his speech synthesis  
software. For that reason, we've flagged the ASCII art in this issue with  
the phrases "ASCII ART BEGINS" and "ASCII ART ENDS". These phrases are  
right-justified in the AppleWorks version of GENieLamp A2. (In the text  
version, the phrases have a bunch of spaces in front of them.)

If you're visually impaired, let us know if the changes help. If  
you're fully sighted and are distracted by the new phrases, please let us  
know that, too.

-- Doug Cuff

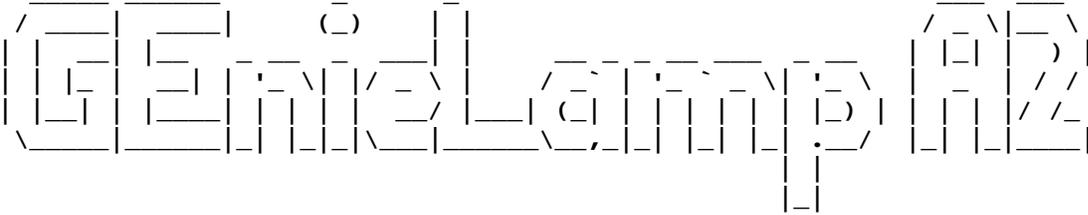
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ASCII ART BEGINS



ASCII ART ENDS

[EOA]  
[HEY]////////////////////////////////////  
                  HEY MISTER POSTMAN /  
////////////////////////////////////  
Is That A Letter For Me?  
\*\*\*\*\*  
by Douglas Cuff  
  [EDITOR.A2]

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>>> A2 POT-POURRI <<<  
\*\*\*\*\*

QUICKIE-C SHIPS... As the matter of fact, we began shipping Quickie-C  
\*\*\*\*\* yesterday (that's Monday, August 15). Depending on  
when you ordered, you'll probably get yours within 3 weeks.

Thanks,

Lowell Erbe  
Vitesse, Inc., Technical Support  
(VITESSE, CAT40, TOP8, MSG:334/M645;1)

...BUT EARLY BUYERS, PAY ATTENTION! After checking the master  
\*\*\*\*\* distribution disk against the files  
which should have been released, then reconstructing events, it was  
discovered that the first 35 or so Quickie-C packages were shipped with the  
wrong version of the QuickieC.NDA file!

It seems that the disk copier found a problem with the original  
master. The master disk was then rebuilt. Apparently, due to a clerical



I'll verify this...

Randy and I were roommates at ICONference. I finally came in the second night after 1 am...ready to crash. Randy appeared shortly after. Then we started talking, and talking, and talking...til 5am. It was delightful, but I was beat. He went to shower before sleep, so I gratefully crawled into bed. When he returned (with a second wind) he continued talking till I feared I would doze off in the middle of something he was saying -- or worse, in the middle of something I was saying. We finally called it quits about 6:45, so he could rest up for his keynote speech at 9 am. :)

|  
-(+)-  
|

...Will (W.NELKEN1, CAT17, TOP16, MSG:217/M645;1)

PETER WATSON ANNOUNCES THAT HE HASN'T MOVED Peter Watson, the author of  
"MS-DOS Utilities, has asked me to pass along an important message."

It seems as if an Australian postal employee closed Peter's post office box by accident. Apparently, some shareware fees sent to him were returned, with a stamped notice that said, "moved, left no forwarding address."

If you mailed Peter a check for MS-DOS Utilities, and it was returned, please re-send it to the exact same address. Thanks...

On a similar matter, the AUSOM BBS in Melbourne was having some major problems for a few weeks, and email to Peter was "bouncing." It seems to be working once again.

Joe (JOE.KOHN, CAT28, TOP4, MSG:310/M645;1)

SPLIT SCREENS IN APPLEWORKS GS This may be common knowledge to everyone  
"but me, but I just found out that you CAN do horizontal & vertical split screens in the AWGS spreadsheet. I have mentioned to many people that one of the things that I really needed in a spreadsheet was the ability to scroll around without losing my row & column labels. I just found out that you can do this by choosing "Set Titles" in the menu."

I feel really dumb for not having tried this choice, but I guess I just thought that that had to do with titles for the spreadsheet when it was printed out & didn't need that. However, no one ever told me that this choice worked to do what I wanted so maybe quite a few people don't know this. Anyway, I thought I'd expose my "duh - ness" just in case there's someone else like me reading this who has the same problem.

BTW, although this is 1 feature that I really need, it does not in any way diminish my enthusiasm for the new Quick Click Calc! That spreadsheet, with better graphing, publish & subscribe, cell notes, and other features has fantastic capabilities! If you haven't gotten it yet, and have any use for GUI spreadsheets, get it right away!

Mark

Each day more amazed at the IIGS!

(Easy to be when simple things like this excite you, eh?)  
(M.KLINE1, CAT17, TOP22, MSG:182/M645;1)

KANSASFEST SHENANIGANS Well, at KansasFest we changed a Mac to say  
"Welcome to the Apple IIGS" and a II infinitum  
logo instead of that picture of a mac. Oh, and a QuickTime version of the  
one and only television commercial for the IIGS. Oh, btw, did I mention  
that this Mac belonged to Apple Computer? ;)  
(T.BUCHHEIM, CAT2, TOP7, MSG:261/M645;1)

>>>> Tim I had forgotten about that Mac. I wonder if the Apple office  
"in Kansas City complained to TomW about that."  
(BINARY.BEAR, CAT2, TOP7, MSG:270/M645;1)

<<<< They probably never even noticed. They had a tape backup, and  
"probably just restored the backup before they even booted from the  
drive. We didn't touch the backup tape. (I'm sure they would have gotten  
mad at Tom had we done that. :)  
(T.BUCHHEIM, CAT2, TOP7, MSG:271/M645;1)

>>>> That could be considered a very \_smooth\_ move, calculated to the  
"Nth degree to increase Apples support of future Fests! Almost as  
smart as the noise bombs of the first night, that almost got us booted off  
campus :(

Now those who spent several hours of their last day at Fest putting  
that computer software back to "normal" know who to thank for the waste of  
their time :)

Doug P (DOUG.P, CAT2, TOP7, MSG:277/M645;1)

BIG RED STILL THERE? I have been trying to call Big Red to order Out Of  
"This World but they don't answer at (402) 379-4680  
anymore. Any idea how they can be reached?

-(Tim)- (T.HOHS, CAT6, TOP3, MSG:355/M645;1)

>>>> Keep trying the Big Red number. I have had problems getting  
"through also but perservered and finally contacted them."

Binary Bear the CoPilot  
(BINARY.BEAR, CAT6, TOP3, MSG:363/M645;1)

>>> HOT TOPICS <<<  
\*\*\*\*\*

WHERE'S APPLEWORKS 4.3? > Randy Brandt has stated a few times already  
"that AW 4.3 has been sent to QC. Could you  
> please enlighten us as to the status of the release of AW 4,3?

I had planned to get the disks duplicated last Friday. Since then,  
the hard drive that contained the master images had died an untimely death.  
Randy is resending the masters to me and I will take a day to verify the  
quality of them and finally they will go to duplication. Hopefully, they  
will be out by this Friday. Meanwhile, can anyone out there use a dead

Seagate ST157N?

Quality Computers --- Power for performance  
(QUALITY, CAT42, TOP29, MSG:479/M645;1)

>>>> > Will all registered users automatically receive 4.0.3  
\*\*\*\*\*

No, AW 4.3 will not be shipped automatically, due to the costs involved. We'll have a free updater available online and through venues like TimeOut-Central, NAUG, and users groups. If you can't get it any other way, you'll be able to order it from Quality for shipping and handling costs.

When a company is making thousands or millions of dollars on a product, the expense of mailing out automatic free updates can be justified. When you're struggling to make a profit, the expense can't be justified.

(BRANDT, CAT17, TOP14, MSG:295/M645;1)

FREE COPIES OF APPLEWORKS 5! Quality Computers is offering free copies of  
\*\*\*\*\* the AW 5 package to anyone who submits a macro or TAPL program worthy of inclusion on the AW 5 disk (as judged by Quality). The macro must be submitted in source code format along with docs. Email your ShrinkIt archives to BRANDT or snail mail a disk to

JEM Software  
7578 Lamar Ct  
Arvada, CO 80003.

Macros must be received no later than September 12, 1994. Judges decisions are correct, final, and relatively infallible.

Suggestion: If you can't think of an awe-inspiring application to create, consider picking a few dot commands and doing a demonstration/tutorial sort of thingie.

(BRANDT, CAT17, TOP18, MSG:14/M645;1)

THE FUTURE OF APPLEWORKS I still hope to get macros working with  
\*\*\*\*\* AppleTalk active, but that won't be until after AW 5. However, if I do get it working, it will be with AW 5.

I'll look into what an Append option would require, and I'll also check into DB custom sorts.

(BRANDT, CAT17, TOP14, MSG:253/M645;1)

My macros work fine with AppleTalk active -- as long as I launch AW4 from ProSel-16 rather than Finder (and have applied the patch you provided to allow me to run UM with AT active).

Simple question (with probably not-so-simple answer): What does ProSel-16 do that allows AW4/UltraMacros to work with AppleTalk? It seems to me that the answer to that question might help solve the problem of how to make UM work right regardless of how it was launched? Has anyone talked to Glen Bredon about this?

(D.CRUTCHER, CAT17, TOP14, MSG:254/M645;1)

...NO APPLEWORKS 6? I like the spreadsheet idea, but the problem there is  
\*\*\*\*\* lack of code space. We've maxed it out, and so even

if there was ever an AW 6 (there won't be), the spreadsheet would be left alone. Remember that we're in essence writing modules that have to fit in about 35k of code space, regardless of how much desktop you have.  
(BRANDT, CAT17, TOP18, MSG:15/M645;1)

AMERICA ONLINE KICKS OUT APPLE II  
\*\*\*\*\*

The following official messages are from AOL:

Dear Member The members of America Online Apple II edition are the foundation upon which the entire America Online service has been built. Starting with the launch of the service as AppleLink Personal Edition in 1988, you have helped us build an online community that now numbers almost 1 million members. I want to thank each of you for your contribution, your support and your feedback over the years.

The computing industry has changed dramatically since those first days of online communications. Apple Computer, Inc. has withdrawn from the Apple II business over the past few years. Many major software vendors have stopped supporting the product over this time period. We have been able to continue our support of our Apple II service so far by incorporating it into the America Online product.

Now we find, with great regret, that we simply can no longer support the Apple II service. It has become commercially impossible for us to properly maintain the product. Many of you I'm sure have noticed a diminished level of product quality in the last few months. Without technical support from the industry, we are not able to add new services, fix existing problems, or prevent new problems. Therefore we have made the sad decision to discontinue the Apple II edition of America Online as of November 1, 1994. In the weeks leading up to this date features of the service you have used in the past may become unavailable or non-functional.

We would like to thank each of you for your long and continued support and, if at all possible, keep you as part of our online community.

If you now have the ability to use America Online on another operating system (PC-DOS, Windows or Macintosh) we invite you to convert your membership to one of these other systems.

For details on the last month of service for the Apple II Edition of America Online, important dates and billing information, please read the other articles on this menu.

We have enjoyed serving you and hope to continue to do so on one of our other platforms.

Sincerely,  
Steve Case

Important Dates The following are the important dates regarding the last service period for Apple II America Online.

Your last monthly fee will be billed to you in September, 1994, based on your usual billing date. No monthly fees will be incurred after October 1, 1994.

You will continue to accrue hourly fees until October 31, 1994.

The last day of service will be October 31, 1994.

Your Apple II account will be automatically canceled as of November 1, 1994. If you wish to transfer your screen name to a new America Online account, you must do so within 6 months.

If you now have the ability to use America Online on a new computer we invite you to open a new America Online account.

When you order your America Online software kit you will receive a free trial membership which includes:

- Ten free hours to explore America Online. Free time must be used within 30 days of your first sign on.
- No monthly fee for the first month
- Unlimited use of the Member Service area

To order your free America Online software kit, please call 1-800-827-6364. We will send you everything you need to try America Online absolutely free.

America Online has the following system requirements:

For Macintosh (v2.5): System 6.05 or later 2 MB of System Ram 3 MB free Hard Drive space

For PC-DOS (v1.6): A PC/XT or higher with 512k or more of memory, a hard drive and an EGA or VGA monitor.

For Windows (v1.5): 386 PC Windows 3.1 4 meg or more memory VGA Monitor Mouse Hard Drive

All versions of America Online require a working, standard phone line and a Hayes or Hayes-compatible modem.

Your Final Bill Your last monthly fee will be billed to you in advance, ..... as usual, during September, 1994, based on your usual billing date. No monthly fees will be incurred after October 1, 1994.

You will, however, continue to incur hourly charges based on your usage for the month of October. You should receive your final bill for any additional connect-time charges on your credit card or bank statement some time in November.

If you have any questions regarding your bill you may contact our billing department by calling our toll-free number 800-827-6364

(A2.LUNATIC, CAT5, TOP6, MSG:1/M645;1) -= Lunatic (:

REACTION TO AMERICA ONLINE'S PERfidY Since America Online has now  
"....." announced they will be terminating  
support of the Apple II on November 1, 1994, I would like to state the  
following:

I will be keeping my America Online account at least until that date. Beyond that date, I may decide to cancel the account. If for some reason you have the urge to email me as sheppy@aol.com, keep this in mind. Fortunately, I'm here on GENie, and you're here on GENie.

But I AM disappointed by AOL's decision (but not surprised in the least -- just this morning, before this was announced, I predicted here on GENie that precisely this would happen within the next few months).

This was just an announcement of my intentions. A similar notice will be posted on AOL tomorrow (they shut the system down for their Monday night maintenance before I could post it there tonight).  
(POWERPC.PRO, CAT13, TOP18, MSG:403/M645;1)

>>>> I very rudely cancelled my personal account. I'll keep the  
"""""" company account and use it from the Macintosh at work. It's a free account anyway so why not.

If I were paying for AOL, I wouldn't stay there at all.

Hail Genie keeper of all platforms big and small:)  
(QUALITY, CAT13, TOP18, MSG:405/M645;1)

>>>> Got a letter from aol today expressing disappointment that I had  
"""""" canceled my membership. They gave me an 800 number and asked that I call and let them know why I canceled and what changes I might suggest.

Reckon I should call? <evil grin>

Charlie (C.HARTLEY3, CAT5, TOP6, MSG:63/M645;1)

>>>> The only reason I did not cancel my AOL account is because I want  
"""""" to see if Steve Case is going to answer my email to him. By the way, for those of you who already left AOL, Mr. Case indicated that it was the MAC that got AOL started. I guess he doesn't realize that when AOL started, it was the Apple II that enabled AOL to really take off.

Ron (RON.ROYER, CAT5, TOP3, MSG:370/M645;1)

>>>> Mr Case needs to quit reading and buying into revisionist  
"""""" history...

-Harold (H.HISLOP, CAT5, TOP3, MSG:372/M645;1)

>>>> I guess he doesn't realize that it was more than a year after AOL  
"""""" started before they HAD Mac support.  
(GARY.UTTER, CAT5, TOP3, MSG:374/M645;1)

LIVEWIRE NOW AVAILABLE FOR IIGS What is LiveWire  
\*\*\*\*\*

Well, it's an online magazine which covers what's going on around GENie...at one time it was published on paper and snail-mailed to GENie users, but now it's available in electronic form only. For several months, they have been doing a multimedia version for Macs and PCs, but now they have a GS version. currently, it's only available in the software library on page 20. (m20;3) it's the newest file in the library, (I forget the number)

called LW9408.IIGS.SEA or something similar to that. Eventually, it will be on the page that lists the other versions, and hopefully it will eventually be on the A2 page. Note that page 20 is free...so don't worry about how long the download is, it doesn't cost anything to download LiveWire. (as long as you're not at 9600 baud, and you aren't using the 800# or surcharged node, and not in prime-time)

I just heard about this today (Saturday) from one of the editors of LiveWire.

(T.BUCHHEIM, CAT2, TOP13, MSG: /M645;1)

>>>> Well, I've finally found my way in here and will try to be a more "regular" regular presence. The second issue is -- well -- lots better than the first, in my opinion. The first was a bit rushed (to say the least), but I had more time on the second to assemble and polish things (little things like coloring the menu fonts and so on). This extra time was thanks to Mary Trzyna for doing a great job on the graphic conversions and rushing them to me. :)

Anyhow, thanks for the positive comments. Oh, and this issue does have a quit button (thanks, Gary). It was something I never thought about until I finished the first issue and suddenly found myself wondering, "Ooops! I don't know how to do that." <grin>

The October issue will utilize the fontload NBA, which Auri let me know about, and I feel suitably dumb for wishing for something that HyperStudio DID have. ;) I apologize for any inconveniences with the fonts, and as of the October issue, these problems should disappear. Thanks, Auri.

While I've used HyperStudio quite a bit in the past, I'm still learning (while trying to make the IIGS version of LiveWire as professional-looking as possible). So any constructive criticism is welcome.

As a side note, there were two issues of the IIGS LiveWire that weren't released (may they RIP), because I wasn't satisfied with the artwork conversions for either. This was NOT Mary's fault (she did an admirable job), it was because the 640by200 resolution just didn't cut it graphically for the pictures. The dithering just looked too dithered, and I personally don't care for dithering to begin with.

June's issue proved to be more of just getting our feet wet, while I actually did manage to finish July's issue. But after a bit of debating with myself, I decided not to release the July issue and to switch to the 320by200 graphic mode predominantly. My most outstanding problem was finding a good font, which the Apple RT staff helped me find in the Studio City font.

The September issue will be available RSN. Enjoy.  
(KMCCANN, CAT2, TOP13, MSG:61/M645;1)

>>> WHAT'S NEW <<<  
\*\*\*\*\*

VITESSE ANNOUNCES ULTIMA FOR THE APPLE IIGS WEST COVINA, CA -- Under  
\*\*\*\*\* license from Origin(R), An  
Electronic Arts(R) Company, Vitesse proudly presents Ultima(R) I, The First

Age of Darkness. This original classic, previously available only for the Apple II, is now available for the Apple IIgs. In addition, this version includes several new features that exploit the capabilities of the IIgs to bring you enhanced music, sound, and graphics.

Ultima I is a fantasy roll-playing game that allows you to enter the ancient world of Sosaria, a once beautiful realm now scourged and plundered by evil, bloodthirsty beasts and creatures. At the root of all this wickedness is Mondain the Wizard, who unleashes his terror unceasingly upon the land. You must aid the inhabitants of Sosaria by slaying the evil Mondain.

You may travel as one of four professions: fighter, cleric, wizard, or thief. You may also adjust various characteristics including strength, agility, stamina, charisma, wisdom, and intelligence. You may then enter the world of Sosaria, where you can interact with others, pick up and carry or examine objects, and combat beasts and monsters.

Samples of scenes from Ultima I for the Apple IIgs are available here on GENie in the Apple II software library. Just enter "Ultima I" as the search string.

Features  
.....

- o Six new, original songs previously unavailable
- o All new art and graphics
- o New digitized sound effects
- o Full on-line help
- o Beginner level
- o Fast game play
- o System 6 aware
- o Save game/Restore game

Ultima I requires an Apple IIgs, GS/OS 5.0.4, or later, and a minimum of of 1MB RAM.

Ultima, Origin, and Electronic Arts are registered trademarks of Origin.

(VITESSE, CAT40, TOP5, MSG:1/M645;1)

<<<<< Ultima is available from Vitesse, Inc. for \$39.95 plus an  
"\*\*\*\*\*" additional \$5 shipping and handling.

(VITESSE, CAT40, TOP5, MSG:3/M645;1)

IIGS/MAC CD NOW AVAILABLE FROM GERMANY The Apple IIGS SIG and Mac SIG  
..... here in Germany have produced a  
joint CD which is available NOW. It contains about 300 MByte worth of  
Macintosh PD and about 200 MByte worth of Apple IIGS PD. It's a plain HFS  
formatted CD you're able to access from Finder without any special programs  
necessary. The price of the CD will be US\$ 43.00, CAN\$ 60.00, resp. AUS\$  
62.00 plus s/h. Shipping the CD airmail with jewel case to the US, Canada,  
or Australia will cost US\$ 10.00, CAN\$ 14.00, resp. AUS\$ 14.50; shipping  
the CD with booklet and inlay card in a 5.25" disk mailer will cost US\$  
6.25, CAN\$ 8.75 resp. AUS\$ 9.00. (I suggest you buy your own jewel case and  
get the CD in a floppy disk mailer...) I will accept cheques in US,  
Australian or Canadian currency, drawn on a US, Canadian or Australian  
bank. Please, add US\$ 2.00, CAN\$ 3.00, resp. AUS\$ 3.00 for cashing fees.  
So to get the CD in a floppy mailer, send me a cheque for US\$ 51.25, CAN\$

71.75, resp. AUS\$ 74.00; to get it with jewel case, send me a cheque for US\$ 56.00, CAN\$ 77.00, resp. AUS\$ 79.50. (Other currencies and countries, please ask.) Guys living in Europe send me an Eurocheque for DM 80.00 (CD with jewel case). Within Germany the price will be DM 72.00 (for nonmembers of AUGÉ).

A catalog of the IIGS part of the CD is file # 22701 in the A2 Library.

Send your cheques to:

Udo Huth  
Leipziger Str. 16 a  
38329 Wittmar  
Germany

Udo - ... just a IIGS freak -  
(U.HUTH, CAT20, TOP15, MSG:79/M645;1)

BEV'S FREE PATCHER TEXAS II announces the release of Bev's Free Patcher, a TimeOut application that applies 78 (count 'em) patches to AppleWorks 4.02 and 4.3 or later.

Here's how to obtain Bev's Free Patcher:

If you are a TEXAS II on Disk subscriber, do nothing, and the Patcher will be mailed to you within a week. Disk 11 also contains TO.WP.Defaults3 for AppleWorks 4.3, and Roger's Patcher, a patch you'll certainly have fun with because we sure had fun writing it.

\_\_\_\_\_ If you are not a TEXAS II subscriber, send \$10.00 for a disk containing Bev's Free Patcher alone. The \$10.00 covers the disk, mailing, and license to distribute copies within your community to your friends and members of your user group.

\_\_\_\_\_ If you are a TEXAS II subscriber, you can obtain the distribution disk for your user group members and friends for \$5.00 instead of \$10.00. So if you are a user group, it might be to your advantage to seek out a member who is a TEXAS II subscriber (you won't have to look far) to order the master disk for your group.

\_\_\_\_\_ If you are a user group, tell us who you are, and how many members actually attend meetings. We will send you that many copies (up to 12; additional copies may be made by you) of the current issue of TEXAS II, "An Interview with Randy Brandt," which has been our most popular and most commented-upon issue ever.

\_\_\_\_\_ Specify 3.5" or 5.25".

No credit cards please, but checks in any currency are accepted with an additional \$5 U.S. equivalent collection fee. This will be the only announcement we make on GENIE. If necessary, please make a copy of this message for future reference.

Kingwood Micro Software  
2018 Oak Dew  
San Antonio, TX 78232-5471

Questions? Call (210) 490-6373  
GENIE:B.Cadieux@genie.geis.com

(B.CADIEUX, CAT13, TOP15, MSG:372/M645;1)

A2PRO TO BE KEEPER OF THE CODES    ][ think something can be done about  
"\*\*\*\*\*"                            creating a new "Incoming Fax" code. It'll  
certainly be a good idea once these things get off the ground.

                                      -= Lunatic        (:  
                                      (The new official  
                                      keeper of all Apple  
                                      II types/IDs/codes)  
(A2.LUNATIC, CAT38, TOP15, MSG:22/M645;1)

>>>>    You mean as in file type / auxtype assignment?? (I hope I hope I  
"\*\*\*\*\*"    hope :)

          If so, I need to know what you need before assigning a filetype &  
auxtype (new volume archive format that I've been working on)

-Harold  
Resident Solder Slinger  
                                      (H.HISLOP, CAT38, TOP15, MSG:23/M645;1)

>>>>    Yeah, A2Pro will be handling filetype/auxtype/sound  
"\*\*\*\*\*"    code/resourcetype/etc assignments in the very near future,  
officially.

Eric Shepherd  
PPCPro -- Put the POWER in PowerPC  
(POWERPC.PRO, CAT38, TOP15, MSG:24/M645;1)

APPLE II ROUNDTABLES RENEW SUPPORT OF THE APPLE II    GENIE SERVICES, 1994  
"\*\*\*\*\*"                            AUGUST 12 (A2) -- The  
Apple II RoundTables on GENie (A2 and A2Pro) today announced the next step  
in their growing support for the Apple II line of computers. New  
announcements included: A special GENie sign up deal for former Apple II  
AOL customers; and special deal on modem software arranged with all the  
major publishers of Apple II telecommunications programs for America Online  
users; the release of a new version of an Apple IIgs-specific offline  
navigator program for GENie; and the assumption of the assignment of all  
official file types and all other types, codes, and IDs for the Apple II  
from Apple Computer, Inc. All are just the start of the Apple II  
RoundTables' continuing drive to carry the torch of worldwide Apple II  
support into the next millennium and beyond.

Starting immediately, all former America Online (AOL) Apple II users  
may sign up for GENie under a special deal provided by the Apple II  
RoundTable which grants those users \$50.00 worth of online credit during  
their first month online. (Details below.) AOL's support for their Apple  
II software will be ending on November 1st, 1994.

At the same time, an improved version of CoPilot, an Apple  
IIgs-specific offline navigator program for GENie, is being made available  
for as freeware to all Apple II users. CoPilot v2.5 allows users to  
automate all of their online tasks on GENie, saving them time, money, and  
effort. When using CoPilot, all of the users' work is done offline, and  
the program then transfers all of their data to and from GENie in the least  
amount of time possible. This comes on the heels of the release of GEM  
4.22 last month, a similar navigator for 8-bit Apple II systems.

## Apple II Computer Info

Upon signing up for GENie, all former AOL Apple II users will be eligible for a special deal provided by the Apple II RoundTable for reduced prices on the three most popular Apple II telecommunications programs: Spectrum for \$65.00 (+\$3.50 s&h), Talk is Cheap for \$20.00 (s&h included), and ProTerm 3.1 for \$45.00 (+\$5.00 s&h). In addition, purchasers of the ProTerm package on this special deal will receive a free disk containing both Co-Pilot and GEM, the two most popular Apple II-based GENie navigators. (Details below.)

Technical support of the Apple II line of computers on GENie is growing as the Apple II RoundTables take over the official assignment of all Apple II file types, resource types, font IDs, sound codes, request codes, and all other similar types, codes, and IDs from Apple Computer, Inc. All third party Apple II developers will now send their requests for assignments to the Apple II RoundTables, at the address A2PRO@genie.geis.com. The technical support provided by the Apple II RoundTables is expected to grow with the publication of Apple II technical documents and additional third party developer assistance programs.

"We are dedicated to providing worldwide online support for the Apple II line of computers for as long as Apple II computers exist," said Dean Esmay, president of Syndicomm, the company that runs all the Apple computer RoundTables on GENie. "These new offers and programs are just the start. While other online services are eliminating their Apple II support or allowing them to languish, we are continuing to increase our support. We're even hard at work on a full-blown graphical front end, which we hope to have available by the end of 1994." he added.

Established in 1985, GENie Services is one of the fastest growing online information services in the country. GENie is offered by GE Information Services (GEIS), a division of General Electric Co., USA. GENie and GEIS are headquartered in Rockville, Maryland.

For more information about GENie, call 1-800-638-9636, e-mail [feedback@genie.geis.com](mailto:feedback@genie.geis.com), or write:

GENie, c/o GE Information Services, P.O. Box 6403, Rockville, MD 20850

Syndicomm, the parent company of the Apple II, Macintosh, PowerPC, and Newton RoundTables on GENie, was formed in 1993 by Tom Weishaar and Kent Fillmore. Now owned and operated by Dean Esmay, Syndicomm continues to expand its online support of a variety of computer platforms and services. It is headquartered in Shreveport, Louisiana.

For more information about the special Apple II GENie sign up and telecom program offers by the Apple II RoundTables, e-mail [a2.help@genie.geis.com](mailto:a2.help@genie.geis.com). For more information about the Apple II technical support provided by the Apple II RoundTables, e-mail [a2pro.help@genie.geis.com](mailto:a2pro.help@genie.geis.com). (Or, see below.)

(Lunatic E'Sex/19940812/Press Contact: Dean Esmay, 313-424-3970, President, Syndicomm)

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To receive the special GENie "Apple II Forever" signup offer, made in the

wake of AOL's cancellation of their Apple II software support, take the following steps:

1. Set your communications software for half-duplex (local echo) at 300, 1200, or 2400 baud. Recommended communications parameters 8 data bits, no parity and 1 stop bit.
2. Dial toll-free in the U.S. at 1-800-638-8369 (or in Canada at 1-800-387-8330). Upon connection, type HHH (Please note: every time you use GENie, you need to enter the HHH upon connection)
3. At the U#= prompt, type JOINGENIE (or IAMCOOL) and press <Return>
4. At the offer code prompt enter DHG528 to get this special offer.
5. Have a major credit card ready. In the U.S., you may also use your checking account number. (There is a \$2.00 monthly fee for all checking accounts.) In Canada, VISA and MasterCard only.

Users who sign up using this offer will pay the standard \$8.95/month fee, which includes four hours of connect time. They will also receive an additional \$50 credit, which can be used anywhere and at any time on the GENie system. This offer, made in the wake of America OnLine's cancellation of Apple II software support, expires 12/31/94.

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If you're an Apple II user interested in receiving the special deal on Spectrum from Seven Hills, Talk Is Cheap from Don Elton, or ProTerm from Intrec, must send GE mail to the address SYNDICOMM. This mail must specify that you are interested in receiving our special deal on modem software, and which of the three packages you wish to receive. Your mail will then be forwarded to the appropriate company, which will ask you for further information.

Spectrum from Seven Hills is available for \$65 + \$3.50 shipping and handling through this special offer.

Talk Is Cheap from Don Elton is available for \$20 through this special offer. This includes shipping & handling within the U.S.

ProTerm is available for \$45 + \$5.00 shipping and handling through this special offer(\*).

This offer is made as a show of support for the Apple II community in the wake of AOL's Apple II software cancellation. Any of these three programs can be used in conjunction with Co-Pilot or GEM, the freeware Apple II off-line navigators for GENie.

- \* - Those who purchase ProTerm through this special offer will also receive a free disk containing the latest versions of both GEM and Co-Pilot.

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Please, feel free to re-post this information anywhere that you think people would be interested. We'd like to see it distributed as widely as possible. We figure a lot of people will probably be pretty down in the

wake of AOL's announcement, and we'd like to give 'em something to cheer 'em up! :-)

Dean Esmay (SYNDICOMM, CAT2, TOP27, MSG:32/M645;1)

>>> THROUGH THE GRAPEVINE <<<  
\*\*\*\*\*

QUICK CLICK DATA? Databases seem to be a popular item, so I'm going to  
\*\*\*\*\* give you some first impressions about them and look for  
some opinions.

First, the idea of doing a text database on an Apple IIGS leaves me cold. It would take a lot of convincing to get me to even consider this.

Beyond that, there seem to be two distinct kinds of databases to fill two distinct kinds of need.

One kind is a full programmable database. These programs, like 4th Dimension, are really specialized programming languages, not user-oriented databases. Right from the box, it would be difficult for the average user of, say, AppleWorks GS to do anything useful with such a program. Developing a useful programmable database would be a long, expensive project that would be useful to a relatively small number of people, so the price would have to reflect that. I doubt I will do one like this, but you can convince me otherwise.

Another kind of database is the user database, like the one in AppleWorks GS. AppleWorks GS doesn't carry things as far as they can go with this sort of design. (That's not a criticism; AppleWorks GS is a useful program as it stands.) This is what I'd be most likely to do. So, start with what you see in AWGS and add the following:

1. More flexible selection rules.
2. More extensive field search rules.
3. Publish & Subscribe.
4. Encryption.
5. Better display of records, allowing free-format "cards" for the records that allow you to move, resize & color fields more or less like a CAD program.
6. Ability to include non-text data, like digital recordings, pictures, movies.
7. Printing rules that allow formatted records to be printed in a variety of layouts. Thing of this: Create a picture on a small card, and add name & address fields. Plop them down on a page & print. You get a page of mailing labels with a logo.

I think something like this is reasonable to develop, can be sold for under \$100, and, I hope, would have a wide appeal. I'd like to hear your opinions, though.

Mike Westerfield (BYTEWORKS, CAT45, TOP3, MSG:139/M645;1)

QUICK CLICK WORD? There seems to be a lot of talk about word processing.  
\*\*\*\*\* It ranges from people who basically want EGO Ed with  
multiple rulers to folks who want Microsoft Word or Word Perfect for the  
GS--and they want it for less that \$100, too. :)

My intent with the Quick Click Calc series is to produce a line of software which is a step above the kind of software you find in intergrated applications like AWGS or Microsoft Works 3.0. All will work with each other, and all will support The Manager. I have no current plans to create an integrated application, nor do I particularly think that's needed as long as The Manager works well with the applications.

With these things in mind, assuming I do a word processor, here's some of the features you folks mentioned (and a few you didn't) that I would be likeky to include:

- Full support for the Apple desktop metaphor
- Selection of any font, color, size or style
- Insert pictures
- Insert movies
- Support speech
- Support subscribe to QCCalc
- Multiple columns
- Headers & Footers
- Index generation
- Table of contents generation
- Sections (these allow multiple formats on the same page; sort of a poor-man's page layout)
- Print preview
- Spell checker
- Multiple rulers
- Footnotes
- Imorting a few formats (Not AWGS--they don't know what their own formats are!)
- Exporting through a few standard formats
- Encryption
- Print merge with a QC Database
- Jsutification & tabs, various kinds, via rulers
- Split screen
- Character/Word/Line/Paragraph counts

Here are some things I almost certainly would not include:

- Macro language
- Thesaurus
- Importing for every format under the sun
- Grammar checker
- Outliner
- Built-in graphics editor

So, given that list, would you:

1. I'm not interested in a word processor--write something I care about! (Name it.)
2. I want a word processor, but this doesn't fill my needs.
3. I'd probably buy it, but I really want Microsoft Word, and I still want it for under \$100.
4. This is great--where do I sent the check?

(Street price for all Quick Click programs is <\$100.)

Mike Westerfield

(BYTEWORKS, CAT45, TOP3, MSG:204/M645;1)

MONITOR STYMIES LUGGABLE IIGS It's not that the line is that long....  
"\*\*\*\*\*" I can't build any more in the Otrona case unless you don't care about the monitor. I have no more 4" composite monitors. Havn't been able to find anymore. That is the only size PCB that will fit in there. (the area for the monitor PCB to fit is about 3.5" x 6" or so.) Thats it.

Now... if you want to use (and you have) an item such as a Kaypro or Compaq type case, I can help you. Otherwise, if you (Joe) look around up there for a 4" open frame type, +12VDC Composite input monitor assembly, I can help you get one built. (Using the Otrona case, I have one here)

The hardware needed to build one of these is as follows:

IIGs CPU with:

InnerDrive (This becomes the power supply) (A Vulcan will do, but I like the AI P/S better, no heat sinks to worry about mounting, and it's lasted me since Joe saw it so it must be suitable!)

SCSI Card, preferably a RAMFast Rev D, (Size is the main factor, although I have an Apple High Speed SCSI)

RAM Card. 4 Meg, since your not going to want to go inside there too much just go for the gusto and get it over with. It needs to be a small type card. AE GS RAM III is the best, but also most expensive in a 4 meg configuration. Also good is the Harris Labs GS Sauce & Pacemark (Q-RAM) GS RAM SIMM card. The GS Sauce is actually to long, but because it's a low profile card, it fits. The Sequentail Systems RAM GS misses by 1/8th an inch in the Otrona case. I actually had the OctoRAM in there for a while, but the thing blocked slot 7 because I had to bend the card out of the way. The Sequential card did the same thing when used with the Otrona case. If a Compaq/Kaypro box is used the RAM & SCSI card size limitation isn't as bad.

Hard Disk: It will need to be an Quantum ELS or similar variety. A 2.5" drive will work even better! No full size 3.5" drives or old types should be used, as the heat generated will probably cause some trouble.

3.5" External Drive & a Mac II fSE/II Floppy mounting bracket. (I've got plenty of the brackets. A PS/2 Faceplate is optional) The drives LED and eject swith will be used in the assembly.

Misc Descrete items:

12" of ribbon cable (25 pin or more) rubber feet, a few sizes, about 20 are needed. These are the "bailing" wire for the entire operation. Spacers, DB 25 Male and Female crimp connectors, wire ties, 6/32 screws, etc. and about 10 fiberglass cutwheels for the Dremil.

If you wish a "matching" keyboard, one will have to be sacrificed to the Dremil, as the numeric keypad will have to get chopped off if it is to fit on the front.

Of course, there is more. A well stocked PC/CLone shop is a handy thing to have nearby when you attempt things like this, as they are an invaluable source for things like rubber feet and spacers/stanoffs and other Tiwanese made small parts that you just couldn't do without. :)

Using an Osborne case is out of the question. The way the thing holds itself together prohibits cutting into the frame, and without doing this you would not be able to have any cards installed.

Thats about it. If you have either a 4" composite monitor. (even if the tube is broken, the PCB is all I need, I have CRTs) or a Compaq/Kaypro case you want to use, (I can use the 9" monitor I mentioned earlier in those we can get started on making anyone who wants one their very own). Of course, Joe is first. :)

BTW: The monitor type, to be a little more specific, they are usually a small metal frame assy, and the PCB has a 10 pin edge connector. The common variety are TTL input. Some will take a 75 ohm composite signal. Thats the kind I need. The TTL one won't work. Unless someone has a small circuit (one IC) that will convert composite to TTL. I tried a few various chips and wasn't able to get it to work with desirable results.  
(T.DIAZ, CAT46, TOP3, MSG:32/M645;1)

DESK ACCESSORY SPELL CHECKER? Keep the faith on an NDA spellchecker from  
"Softdisk. The "shuffling/departure of  
programmers" hasn't affected this (except possibly to delay it a bit). If  
anything, you're more likely to get the finished product in the future than  
you have been for the past year and a half (because some with the departure  
of every programmer, you must remember that a new programmer has come in;  
and all I'll say is, that isn't necessarily a bad thing... :)

-G.T. Barnabas (BARNABAS, CAT28, TOP7, MSG:94/M645;1)

PARKHURST MICRO PRODUCTS' PMPFAX SOFTWARE As the name implies, this new  
topic will be used to talk  
about what you people would like to see in a send/receive fax package for  
the Apple IIGS. I'm currently working on a package right now, so it would  
be a great time to give me suggestions before I'm finished. Since I don't  
have a lot of experience actually using fax software on other platforms,  
let me know what features you liked in other software packages and what  
features you maybe \*haven't\* seen that you'd like in this package.

Since I've only been working on this for less than a week, there's no  
finally release date, price, or availability information, since nothing as  
of now actually exists. :) But I really do need your input, so let me  
know what you'd like.

Currently, I'm going to be including the following: send/receive,  
support for class 1 and 2 (and possibly 2.0 if I can find the specs), fax  
log and phone directory, user-created cover sheet (give me some suggestions  
as to how you'd like this implemented), executed as a control panel and/or  
NDA, will patch the Print Manager to allow you to "print" faxes from any  
application that uses the Print Manager...

Please continue along with the suggestions. Also, if anyone has actually programmed an application that talks to G3/Class 1 fax modems, I'm always open to advice... :)

Paul (PMP, CAT38, TOP15, MSG:1/M645;1)

<<<<< Well, so far, all I've gotten finished is the Class 1 driver. Class  
"\*\*\*\*\*" 2 isn't standard, and Class 2.0 has just come out.

Fax polling should be pretty simple, as will passwords and the like. What I thought instead of a "Fax" printer driver, would be to just patch the Print Manager directly and give you the ability to fax or print, no matter what printer driver you happen to be using. This would be easier than having to go into the control panel and change your printer to "fax" and have to redo all of your pages and such to conform to whatever paper sizes I'd have to include in the driver, etc. I've already done part of this and I can get ahold of the print record and other information so it shouldn't be that big of a deal.

One other thing... how would you like fax receive to work? Should it be a self-starting CDev when working in the desktop? That is, when it hears the phone ring, it will automatically bring up a system window and try to answer the fax. I could try to have it work entirely in the background, but timing with faxes is sometimes critical.

Any more thoughts, let me know...

Paul (PMP, CAT38, TOP15, MSG:5/M645;1)

<<<<< So far, I've got my GS sending class 1 faxes. I've been spending  
"\*\*\*\*\*" my time on the desktop interface, so the PMPFax CDev will now save print jobs to disk (so I can later send them). My next step will be to get the send program working with the new document format (I was sending PIC files just to get my routines down, so now I'll have to modify the program to send Apple Preferred files).

I was planning on having a polling option so you can call up fax depositories and the like, as well as having timed fax sends and the like. Any other ideas, just keep 'em coming.... :)

Paul (PMP, CAT38, TOP15, MSG:35/M645;1)

FAXPLOSION SOFTWARE IN DEVELOPMENT      okay, here's the official info, from  
"\*\*\*\*\*"      the sheet handed out at Kfest:

FAXplosion (Development Name)

~~~~~

by Richard Wifall

Planned features include:

- o Class 2 faxmodem support.
- o NDA for receiving faxes.
- o Printer Driver for sending faxes. (Send faxes from any program that supports the print manager.)

- o Support for silent answer. (Answering machine and faxmodem share the same line!)
- o Delayed faxing.
- o Batch faxing.
- o Fax manipulation tools including scaling, rotating, printing, and conversion to APF.
- o Custom serial drivers.

If you are a software publisher interested in publishing this product or for more information contact:

E-mail:

rwifall@nmsu.edu

Snail-mail:

Richard Wifall
11500 Tahiti Pl. NE
Albuquerque, NM 87111

That's the official information sheet, as distributed at Kfest. I wasn't lucky enough to get to see the program, but everyone says it works great.

(T.BUCHHEIM, CAT10, TOP9, MSG:166/M645;1)

CONTACTS GS I have some good news and some weird news to report about
"*****" Contacts GS, and its imminent re-release. First the weird news...

As you remember, when last we spoke about Contacts GS, I'd commissioned Will Nelken to create TimeOut Modules for use with importing and exporting the Contacts GS data file back and forth between Contacts and AppleWorks Classic.

I guess you could say that I've been the beta-tester for the TimeOut Modules, and it has not been a fun summer. As soon as Will generated some new code, I could promptly "break it." It seemed as if we were making no progress, until a very weird thing happened this past Friday.

Will is developing 3 different versions of the TimeOut modules. I tried testing out the version that works with AppleWorks v3 and UltraMacros 4, and realized that I'd better install UltraMacros first. Try as I might, I couldn't. The Installer kept crashing.

Quite odd, I thought.

So, I called Quality on Friday, and a duplicate set of UM4 disks arrived today. I decided to not only install UM4 onto AW3, but to go back and re-install it on AW 4.0.2. I did.

Now, for the good news....

B-I-N-G-O !!

I discovered that TimeOut ContactsMover works just fine.

There's just one minor tweak to the AppleWorks 3.0/ UM 3.x version,

and then the Contacts GS package will be completed.

I'm breathing a whole lot easier.

And, so is my copy of AppleWorks v4.0.2. Strange error messages that I've been seeing for months have magically disappeared.

Apparently, the copy of UltraMacros that I purchased last December was the cause of all my AppleWorks v4.x problems. Unbelievable! Who would have ever imagined? Did I ever verify the UM disk? No.

Joe Kohn (JOE.KOHN, CAT28, TOP5, MSG:49/M645;1)

...AND TIMEOUT CONTACTSMOVER What Will Nelken has done is to create 3
"....." totally different versions of TimeOut
ContactsMover. Depending on which version of AppleWorks you are using will
determine which version of ContactsMover you'd install.

I guess that you could say that we are operating under the assumption that not everyone has upgraded AppleWorks to v4.x, and we wanted to provide support for those still using AppleWorks v3.0.

So, 2 of the versions of TimeOut ContactsMover are actually for use with AppleWorks v3.0. One version supports UltraMacros 3.x, while the second version supports UltraMacros 4.x. To use either of those with AppleWorks v3.0 does require that you own UltraMacros.

The TimeOut ContactsMover version for AppleWorks v4.x requires nothing extra, as AppleWorks v4.x already has an UltraMacros "player" built in to the system.

TimeOut ContactsMover moves data back and forth between AppleWorks and Contacts GS; it's a 2 way street. If you currently maintain an AppleWorks name & address database, you can use TimeOut ContactsMover to automatically convert that database into a format that is instantly recognizable by the Contacts NDA. It does everything for you, including saving your newly created Contacts data file in the proper sub-directory.

On the "other side of the 2 way street", TimeOut ContactsMover will convert your already existing Contacts data file into an AppleWorks database, and from there, you can easily generate mailing labels, reports, lists, etc.

TimeOut ContactsMover makes Contacts GS a much more flexible program.

What Will Nelken has created in TimeOut ContactsMover is quite impressive and quite flexible. Using it, you can not only create a brand new Contacts GS data file, but you can even append the one you already have, all from right within AppleWorks. And, it does it right before your eyes. Quickly and effortlessly.

Using Contacts GS data with other programs is not restricted to AppleWorks Classic. You can seamlessly and easily load all the Contacts GS data, for example, into Addressed For Success, DB Master, or any word processing program of your choosing.

The above should not be construed in any way to mean that you need to own AppleWorks or Addressed For Success to get great value from the

Contacts GS New Desk Accessory. In and of itself, Contacts GS is a stand-alone product (well, as "stand-alone" as a New Desk Accessory can be). As a name and address database in New Desk Accessory format, it's quite convenient and handy. As an example, I'm typing this off-line using Co-Pilot, and I can easily access Contacts GS right this second from the Apple Pull Down Menu, and find out if *you* are a SSII subscriber.

As I said way-back-when, Contacts GS is my first software publishing venture, and I just wanted to "do it right." I wanted to add as much value and utility and functionality as was possible. Did Contacts GS need TimeOut ContactsMover? No. Does TimeOut ContactsMover add value and utility and functionality to Contacts GS? Absolutely.

Joe Kohn (JOE.KOHN, CAT28, TOP5, MSG:53/M645;1)

ONLINE GENIE FRONT END FOR IIGS /-actually, there is a considerable danger of a hacker breaking into the system if all the information about the underlying software is publically released. However, once you do have a proper working relationship with GENie and they know that they can trust you, they will give you the information (as we in the Apple II RoundTables have, and are using it to develop a full desktop IIGs front end for GENie -- it should be out by the end of the year).

(A2.LUNATIC, CAT5, TOP6, MSG:79/M645;1) -= Lunatic (:

>>> MESSAGE SPOTLIGHT <<<

Category 5, Topic 6
Message 152 Sat Aug 20, 1994
M.JAMES10 [MARJAM] at 19:09 EDT

Greetings Dan,

In reference to your friend on AOL who is intimidated by GENie...She's right! GENie is much less user friendly than AOL or Delphi. I'm looking at a stack of papers next to my computer that explain how to get around GENie. 26 pages to learn CoPilot navigator. 23 pages from Category 1 explaining how GENie the Apple Bulletin Board is set up. 26 pages from Category 1 for new users on how to get around the Apple area of GENie. 67 pages of the GENie Manual for Apple II Users.

GENie is EXTREMELY INTIMIDATING for the average computer user that doesn't know the online language of bulletin boards, online services, etc. "User Friendly" GENie is not (in terms of ease of navigation). I much prefer a GUI type of interface that I can point and click.

There are only 2 ways your friend will use GENie.

- (1) You sit down and show them how to navigate. Not once but several times.
- (2) When AOL folds and they default to GENie. I don't know about Compuserve but Delphi is much easier to navigate.

I've been lurking in GENie for a long time trying to get the hang of it. I've found people online in general are the high end users who feel comfortable with this medium. I (as is your friend) am not one of those people.

I left Delphi and came to GENie because I really like my GS. I'm just a beginner who didn't need access to Internet because it's big, complex, and was too much at once.

The "PEOPLE" on GENie are much more user friendly than Delphi. They love the Apple II and are quick with an answer, even if their answers are over my head.

When I was on Delphi, there was a guy named Chuck Orem who could shift down and tell me too: ...turn the knob right, OK click the mouse, yes...now pull down the file menu...and all this while we were online, don't know how he did it? He also had me call his home if I didn't understand. If your friend can find someone on GENie to do that they will be here for life.

Sorry for the long post but I can really empathize with your friend, I'm a cement head among A+ students that are very sincere about helping me but forget that I don't know their language (computer-eze).

If your friend wants some help navigating GENie, drop me an e-mail note and I'll walk them through the steps as far as a beginner can over the phone or via GENie. My e-mail address is M.JAMES10. I'd rather not post my phone #. Wish I had someone willing to do that when I started at GENie. THAT WOULD BE AN EXCELLENT THING TO POST ON PAGE 645!! Need a GENie mentor? Type # 23 and someone will contact you by voice phone, cool.

Mark James

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////

HUMOR ONLINE /

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Fun & Games On GENie

by Joe Kohn

[JOE.KOHN]

>>> FUTURE RULES FOR ONLINE GRAMMAR <<<

DATELINE: WASHINGTON, DC

APRIL 1, 2006

The Federal Telecommunications Bureau has just released a new set of guidelines that establishes nationwide norms for electronic mail communications.

Effective immediately, two new governmental departments are being formed to combat abuses involving online communications: The Department of Grammar Abuse and The Department of Typographical Errors.

Beginning early next year, government agents will start monitoring all online electronic mail correspondence, and will prosecute all United States citizens who include grammatical and/or typographical errors in their "private" correspondence.

The Government of the United States will no longer stand for its citizens to commit crimes against the English language. The first infraction will be dealt with harshly. Those who commit grammar crimes will be tortured--their computer equipment will be seized and replaced with aging and obsolete PowerPC's computers from Apple Computer Inc, the Taiwanese company that currently produces computerized kitchen utensils. (Note: Prior to The Great Takeover of 1995, Apple manufactured the poorly made and highly unpopular PowerPC computers.)

A second offense will result in imprisonment at the Federal Grammar Improvement Center.

Third time offenders will be treated much more harshly. They will be imprisoned and forced to watch non-stop re-runs of "The John Sculley Comedy Hour" TV show that aired briefly in late 1997.

In a joint statment issued to the press, President Amy Carter and Vice-President Chelsea Clinton said, "The time has come for us to put aside personal and individual freedoms in the quest for better grammar!"

=30=

(JOE.KOHN, CAT2, TOP7, MSG:420/M645;1)

[*][*][*]

[Joe Kohn is the publisher of Shareware Solutions II, a bi-monthly newsletter about the Apple II, and has a part-time lecturing position in GENie's A2 RoundTable, whether the denizens--or even the administration--of that RoundTable like it or not.]

[EOA]

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REFLECTIONS /

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Book Review

by Phil Shapiro

[P.SHAPIRO1]

DOING BUSINESS ON THE INTERNET:

HOW THE ELECTRONIC HIGHWAY IS TRANSFORMING AMERICAN COMPANIES

by Mary J. Cronin

(308 pages, softcover)

Publication date: 1994

Publisher: Van Nostrand Reinhold
115 Fifth Ave.
New York, NY 10003

ISBN: 0-442-01770-7

Price: \$29.95

Walk into any bookstore and you're bound to find a shelf with at least a dozen books covering the subject of business management and efficiency. Nearby you'll find a shelf overflowing with new books about the Internet.

Until now these two shelves of books had little in common. "Doing Business on the Internet" is the first book to link these two related topics.

The author of the book, Mary J. Cronin, works as the university librarian at Boston College, and teaches information management at Boston College School of Management. She brings to the subject the well-informed mind of a librarian, tempered with the pragmatism of someone closely familiar with real-world business practices.

The result is a book that is highly readable, yet meticulously referenced and footnoted. "Doing Business on the Internet" is must reading for information managers in companies large and small. The book also has an audience with persons who have a general interest in the socio-dynamics of online communications.

The Nature and Scope of the Book "Doing Business on the Internet" was written to persuade as well as describe. The heart of this tome is a series of case studies describing how companies are using the Internet. To assemble these case studies, Cronin visited and communicated with information managers known for evangelizing the benefits of Internet connection within their companies. She then conducted follow-up interviews via electronic mail. The results of her investigations are assembled with an aim to persuade as well as describe.

To persuade what? To persuade businesspeople that a whole slew of unforeseeable benefits can arise by connecting their employees to the Internet.

The central thesis of this book is aptly illustrated in the section where Cronin explains how IBM was at first reluctant to offer Internet access to its employees. You would think that a behemoth computer company would be the first to comprehend the benefits of Internet access. Not so. Until a few years ago the prevailing attitude at IBM was that everything that IBM employees needed to know could be found on IBM's internal company networks.

These days IBM managers have arrived at the more enlightened point of view that there may be times where valuable information and ideas could

possibly exists outside IBM's internal company networks. In those rare instances, it could be useful for IBM employees to conduct searches on the Internet.

Information as the Fundamental Building Block of Business Cronin starts
"....." with the basic principle that, "information is the fundamental building block of any type of product or service." She then goes on to discuss how information can provide a crucial competitive advantage: "Executives have long recognized the importance of information for competitive advantage.... In order to make better decisions, chief executives and top level managers require fresh information about trends in the economy and the marketplace, about the activities of competitors, new developments in technology, and new product opportunities."

In the information age, to be informed is to be armed with knowledge. And a primary way of becoming informed these days--is to be connected to the Internet.

Improved Communications with Customers The Internet offers more than
"....." information and ideas, though. The net can help forge new ties between customers and companies. Since the cost of sending electronic mail is far less expensive than the cost of a phone call or letter, companies can use e-mail to communicate regularly with prospective customers as well as with established customers. Indeed, companies can set themselves apart from their competitors by making it a practice to respond promptly and thoughtfully to "external e-mail." In Cronin's words: "If a company decides to distinguish itself through the quality of its customer service organization, the network can be a decisive asset in achieving this goal."

Of course, communicating with customers is a two way street. Customers benefit by getting answers to their questions. But companies also benefit by getting speedy feedback about their products or services. The Internet provides a new type of "intimacy" between company and consumer. In a very real sense, the Internet can help establish bonds of cross-loyalty of a new order. While some companies may cringe at the invariable "closeness of contact" that results, Cronin astutely observes: "Getting closer to the customer is probably one of the most important benefits of using the network."

Computer-Assisted Journalism Manufacturing sector companies are not the
"....." only ones to benefit from closer customer contact. News providers are also reaching out for closer contact with customers. Cronin tells how The Boston Globe newspaper has started a regular column on electronic communications, and regularly includes the newspapers' Internet address to solicit reader feedback. Journalists can then get direct and immediate feedback to their stories. And the journalists themselves can use such feedback to become better informed about happenings in their local community.

Along similar lines, the Washington Post newspaper has initiated a regular column covering oddities on the Internet. This same newspaper has taken to including the Internet address of reporters at the end of articles. USA Today currently accepts letters to the editor via Internet electronic mail. (Internet address: usatoday@clark.net)

Cronin goes on to tell about a radio station in San Francisco, KKSF,

that has set up a gopher on the Internet. Listeners of this station can access a playlist of songs on the gopher. Should these listeners get the urge to purchase any of the music being played, they can quickly and easily obtain information about the location of record stores that carry KKSF music.

Using the Internet to Promote Science and Research In a chapter titled "Transforming Research and Development," Cronin explains the immense benefits offered by the Internet to scientists and researchers: "For the millions of researchers connected to the Internet, the communication power of the network has transformed the nature of their work." Naturally, the benefits that accrue to researchers often yield ancillary commercial benefits as well.

Two specific types of scientific collaboration on the Internet are examined in this chapter: improving medical diagnosis through computer imaging, and using the power of supercomputers to help locate untapped oil reserves.

Cronin relates how the net helps doctors and researchers perform medical imaging from the data output of MR (magnetic resonance) and CT (computer tomography) scanners. Medical researchers can make use of remote supercomputer data crunching resources, saving the researchers the burden of having to purchase a dedicated supercomputer for their own use.

In a similar type of computer application, geologists and oceanographers are using the power of supercomputers on the Internet to help them locate possible undersea petroleum reserves. Gathering data about the possible location of such reserves is the easy part. Analyzing the data using computer models is the processor-intensive part.

Overseas Uses of the Internet Few people realize the true international scope of the Internet. While it's true that the Internet had its origins here in the United States, today the net has extended its tentacles to almost every continent.

To help readers gain an appreciation of how the Internet is being used overseas, Cronin relates anecdotes of how businesses in Singapore are using the net:

"Singapore provides an interesting example of competing through connectivity--and the dynamic relationship between policy, commerce, and technology in the global village. Singapore promotes itself as the 'Intelligent Island,' and its National Computer Board has adopted a plan called IT2000 to transform Singapore into the information technology capital of Asia. Government agencies make every effort to smooth the way of multinational corporations wishing to use Singapore as a communication hub for the twenty-first century."

Empowering Individuals Within Companies Connecting to the Internet can empower companies as a whole, as well as empowering individuals within companies. Cronin cites the example of Apple Computer's Steve Cisler, whose informative postings pop up regularly on many Internet discussion lists: "Steve Cisler, another active Internet participant, shares information on the Internet through detailed meeting reports and informative postings to discussion lists."

Cisler, a senior scientist at the Apple Library, Apple's corporate

library, regularly summarizes meetings and happenings in the technology/information science field. He also makes it a practice to help disseminate information on the growing freenet movement taking place around the world.

For Cisler, his computer's keyboard serves as his printing press. The Internet serves as an accessible and cost-free tool for disseminating his writings instantly around the world.

Interestingly enough, Cisler's Internet postings are often imbued with a public spirit. Apple Computer may pay his paycheck, but his public spirited postings could easily give someone the impression that he is working for the public at large.

Well-Documented Thoughts Each of the book's nine chapters has about
"*****" fifteen to twenty citations to further readings on related topics. Most references are to books and periodicals from 1991, 1992, and 1993. The quantity and quality of research that was done in assembling "Doing Business on the Internet" is indeed impressive. Citations are given to periodicals as diverse as the Internet Business Journal, Scientific American, Forbes, and Sloan Management Review--to name a few. Book citations range from better known books on telecommunications (i.e. Krol's "Whole Internet Guide & Catalog," and the like), to lesser known books on modern business practices. Along with all the standard and predictable references, Cronin includes references to annual reports from Motorola and Intel, information sources often overlooked by others.

Minor Quibbles and Nit-Picking "Doing Business on the Internet" succeeds
"*****" in many respects, but the book does gloss over a few topics that beg for greater coverage. For instance, what effect will the snowballing freenet movement have on company/customer relations? And if online communications with customers yields substantial benefits to companies, what actions are these companies taking to help train the general population in basic telecommunications skills?

To be sure, freenets are mentioned in passing once or twice in the book. But the subject could well merit an entire chapter in future editions of the book.

Another minor quibble with this book is that it leaves the reader wishing for more. The content is indeed gripping and well-presented--but one might wish for just a few more anecdotes, a few more case studies.

Conclusion Cronin's book is as much about people as it is about
"*****" technology. One of the recurring themes of the book is the slowness with which people come to understand the usefulness of new tools and technologies. Those who do comprehend the power of these tools have a one-up on their business competitors: "Companies already linked to the Internet receive the advantages of high-speed telecommunications and continuously evolving technology while learning invaluable lessons about the management of networked organizations.... We are just beginning to understand the impact of networked communications on our daily lives and way of doing business."

"Doing Business on the Internet" brings you the voices of many people who have evangelized the benefits of Internet connection within their companies. The book succeeds in the way that it lets you draw your own conclusions from these first hand sources.

It's an irony of modern life that it sometimes takes superhuman efforts to convince businesses to act in their own best interest. When it comes to convincing business managers about the benefits of connecting their employees to the Internet, this book is just the ticket.

Phil Shapiro

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[EOA]

[ASA]////////////////////////////////////

ASCII ART GALLERY /

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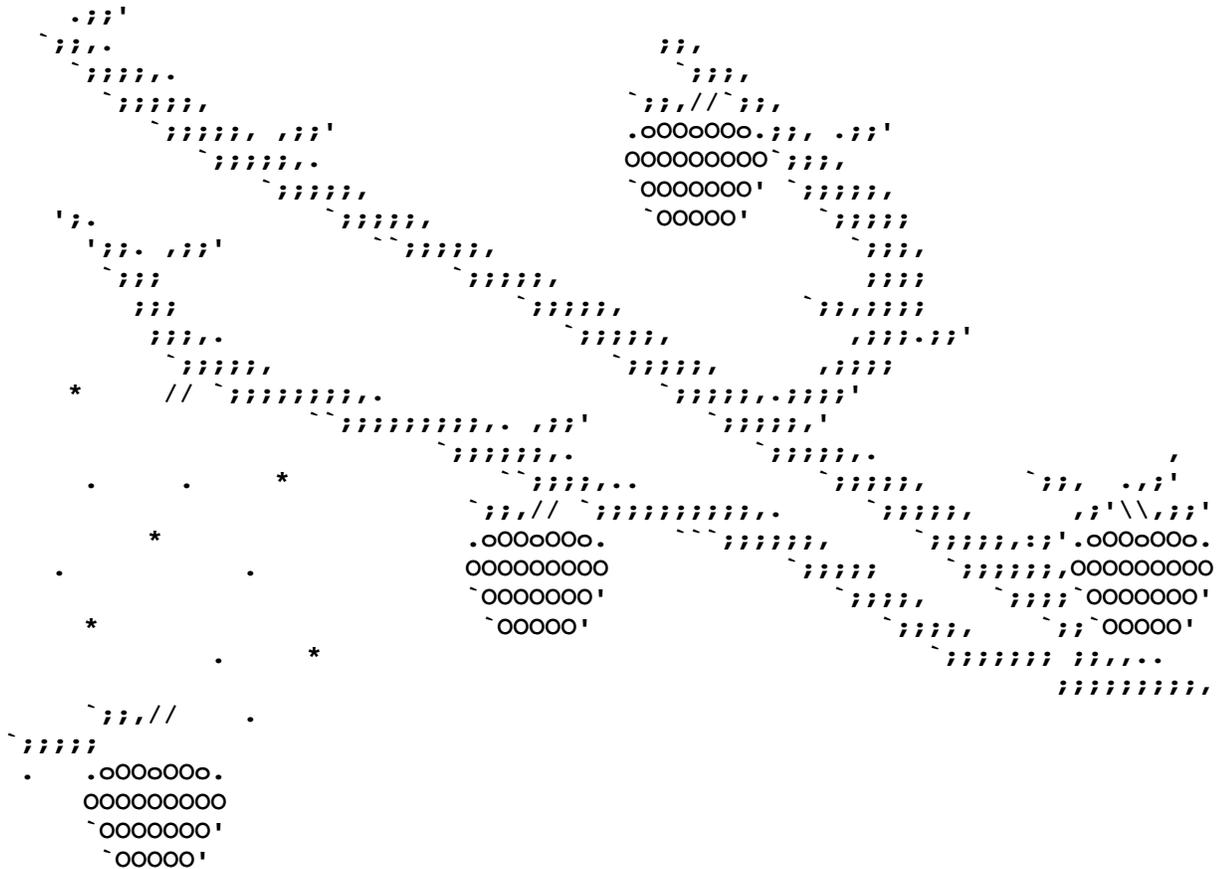
The Apple Pickers

by Susie Oviatt

[SUSIE]

This one looks best if you start at the bottom and scroll UP....

ASCII ART BEGINS



world.

I'm really not kidding. I looked over the disk carefully and that's all it was... a copy of Locksmith. On a write-protected, Apple labelled disk that Apple Licensing sent straight to us.

What's doubly funny is the original Locksmith was copy protected, so this means that somewhere in Apple's history, someone either "cracked" this or accepted a pirate copy.

When we got it we realized these people had no idea what the heck they were doing when it came to Apple II stuff. So we quietly uploaded another copy of the DOS 3.3 System Master we had lying around, and that's what's up there in A2 today.

I wonder if I still have that disk? I'm pretty sure it's buried somewhere in my huge collection of 5.25 disks, gathering dust. :-)

(A2.DEAN, CAT13, TOP12, MSG:102/M645;1)
reprinted from the A2Pro RoundTable (8 October 1993)

[EOA]

[HUN]////////////////////////////////////
 THE TREASURE HUNT /
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Yours For the Downloading

by Charlie Hartley
 [C.HARTLEY3]

>>> WELCOME TO THE TREASURE HUNT <<<

This month's column is dedicated to those of you who are newcomers to GENie, or who have never downloaded or uploaded files, and want to become more familiar with the process. I will provide information about the processes, as well as the software you need to consider obtaining.

Much of the content of this column is duplicated from other sources, written by other folks, within the A2 area. It is being repeated here in the hope that its message will reach a larger, or at least a different audience.

We in A2 want to encourage you to become actively involved in the roundtable. Questions are encouraged. Visit the bulletin board or the Real Time Conference rooms and find out how friendly we can be. :)

And now, on with the show!

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Downloading a file from the A2 library is a fairly straightforward task. After you access GENie and find yourself at the prompt following the announcements, type m645;3 and press return. This will take you directly to the menu displayed below. (You can also type "A2" at the prompt, and then select #3 from the main menu to get here.)

GENie

Apple II RoundTable Software Library
Library: ALL Libraries

1. Description of this Library
2. Directory of Files
3. Search File Directory
4. Browse through Files
5. Upload a New File
6. Download a File
7. Delete a File You Own
8. Set Software Library
9. Save Current Software Library
10. Instructions for Software Exchange
11. Directory of New Files
12. Join/Ignore Library Category

Enter # or <P>revious?

To download a file that you know the number for, select #6 from the menu. (If you don't know the file number, #3 will let you search for it by key word or uploader.) Next you will be asked the file number; type it and press return. Next you will be shown the long description of the file and given several options. The option you want is "D" to download it.

Next you must select from the following menu:

1. XMODEM
2. XMODEM (w/1k blocks)
3. YMODEM
4. ZMODEM

What you select will depend on the software you are using. For example, TIC (Talk is Cheap) does not support ZMODEM, but ProTERM and Spectrum do. Before you go online to download, read your software documentation to determine which of these to use. (YMODEM is generally considered a bad option.) Once you make your choice, you will be told:

"File is ready. Start your XMODEM [or whatever mode you chose] receive file."

At this point, what you do is determined by how your software handles things. Again, read your software manual first.

Once the download is complete, and you press a key or two in response to prompts, you will be asked if you want to download another file. If you do, you will go through the process again; if not, you will go back to the library menu screen.

The various sub-libraries in the Apple II RoundTable Software Library are listed below:

1. /SYSTEM.DISK/
2. ..SYS.UTILS
3. ..ICONS
4. ..SYSTEM/
5.TOOLS
6.SYSTEM.SETUP (Inits)
7.FSTS

- 8.DESK.ACCS
- 9.DRIVERS
- 10.FONTS
- 11.CDEVS (Control Panels)
- 12.SOUNDS (for the System)
- 13. /A2.ROUNDTABLE/
- 14. ..BULLETIN.BOARD.HELP.N.TOOLS
- 15. ..BULLETIN.BOARD.ARCHIVES
- 16. ..CONFERENCE.HELP.N.TOOLS
- 17. ..CONFERENCE.TRANSSCRIPTS
- 18. ..LIBRARY.HELP.N.TOOLS
- 19. ..LIBRARY.DIRECTORIES
- 20. /GS.OS/
- 21. ..GAMES
- 22. ..GRAPHICS/ (3200, animation, etc)
- 23.SUPER.HI.RES
- 24.PRINT.SHOP.GS
- 25. ..MUSIC
- 26. ..SOUND (BIN, HyperStudio, etc.)
- 27. ..TELECOMMUNICATIONS
- 28. ..UTILITIES
- 29. ..HYPERSTUDIO
- 30. ..HYPERCARD IIgs
- 31. ..MEAN.18.COURSES
- 32. /PRODOS.8/
- 33. ..GAMES
- 34. ..GRAPHICS/
- 35.PICTURES
- 36. ..EAMON.GAMES
- 37. ..SOUND.AND.MUSIC
- 38. ..NEW.PRINT.SHOP
- 39. ..TELECOMMUNICATIONS
- 40. ..UTILITIES
- 41. /DOS.3.3/
- 42. ..GAMES
- 43. ..GRAPHICS/
- 44.PRINT.SHOP
- 45. /APPLEWORKS/
- 46. ..TEMPLATES
- 47. ..MACROS
- 48. ..APPLEWORKS.GS
- 49. /BEAGLE BUDDIES
- 50. /GRAPHICS (GIF/RLE/TEXT)
- 51. /EDUCATION
- 52. /BUSINESS
- 53. /REVIEWS, PRESS RELEASES, ETC
- 54. /NONE OF THE ABOVE
- 55. /SPECIAL.LIBRARIES/
- 56. ..Reserved
- 57. ..Adult Oriented (Forbidden Fruit)
- 58. ..A2.University
- 59. ..NAUG
- 60. ..Deutsche.Software
- 61. ..GEnie.Nav
- 62. ..Desktop.Publishing
- 63. ..Resource Central Private
- 64. ..reserved
- 65. ALL Libraries

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The following information is copied from the information available in category 1 of the A2 bulletin board. It should help you to understand the format of files in the A2 library, as well as what you must do to any file that you plan to upload or download.

What is the .BXY file format? You have probably been noticed that the
"....." files in our library end with the suffix
.BXY. Pronounced "boxy," this type of file is a Binary II file containing
a single NuFX archive created by ShrinkIt. In essence, these files are
nothing but ShrinkIt files inside Binary II "envelopes".

This .BXY file format is the official A2 RoundTable packing standard. Older files created with BLU or other packing programs will not be accepted in our library. In addition, files created by ShrinkIt without a Binary II "wrapper" will also not be accepted on new uploads. Thus, older style .SHK and .SDK files will not be accepted into our library.

The reasons for this are manifold. This standard was established in 1989 in cooperation with GENie, CompuServe, Apple Computer, Andy Nicholas (author of ShrinkIt), and Gary Little, creator of Binary II. This standard has been accepted because it will, in the long run, make life easier for all users. It's important that industry-wide standards be established and adhered to.

There are two ways to create a BXY file, and two ways to download and unpack them. You can use whichever you find easiest to use and remember.

To create a .BXY file, you just need to use ShrinkIt 2.1 or later (use the latest version available, which as of this writing is 3.4). With this method, you select the files you want to archive. Next ShrinkIt will ask you to type in a filename for the archive. End your filename entry by pressing Open-Apple-Return (instead of Return alone) and ShrinkIt will add Binary II formatting automatically. If your communications program has a Binary II option for UPloading--(such as ProTERM, Point-to-Point, or Spectrum--just pack with ShrinkIt normally (i.e. without the Open-Apple-Return at the end), but turn your communication software's Binary II option ON while uploading. Don't do both!

To download a BXY file, you should turn the Binary II option of your term program ON. For ANY OTHER download, you should NOT use the Binary II option. After the download, just use ShrinkIt to unpack.

If your term program does not have a "Binary II" option for downloading, simply download the file without this option. You can then just use ShrinkIt 2.1 or later to unpack without any difficulty.

Just remember these simple rules:

- A) When uploading, pack all files with ShrinkIt. Do not use any other packing program.
- B) When uploading, EITHER use Open-Apple-Return when entering the filename of the archive, OR use the Binary II option of your terminal program. PLEASE DO NOT DO BOTH.

the catalog. This is incredibly inefficient and you can easily wind up with a disk archive that is larger than the unpacked length of the files you are uploading!

Some people have tried to get around this by transferring the DOS 3.3 files to a ProDOS disk and putting them in a "file" archive. This is a bad idea for several reasons. First, the downloader must convert it back to DOS 3.3 to use. You'd be amazed how many people don't understand how to do that or why it's necessary. The confusion factor is just too much. Secondly, the files will have to be renamed to something that ProDOS will take. All too often, the new name will cause the program to crash. And the user will be unable to fix it because he won't know what the original names were.

We also want to remember that DOS 3.3 uploads must not contain a copy of the DOS 3.3 system software. Apple Corp. still owns it and frowns on this practice. We check all DOS 3.3 uploads for this and do not release the ones that still have DOS on them.

Here's how to fix all these problems:

- 1) Format a blank DOS-less disk. I use Copy II+.
- 2) Copy all the files to be uploaded to the new disk.
- 3) Archive the new disk.

The freshly formatted disk will have all unused sectors "zeroed out". These "zeroed" sectors compress to an extremely small space, so that the resulting "disk" archive is at most just a block or two larger than a "file" archive would have been.

I hope this makes the reasoning behind the A2 rules clearer to you.

[*][*][*]

UPLOAD.TIPS.BXY FILE #20171 12800 BYTES UPLOADING TIPS
.....

Tom Zuchowski provides a variety of tips for newcomers to GENIE who want to upload files to the A2 library. As Tom says, "Newcomers to A2's uploading process must go through a learning curve. These tips will guide you past the most common errors made by newcomers who are uploading for the first time. If you follow them closely you can be confident that your uploads will be correct and easily handled by the A2 staff and those who will download it."

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Obviously, if you plan to do any up- or downloading, you will need a copy of ShrinkIt. If you do not have one, or if your copy is fairly old, you can get the latest versions from the library. There is a version for those of you with Apple IIe (enhanced with 128K of memory) or the Apple IIc, as well as a version for the Apple IIgs. (There is also a version for an Apple II+ with 64K.) First we will talk about the IIe version.

SHRINKIT34.EXE (file #20074 - 41856 bytes) ShrinkIt for the IIe/IIc
.....

This is ShrinkIt for the IIe & IIC, the standard archiver/de-archiver for the Apple IIe enhanced with 128K of memory, or the IIC, and ProDOS.

This version of ShrinkIt will unpack itself with a little help from you. Read the directions below for details.

Make sure to give it a file type of TXT when you download it. This is important! You may want to double-check that your terminal package is not downloading as BIN. Also, it's important that you keep the file name as "SHRINKIT34.EXE". Make sure that you have 82 free blocks on the same disk as SHRINKIT34.EXE. Then run BASIC.SYSTEM and from the "]" prompt, type -SHRINKIT34.EXE (that's a dash, then the name of the file).

That will get you the working version of ShrinkIt for the IIe & IIC! It will fit on a 5.25 diskette. The documentation is available in another file (see below).

[*][*][*]

SHK34.DOCS.BXY (file #20145 - 18048 bytes) ShrinkIt Documentation
.....

In order to make the file SHRINKIT34.EXE unpackable to a single 5.25 floppy disk, the documentation file was removed from it. The documentation merely details the history, and give other general info about the program. It's not necessary to have this file to operate the program. Should you feel the need for completeness, then this file is for you. The BXY version of Shrinkit 3.4 already contains this file so a download is unnecessary.

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If you have a GS, the ShrinkIt for you is GS-ShrinkIt v1.1 which is described below. (You may also want to download ShrinkIt 3.4 in order to unpack 5.25" disk archives.)

GSHK.BSE V1.1 (file #19517 - 118272 bytes) GS-ShrinkIt v1.1
.....

This is GS-ShrinkIt v1.1. This is also a ShrinkIt self-extracting archive inside a Binary II wrapper. This means that you'll have to remove the Binary II wrapper either when downloading using your communications program (that is, turn Binary II mode ON), or remove the Binary II wrapper with a separate program once you've downloaded this archive if you have a program like BLU or an older version of ShrinkIt. If your terminal program doesn't have a Binary II mode and you don't have a separate program, you should follow the instructions above and download SHRINKIT34.EXE. Once you have ShrinkIt 3.4, you can use that to remove the Binary II wrapper from GSHK.

GSHK v1.1 is faster compressing, faster decompressing, can make self-extracting archives, and has been made easier to use. A MUST-HAVE for anyone downloading files from A2 or A2Pro!

Remember, you MUST download this with Binary II turned on, or use some other utility after the download to remove the Binary II wrapper. Then just run the program to have it extract itself.

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Apple II Offline Navigators for GENie

The Apple II RoundTable on GENie (A2) offers three FREE (aside from download charges) great time-saving programs for Apple II users to navigate throughout all GENie.

With CoPilot, GEM, or TCXpress, you perform all your work offline, that is, while not connected to the system. You can read and write E-mail or bulletin board messages, scan new uploads and select files to download, and more (downloads not supported by TCXpress). Once you're ready, the offline navigation program is instructed to go online on GENie, at which point it sends all messages, collects all replies to previous messages, downloads all selected files, and so on, all at the fastest possible speed (much faster than a human could do it manually). Within a few minutes it finishes its task and then automatically logs off the system.

Apple IIgs Only CoPilot is a full GS/OS desktop program that runs on the
 "....." Apple IIgs only. It requires 1 meg of RAM, a hard drive, and Apple IIgs System 6.0. There are three versions of CoPilot v2.5--one each for ProTERM 3.0 (or later), Talk is Cheap 3.31 (or later), and Spectrum. There is an older version of CoPilot (v2.1) still available, for Point to Point 4.0 and Talk is Cheap 3.20.

For those of you with Apple IIgs's, the CoPilot files are

| file# | file name | Description |
|-------|----------------------|--|
| 23130 | COPILOT.SPC.BXY V2.5 | CoPilot v2.5 and Spectrum scripts |
| 23110 | COPILOT.TIC.BXY V2.5 | CoPilot v2.5 and TIC scripts |
| 23109 | COPILOT.PT3.BXY V2.5 | CoPilot v2.5 and ProTERM scripts |
| 20878 | COPILOT.2.1.BXY | for Point to Point 4.0 and
Talk is Cheap 3.20 |

For a limited time, you can download all three flavors of CoPilot v2.5 for nothing! GENie surcharges (but not charges of connecting networks such as SprintNet and DataPac) will be waived while you download the file. Check to see if the offer is still open before downloading!

Apple IIe, IIc, IIgs GENie Master 4 (GEM4) 4.22 runs on any Apple IIe
 "....." (enhanced), IIc, IIc+, or IIgs. It requires 512K of RAM, two 3.5" drives or a hard drive, AppleWorks 4.0.2 and one of the following: ProTERM 3.0, Talk is Cheap 3.20, Point to Point 4.0, or Spectrum. (Or later versions, of course.)

| file# | file name | Description |
|-------|-----------------|-----------------------------------|
| 22690 | GEM4.V4.22.BXY | GENie Master 4 (AppleWorks 4.0.2) |
| 22723 | GEM4.MANUAL.BXY | Complete Manual for GEM4 4.22 |

Also, A2PRO.GREG uploaded the following file. If you use GEM and have AppleWorks 4.3, you probably want this file. It should work with earlier versions of AppleWorks 4, but is not required by them.

Apple II Computer Info

23215 GEM4.430.BXY GEM4 task files for AW 4.3 (update)

GENIE Master 3 (GEM3) 4.22 runs on any Apple IIe (enhanced), IIC, IIC+, or IIgs. It requires 512K of RAM, two 3.5" drives or a hard drive, AppleWorks 3.0, UltraMacros 4.2 and one of the following: ProTERM 3.0, Talk is Cheap 3.20, Point to Point 4.0, or Spectrum.

| file# | file name | Description |
|-------|-----------------|-------------------------------------|
| 22688 | GEM3.V4.22.BXY | GENIE Master 3 (Awks 3.0/Ultra 4.2) |
| 22722 | GEM3.MANUAL.BXY | Complete Manual for GEM3 4.22 |

GENIE Master (GEM) 4.21 runs on any Apple IIe (enhanced), IIC, IIC+, or IIgs. It requires 512K of RAM, two 3.5" drives or a hard drive, AppleWorks 3.0 and one of the following: ProTERM 3.0, Talk is Cheap 3.20, Point to Point 4.0, or Spectrum.

| file# | file name | Description |
|-------|----------------|------------------------------|
| 20978 | GEM.4.21.BXY | FREEWARE Apple II navigator! |
| 22721 | GEM.MANUAL.BXY | Complete Manual for GEM 4.21 |

TCXpress is a GENIE-specific message processor that uses the combination of AppleWorks 3.0, Timeout TeleComm and UltraMacros (3.1 or 4.x). TCX is menu-driven and will auto-capture mail and roundtable messages and will auto-send mail and RT messages that you compose offline. Includes quote-back, mark and unmark, auto-file-save options. This file contains both TCX versions: TCX3 for use with UltraMacros 3.1, and TCX4 for use with Ultra 4. UnShrinks to a 3.5-inch disk, and REQUIRES either a hard drive and a 3.5 drive, or two 3.5 drives. It also requires that you own Ultramacros 3.1 or 4.X, and Timeout Telecomm.

| file# | file name | Description |
|-------|-----------------|----------------------------------|
| 20759 | TCX3.5.DISK.BXY | GENIE-specific message processor |

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The following files, uploaded by Tom Zuchowski, were placed in the library too late for me to take a look at them. However, they look as though they'll be useful to those who want/need to download files from the A2 library. ADB is the abbreviation for AppleWorks Data Base; TXT means standard ASCII text files.

| File# | File Name | File Description |
|-------|-----------------|-----------------------------------|
| 23228 | A2.LIB.INFO.TXT | Description of A2 Library Index |
| 23225 | A2.LIB.ADB.BXY | ADB Index of entire A2 Library |
| 23224 | A2LIBGS.ADB.BXY | ADB Index of GS/OS-only libraries |
| 23222 | A2LIBP8.ADB.BXY | ADB Index of non-GS/OS libraries |
| 23221 | A2.1319.ADB.BXY | ADB Index of Libraries 13-19 |
| 23220 | A2.3238.ADB.BXY | ADB Index of Libraries 32-38 |
| 23219 | A2.3940.ADB.BXY | ADB Index of Libraries 39-40 |
| 23218 | A2.4144.ADB.BXY | ADB Index of Libraries 41-44 |
| 23217 | A2.4553.ADB.BXY | ADB Index of Libraries 45-53 |
| 23216 | A2.5462.ADB.BXY | ADB Index of Libraries 54-62 |

| | | |
|-------|-----------------|-----------------------------------|
| 23214 | A2LIBGS.TXT.BXY | TXT Index of GS/OS-only libraries |
| 23213 | A2LIBP8.TXT.BXY | TXT Index of non-GS/OS libraries |
| 23211 | A2.1319.TXT.BXY | TXT Index of Libraries 13-19 |
| 23210 | A2.3238.TXT.BXY | TXT Index of Libraries 32-38 |
| 23209 | A2.3940.TXT.BXY | TXT Index of Libraries 39-40 |
| 23208 | A2.4144.TXT.BXY | TXT Index of Libraries 41-44 |
| 23207 | A2.4553.TXT.BXY | TXT Index of Libraries 45-53 |
| 23206 | A2.5462.TXT.BXY | TXT Index of Libraries 54-62 |

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That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

--Charlie Hartley

[EOA]

[PNL]////////////////////////////////////
PAUG NEWSLETTER /
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July/August 1994 Report

by GENa Saikin
[A2.GENA]

Planetary Apple Users Group (PAUG) was started almost exactly a year ago, at KansasFest (Kfest)... to help provide support to the Apple II user who may have no local user group available. You may have heard of it under its former name, Planetary Apple League (PAL).

In the past year, we have had a number of special speakers on a variety of topics, letting us in on the cutting edge of Spectrum, AppleWorks 4 and other new programs and developments.

Plans are in the process of having folks who are members of outside User Groups to come to future PAUG meetings and tell us about their User Group, and tying this in with a greater cooperation between PAUG and our sister User Groups out there.

WHAT'S NEW IN APPLIEDOM There are many exciting things happening in the Apple II world. A couple of new programs are out, including Quick Click Calc--a powerful spreadsheet--and the latest update to AppleWorks 4. Version 4.3 is the last change for the current version, but AppleWorks 5 is planned for release before then end of the year. Animasia, a 3D animation program is slated to come out very soon, and send/receive faxware for the IIgs is in the cooker.

On November 1, 1994, America Online (AOL) will be shutting the door on Apple II users using their Apple II systems. They will no longer be able to access AOL with their Apple II.

The Apple II RT (A2) has been gearing up to make these exiles feel at home, and already, we are seeing many, many new faces, as more and more refugees straggle in and find themselves a home. A2 has created a special

deal for these refugees, including a \$50 credit and great discounts on ProTERM, TIC and Spectrum, which will come with a GEM and Co-Pilot disk, our two popular offline processor programs.

THE MAIN EVENT This newsletter will combine two months worth of meetings, "*****" for our July meeting was the last Sunday in July--as a post-Kfest get-together.

Though we had no "special speaker", many folks who were at ICONference (formerly KansasFest) showed up to tell us about their experiences. And what experiences were had!

It was three days packed with learning and lots of fun! Seminars covered everything from the new Animasia to a demo on the Mensch computer; from Joe Kohn's inspired talk on the Internet to a glimpse at the PowerPc, a taste of Chicago (the new Windows) and System 7.5 for the Mac.

There was as much after Hours--as much fun as last year, if not more so! We had the usual "bite the bag" contest (won by Roger Wagner), a "Nerf gun fight", many pizza parties, and an annual roast of Mike Westerfield (excellent... poor guy, never had a chance! <grin>).

Actually, it's so hard to describe the goings on there... you have to be there to appreciate what went on! So, all of you, prepare for next year, so we can see you there!

Our August meeting was dedicated to an Open House for our new friends from AOL--giving them a quick tour of what A2 and GENie has to offer them! We had a huge crowd--over 20 people showed up for this big event!

What do we have to offer? A library that's had over 23,000 uploads with thousands of cool files; a bulletin board chock full of information and support; and a very active Real Time Conference, manned 7 days a week, from 9 p.m. to 1 a.m. eastern on a nightly basis, Saturday afternoons and virtually all day Sundays.

THE LIBRARY STACK Here are a bunch of great files that are from our very "*****" own Dean's List. If you want to learn more about Kfest and have a IIGs, download Auri's masterpiece, file #23122. There's a lot of good stuff about what went on there. File #23102 has some great pictures of Kfester's.

- 23122 KFEST.STACK.BXY The KansasFest (ICONference) stack
- 23116 FILEFINDER.BXY Finder Extra - File Finder
- 23102 KFEST94.CD.BXY 10 pictures from the Kfest 94 CD
- +23091 BLUEDISKUPD.BXY BlueDisk v1.0 update disk
- +23088 GLAMPA29408.BXY GENieLamp A2, August 1994 (AppleWorks)
- 23085 FONTREDIREC.BXY Keep your system's fonts on other disks
- 23074 MUSICOMP3.0.BXY MIDISynth Music Composer v3.00
- 23073 POWERGS3.BXY Issue #3 of the stack-based magazine
- +23071 AUTOMAKER.BXY Convert BASIC files to SYS files
- 23065 CONVERTIT.BXY Hypercard stack to convert measurements
- 23064 OUTBURST.BXY Makes your GS randomly yell, etc.
- +23059 A2.DOM.0794.BXY A2 Disk of the Month, July 1994
- 23057 OPALEDEMO.BXY Demo of a new GS game from Brutal Deluxe
- +23050 KEYWORDINFO.TXT Describes how GENie library keywords work

WHAT'S NEW IN A2? A2 is in the process of gearing up for AOL refugees and

***** we have increased our RTC schedule as well (to Saturday afternoons). We will soon be present in Chat, manning an "AOL Refugee Center" and will appear in GENIEus as "Help Desk for a night" on 31 August.

Come to our next meeting in September (topic to be announced) and enjoy the company of your fellow A2 users! We would like to say "Welcome Home" to our AOL friends, and let you know that you've picked the best online service for Apple II support out there!

[EOA]

```

////////////////////////////////////// GENIE_QUOTE //////////////////////////////////
/      I'd change the world, but I lost the source code.      /
//////////////////////////////////////
    
```

[EOA]

[LOG]////////////////////////////////////

LOG OFF /

////////////////////////////////////

GENieLamp Information

- o COMMENTS: Contacting GENieLamp
- o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month
***** on GENie page 515. You can also find GENieLamp on the main menus in the following computing RoundTables.

| RoundTable | Keyword | GENie Page | RoundTable | Keyword | GENie Page |
|----------------|-----------|------------|---------------|-------------|------------|
| DigiPub | DIGIPUB | 1395 | Atari ST | ST | 475 |
| Macintosh | MAC | 605 | IBM PC | IBMPC | 615 |
| Apple II | A2 | 645 | Apple II Dev. | A2PRO | 530 |
| Macintosh Dev. | MACPRO | 480 | Geoworks | GEOWORKS | 1050 |
| BBS | BBS | 610 | CE Software | CESOFTWARE | 1005 |
| Mini/Mainframe | MAINFRAME | 1145 | Programming | PROGRAMMING | 1445 |
| Data Comm. | DATAComm | 1450 | Windows | WINDOWS | 1335 |

GENieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to genielamp@genie.geis.com
- o Current issues of all versions of GENieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform | Magic Name To Use |
|-----------------------|-------------------|
| ***** | ***** |
| GENieLamp IBM | GLIBM |
| GENieLamp ST | GLST |
| GENieLamp A2Pro | GLA2PRO |

GENieLamp Macintosh GLMAC
 GENieLamp TX2 GLTX2
 GENieLamp A2 GLA2
 GENieLamp Windows GLWIN

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet the GENieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

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Apple II Computer Info

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*****

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        o Mike White            [MWHITE]       (oo) / DigiPub SysOp
        o Susie Oviatt          [SUSIE]        ASCII Artist
        o Al Fasoldt            [A.FASOLDT]    Contributing Columnist
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        o Sandy Wolf            [S.WOLF4]      Contributing Columnist

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[return] key. When you get the prompt asking for the signup code, type
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[EOF]

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Vertical bar patterns forming a decorative header.

Your
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~ WELCOME TO GENieLamp APPLE II! ~

- ~ PROFILES -- Who's Who In Apple II: Eric Shepherd ~
~ SPECIAL NEEDS: Autism and Apple IIs ~
~ DR'S EXAMINING TABLE: Fear and Loathing in the Computer Store ~
~ HOT NEWS, HOT FILES, HOT MESSAGES ~

GenieLamp Apple II ~ A T/TalkNET OnLine Publication ~ Vol.3, Issue 31
Editor.....Douglas Cuff
Publisher.....John F. Peters
~ GENieLamp IBM ~ GENieLamp ST ~ GENieLamp [PR] ~ GENieLamp Windows ~
~ GENieLamp A2Pro ~ GENieLamp Macintosh ~ GENieLamp TX2 ~
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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<

~ October 1, 1994 ~

- FROM MY DESKTOP [FRM] HEY MISTER POSTMAN [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE [HUM] REFLECTIONS [REF]
Please Adjust Your Mindset. About Online Book Reviews.
ASCII ART GALLERY [ASA] SPECIAL NEEDS [SPC]
Hallowe'en Art. Autism and Apple IIs.
DR'S EXAMINING TABLE ... [DRT] THE TREASURE HUNT [HUN]
Shopping Report. Yours For the Downloading.
PROFILES [PRO] GENie TIPS & HINTS [TIP]
Who's Who: Eric Shepherd. Using the "SEArch" Command.
LOG OFF [LOG]

GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing system
***** to help make reading the magazine easier. To
utilize this system, load GENieLamp into any ASCII word processor or
text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
index.

MESSAGE INFO To make it easy for you to respond to messages
***** re-printed here in GENieLamp, you will find all the
information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|-----|-----|-----|-----|
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

A message number that is surrounded by brackets indicates that
this message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95 for which gives you up to
***** four hours of non-prime time access to most GENie
services, such as software downloads, bulletin boards, GE Mail, an
Internet mail gateway, and chat lines, are allowed without charge.
GENie's non-prime time connect rate is \$3.00. To sign up for GENie
service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330
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receive an *additional* six (6) free hours of standard connect time
(for a total of 10) to be used in the first month. Want more? Your
first month charge of \$8.95 will be waived! Now there are no excuses!
*** GET INTO THE LAMP! ***

//////////////////////////////////// GENie_QWIK_QUOTE ////
/ "Politically correct" means "political," not "correct." /
/ ////////////////////////////////////// J.SCHONBLOM ////

[EOA]
 [FRM]////////////////////////////////////
 FROM MY DESKTOP /
 //////////////////////////////////////
 Notes From The Editor

 by Douglas Cuff
 [EDITOR.A2]

>>> PLEASE ADJUST YOUR MINDSET <<<

In his book The Dungeon Master: The Disappearance of James Dallas Egbert III (Boston: Houghton Mifflin, 1984), private investigator William Dear describes his hunt for a sixteen-year-old genius. One particularly gruelling stage of the investigation involved searching the service tunnels that ran underneath Michigan State University:

The maintenance engineer and I were the last team out of the tunnels. We emerged at about 11 P.M., after four and a quarter hours underground, through unlocked double doors into the basement of Case Hall, where Dallas had lived....

What we did next was curious, and I can only call it the act of a compulsive person. WE SEARCHED THE BASEMENT. If we'd been in Mother Teresa's bedroom, we probably would have searched that. We'd grown accustomed to searching.

I thought of that incident recently when a new piece of software arrived in my mailbox. I copied the program onto my hard drive, ran the program, and started trying every possible menu choice in an effort to find a bug.

You see, I've been spending the last little while beta-testing software, the final stage before the software is released for sale. I've gotten used to looking for bugs, and gotten used to trying menu options that I wouldn't normally use.

That in turn reminded me that my fellow beta testers and I have been falling on each new release, closeting ourselves with the latest version, and emerging hours later to point out new bugs, or crow that old ones haven't been fixed. Very rarely indeed did anyone rave about the features that had been added; our preoccupation was always the bugs that the new features caused.

Okay, we WERE asked to be beta testers, not reviewers or advertising and promotion execs. Even so:

What's beta-testing like for a programmer or programming team? For a programmer, beta-testing means the project is almost finished. What's it like to suddenly hear 80 fantasticajillion complaints, and no compliments?

I don't know; I don't really program. I suspect it can be demoralizing. (Writing--code, prose, or poetry--is so solitary that it's often demoralizing anyway.)

It's great (if not surprising) news that there are still companies publishing software for the Apple II. In the days ahead, we need to be

particularly vigilant that we haven't become so hypnotized that we continue as we always have just because that's the way we've always done it. There are few knowledgeable companies publishing Apple II software these days. Without becoming pushovers for any sloppy piece of software that comes down the pike, we need to realize that the Apple II's dominance of the marketplace. This economic reality means that it's a lot riskier for a publisher to invest in Apple II software.

I'm not saying "Let's allow the remaining publishers to give us crummy support." (This hasn't exactly been a major worry of mine lately, anyway.)

I am saying that we should remember to be polite. (Saying "please" and "thank you" might not make all the difference, but they do make some difference.) We should remember to be reasonable. (No more blowing up the first time a mistake is made, not even if you're having a rotten day.) We should remember that practically every new piece of Apple II software comes at a bargain price... compared to a similar piece of software on a Macintosh or IBM. (Sure, your computer budget is shrinking, but so is the publisher's.)

To be honest, my advice is good advice even when all is smooth sailing. It's just crucial advice when things are not going so well.

-- Doug Cuff

GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

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ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[HEY]////////////////////////////////////
 HEY MISTER POSTMAN /
////////////////////////////////////
Is That A Letter For Me?

by Douglas Cuff
 [EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<

"...FOR THEM, NOSTALGIA IS BREAKFAST..." As the VP of a local user group,
***** I'm listed with Apple as a user
group Ambassador. This morning, I got a call from someone at Apple's User
Group Connection who was wanting information to update their data base.

Her: Are you still using and supporting the Macintosh?

Me: Arrrrggghhh. I've never used or supported the Macintosh.

Her: Have you switched to PC's.

Me: No

Her: Have you given up computers completely?

Me: No. I'm involved with another computer that Apple produced for
a number of years. Does that give you an idea?

Her: No. I have absolutley no idea what computer you could be
referring to.

(JOE.KOHN, CAT5, TOP2, MSG:338/M645;1)

AMERICA ONLINE KEEPS APPLE II AREAS Gayle Keresey is now AFL Gayle, and
***** will stay there managing the A2
forums along with AFL GaryJ.

They may be discontinuing Apple II access, but they're not killing
the forum.

<<<<< May not sound logical, but that's the way it is.. They are paring
***** it down somewhat (conference rooms have now been cut down to two..
Apple II General and Apple II Technical)..

Andy... (A.WELLS5, CAT5, TOP6, MSGS:281&283/M645;1)

EWORLD AND THE APPLE II |here's actually a very limited amount of
***** support for the Apple II on Apple's own new
service, eWorld. It consists of the Apple IIgs and IIe system software.
Period.

-= Lunatic (:
(A2.LUNATIC, CAT5, TOP6, MSG:289/M645;1)

BIG RED PHONE PROBLEMS? > Does anyone know (for sure) what the scoop on
"*****" > BRCC is.

I last spoke to John Wrenholt, BRCC's owner, a week or two ago.

At that time, he said that he was finishing up a new issue of
Scarlett. If I remember correctly, he said that he has 4 issues of
Scarlett to complete, and he has every intention of doing so before Dec
31st.

> nor have I been able to contact them.

When I dialed 402-379-4680, I got through with no problems.

Joe (JOE.KOHN, CAT2, TOP4, MSG:197/M645;1)

QUICKPORT II CDA I saw this on comp.sys.apple2
"*****"

> QuickPort II is a CDA that lets you set your printer and modem ports to
> whatever speed you want all the way up to 57600 baud on the fly.

Anyone familiar with this CDA? Would QuickPort II let me logon to
GENie at 2400bps and then, provided my particular modem connection
supported the faster speed, switch to 9600bps for a download? I didn't
think this was possible.

Nez (L.JIMINEZ, CAT10, TOP2, MSG:408/M645;1)

APPLEWORKS 4.3 MOUSETEXT DESKTOP INDEX The other day at a meeting someone
"*****" asked me about patching AppleWorks
4.3 to use mousetext in the oa-Q menu like Companion Plus. It's really
very simple.

Get in a block editor like Block Warden or Zap.

Follow SEG.AW on your AppleWorks disk or in your AppleWorks directory.

Change bytes +\$14A through +\$163 to the mousetext characters of your
choice. These are the characters that appear on either side of "Desktop
Index 1". To use the same characters as Companion Plus enter: D6 D7 D6
D7.... or for the solid apple symbol, enter C0 starting at +\$14A through
+\$163, 26 bytes.

Starting at byte +\$22C4 enter DA DF CC. These are the mousetext
characters used to draw the box.

It's also very simple to move the oa-Q Menu to another position on
the screen. If anyone wants to, yell and I'll post the information.

Note these addresses are for AW4.3 ONLY as far as I know. I don't
even have a copy of 4.1 or 4.2 anymore, so I have no way of checking. As
always, don't patch original disks. Always use a backup.

(S.BEVILLE, CAT17, TOP14, MSG:430/M645;1)

RAMFAST PARTITION ONE BLOCK TOO LONG I have been using the RamFAST Rev D
"*****" to setup hard disk drives that will
be using a RamFAST or ship with a RamFAST, all year now. Recently, I

noticed that DiskTimer GS won't run on the 32 meg partition (boot partition) but didn't think much of it until I innocently ran ProSel-16, Volume Repair in the Main Directory and Fix Directory mode and learned that the partition was one block too long. ProSel-16 volume repair fixed that, and DiskTimer GS worked! So, now I check and fix all RamFAST created 32 meg partitions (that is partitions that the RamFAST utility software creates in 32,m 768k size). I recall and checked to verify, that the Chinook Hard Disk Drive Utility program always creates 32,767.5k partitions, which econfirms that the RamFAST 32,768k is one block too big, according to conventional software.

In a future upgrade to the ROM software, would Sequential Systems please consider fixing this because I am now presently having to spend about 10 minutes resizing (correcting) the problem before shipping my Hard Diks (Disks) with RamFAST SCSI controllers.

Thanks; Chuck
Charlie's AppleSeeds
(A2.CHUCK, CAT20, TOP13, MSG:412/M645;1)

POSTSCRIPT ON AN APPLE IIGS? How would I use PostScript fonts from the
"*****" GS? This is something I just don't know
about.

Mark (M.KLINE1, CAT37, TOP4, MSG:346/M645;1)

>>>> A recent issue of GS+ has a utility to allow downloading Postscript
"*****" fonts from a IIgs. Used in conjunction with Pointless, it should
work well. You would need both a TrueType and Postscript version of the
same font to have it work, though.

--Joat-- (A2.TIM, CAT37, TOP4, MSG:354/M645;1)

BILL BASHAM SPOTTED strange you should ask. i just happened to meet bill
"*****" basham a couple of months (and again weeks) ago. (he
bought some stuff at radio shack & since we ask everyone name & address, i
asked if he might be the same who wrote some apple software). didn't get
into too deep a conversation (other customers waiting) but from what he
said, i know he isn't doing anything on the][anymore. DID seem quite
excited about the power pc's, though. (still, he did say that he enjoyed
having done diversi-tune, so i'd assume support is still there if you need
it).

. jyri
(J.KORK1, CAT2, TOP22, MSG:137/M645;1)

SOMETHING YOU DON'T SEE EVERY DAY One of the most UNIQUE ways to use a
"*****" IIgs that I know of: As an Egg Sorting
computer.

One of the fellows on GENie wrote a program for the GS that will read
sensors on an machine which determines the size and grade of chicken eggs.
As far as I know, it is still being sold, although he has had trouble
getting the A/D cards necessary.

Ken Lessing (K.LESSING, CAT6, TOP17, MSG:3/M645;1)

SUPERDRIVE TIP Hugh Hood posted a really good tip in another CAT about

"""""""""" testing the Apple II Superdrive Card by entering Cn0AG from the monitor, where n = Slot number of the card.

It's a neat test, and can even detect the presense of an old 400K Mac MFS diskette. A2FX and HFS conversion programs wont touch these, but MAC.TRANS.GS, in our A2 library, does the trick. Even though it says GS, it will also work fine on an enhanced //e, though, just to complicate things, will work with a UDC but not the Superdrive Card.

David K. (D.KERWOOD, CAT8, TOP21, MSG:25/M645;1)

II ALIVE SUBSCRIPTION E-MAIL If you are having problems with II Alive, """""""""" please drop Internet e-mail to

jmkomasa@qualitycomp.com

From GENie you will need to add @inet# to the end of that.

That's Jeff Komasara, who is in charge of subscriptions for II Alive. I have been forwarding questions to him, but perhaps it will be easier for him to reply to direct Internet questions.

(II.ALIVE, CAT42, TOP2, MSG:75/M645;1)

ORDER NOW, AND GET 100 MEGS FREE? I recently ordered a 170 meg HD for my """""""""" daughters MAC from LaCie. I ordered it on a Thursday late in the day and they said they couldn't get it to Airborne that day so it would arrive Monday. The following Thursday rolled around and no drive. When I called back, they told me that they had a computer crash and lost a bushel of orders. They had reconstructed the orders but by this time they were out of 170meggers. No problem, they shipped a 270 meg for Saturday delivery with no shipping or handling.

Shades of LL Bean. Good service, good price and, best of all, they care about their customers.

(R.HOSKING, CAT2, TOP20, MSG:192/M645;1)

SPECTRUM SLOWDOWN FIX BTW, the "big clipboard slowdown" actually is not """""""""" related to the clipboard's size. I believe the clipboard slowdown occurs if you copy ANYTHING to the clipboard while inside Spectrum using the Spectrum.8 font. If the clipboard contains copied text that references the Spectrum.8 font, the clipboard gets corrupted after you quit Spectrum (when the Spectrum.8 font is no longer resident in memory). When you OA-Copy something new to the clipboard, you're replacing the old (corrupted) contents with a valid clipboard, and launching Spectrum won't show a massive slowdown (caused by the Scrap Manager eating all available memory).

The only solution we've come up with: Version 2.0 will ship with the Spectrum.8 font on disk and will install to the *:System:Fonts: folder, and the problem won't show up.

(SEVENHILLS, CAT43, TOP15, MSG:321 [extract]/M645;1)

>>> HOT TOPICS <<< """"""""""

NEW TOPIC: SECOND SIGHT """"""""""

Topic 14 Tue Sep 13, 1994
PROCYON.INC [Switch-It!] at 15:51 EDT
Sub: Second Sight VGA Card

Discussion of the new Sequential Systems 'Second Sight' VGA card for the Apple II and IIGS!

>>>> I saw the ad for "Second Sight" in GS+, your ad forgot two
"*****" things...

How much \$\$\$?
When can I get one???

Burger (BURGERBILL, CAT20, TOP2, MSG:208/M645;1)

>>>> And I'm waiting to see what it'll do for the //e! :
"*****"

!_ |
| Terrell Smith
| tsmith@ivcfnsc.fullfeed.com
| (T.SMITH59, CAT20, TOP14, MSG:29/M645;1)

<<<< It will work in a //e. I see no reason why an enterprising IIE
"*****" programmer couldn't write a quick-n-dirty GIF converter for the
board. Even better, someone might write a GIF-convert code-module to run
on the board.

Jawaid (PROCYON.INC, CAT20, TOP14, MSG:32/M645;1)

>>>> Well then, to add to the fun, how about a little believe or not.
"*****" Rumour has it that besides Jawaid, one of Sequential's main VGA
card designers is none other than Mr.Ramfast (AV).

ps. if this is true, you know it's going to be a helluva product.
(J.FENSKE2, CAT20, TOP14, MSG:34/M645;1)

>>>> COME ON ALREADY
"*****"

Yes, I realize Jawaid is a busy guy. But as we all sit here, the
stock in Depends Adult Disposable Undergarments is going up because we're
all p*ssing our pants waiting for a few details.

Sure, maybe there is going to be some FANTASIC press release that is
coming, but a few simple "it will support the following resolutions, and
the following monitors, and the following colors" comments wouldn't have
been so hard to come up with in the two weeks since this topic was created.
Sheesh! Maybe they just don't want our money that quickly... :)

[- Matthew Ryan, SysOp of Dreamscape 24-Line BBS - (818) 781-7529 -]
(M-RYAN, CAT20, TOP14, MSG:46/M645;1)

ULTIMA I CHARACTER EDITOR? I got Ultima I yesterday! Very cool!!!! Way
"*****" to go BurgerBill! The sounds are fantastic!

I remember those character editors. I just used to keep a list of the byte
offsets in the player file and a copy of Zap handy whenever I needed more
food. :) I will play around with Ultima and let you know if the file is

>>>> There is an article in the October '94 issue of MacWorld comparing
"*****" Mac fax programs. In a sidebar, the author describes desirable
features of such programs. It would be nice for a GS program to include as
many of these as are feasible. To paraphrase the article:

Common features are: scheduling of outgoing faxes, send and receive
in the background, multiple phone books, export received faxes as graphics,
send one fax to multiple people, send multiple documents as one fax, log
all faxes, forward a received fax to another fax machine, flip a received
fax upside down, magnify and reduce faxes on screen.

More sophisticated features are: send gray-scale images (like
photos), antialiased (gray-scale) viewing of received faxes, intelligently
omit the local area code when dialing, turn received faxes into text (OCR),
rotate a received fax 90 degrees, dial credit card dialing sequences, can
switch to fax manually during a voice call, automatically print received
faxes, import and export tab-delimited phone books, a program that lets you
quickly whip up short typed faxes.

(S.REEVES2, CAT38, TOP15, MSG:63/M645;1)

<<<<< Well, first, I wasn't assuming everyone had AWGS :) Just that most
"*****" do, which is why it would have been nice to have the graphic file
specs. However, I'm writing my own cover sheet program, so the point is
moot. It will be a basic draw program. You'll have all the basic shapes
(ovals, rects, round rects, lines), 16 colors and 16 patterns, text, and
APF importation of bitmaps for backgrounds, etc. Also, of course, you'll
have the predefined fax fields, such as page #, total pages, addresse,
company, comments, etc.

Short cover sheets won't be a problem. You could always just choose
a short page size (such as envelope) and confine your sheet to that.
Attaching a default cover sheet (or none at all) to a phone book entry is a
good idea. I'll do something like that. Since the actual print jobs are
going to be stored in APF format, you'll be able to choose from print jobs,
APF, and coversheet formats for sending faxes. You'll also be able to send
received faxes, or convert them over to APF format. I'll also include
groups in the phone book so you can send faxes to a number of different
people.

Keep the suggestions coming!

Paul (PMP, CAT38, TOP15, MSG:89/M645;1)

<<<<< Well... I've changed how I'm going to do a few things. For the
"*****" actual saved fax file, I'll be using my own format instead of APF
and do all of the translation at "print" time. This will greatly improve
the speed at which the fax is actually transmitted (saving on phone bills).
It will still be able to import APF files, but actual send jobs will be
saved as a fax send file.

Received images will be saved as raw T.4 fax data, with each page
stored in a different file. When viewing these files, the raw information
will be read in, translated to scanline/pixel information, and squeezed
into whatever magnification level you've selected. When printing, I'll
probably be stuck using whatever page size the printer driver is
supporting. I bet, though, if you select Compressed and 50% or whatever
with the Laserwriter, you'll actually get a nice printout.

As to informing you of un-sent faxes... What I'm planning on doing is keeping a scheduled log that contains all send jobs that haven't been sent yet. Each of these jobs (which can include print jobs, coversheets, pages from other scheduled or received faxes, or PIC/APF files) will have a status and a time that they will be sent. Normally, you will send send jobs immediate when they are created. The job gets sent, then they are normally deleted (you'll have an option to retain sent jobs). However, you'll be able to sepecify a particular time to send a job. As long as you keep your computer in the desktop, the fax software will look at the time (as well as seeing if any calls are coming in) and when the time comes for a scheduled fax, it will attempt to send. If something goes wrong, the job will remain in the scheduled log, the status will be "Send Failed" or soemthing like that, and all the details will be in the main log for you to look at. At boot time next, you'll probably be able to hear nifty sounds for "Fax Waiting", "Fax Not Sent" and the like.

Paul (PMP, CAT38, TOP15, MSG:106/M645;1)

APPLEWORKS 4.3 AND TWILIGHT II Why doesn't Twilight II blank the screen
"*****" in AWKS 4.3 - has there something been
changed inside AWKS 4.3??

Udo - ... just a IIGS freak -
(U.HUTH, CAT17, TOP14, MSG:377/M645;1)

>>>> Jim M. gave me some code to turn off Twilight while AW is running,
"*****" thereby avoiding the crashes people have complained about. T2
hooks itself up again when you exit AW so it should keep working when
you're back to GSOS. While in AW, you can use AfterWork.
(BRANDT, CAT17, TOP14, MSG:378/M645;1)

<<<<< Randy, please, put Twilight II support back into AW 5.0. Or make
"*****" it an option the user can toggle.

I prefer to have Twilight II blank my screen, 'cause I own this and
it behaves well on my system. I really don't wanna spend extra money on
AfterWork.

Udo - ... just a IIGS freak -
(U.HUTH, CAT17, TOP14, MSG:403/M645;1)

>>>> Udo, the whole reason I added the code to deactivate Twilight was
"*****" because people said it conflicted with UltraMacros, resulting in a
crash. I didn't realize it worked for anyone. To patch it out, you'll see
there's a long jsr at offset +1611 of APLWORKS.SYSTEM in v4.3 (22 00 00
E1). Change that to EA EA EA EA and Twilight will no longer be
deactivated.
(BRANDT, CAT17, TOP14, MSG:404/M645;1)

>>> WHAT'S NEW <<<

SYSTEM II BRINGS THE DESKTOP TO THE APPLE II Westerville, OH. Kitchen
"*****" Sink Software is shipping a
desktop system for the Apple II computer. The desktop brings the Apple II
up to the same level as a MAC in user friendliness. IBM also has a desktop
called Windows. Asked why the Apple II needs a desktop program, Kitchen

Sink Software President Guy Forsythe said, "There are a lot of Apple II computers out there. Schools want students to see the up to date methods of doing things. Individuals are tired of hearing about how the Apple II is just too out of date and being outdone by the newer systems. But the Apple II can do the job!"

The new desktop is called System II to keep in alignment with the MAC way of numbering their systems while at the same time making it evident that this is for the Apple II. The system will work on 5.25", 3.5" and hard disks. One place wanting a desktop is schools that have Mac LCs with the //e card. The system will work on any Apple II that can run ProDOS and has 128K of memory. Students will see System II and know how to use it because it is similar to the MAC system. System II brings the //e up to date.

The desktop is similar to "At Ease" so it is not cluttered in appearance, but it has the capability to copy files and other desktop functions. Teachers will appreciate the ability to turn off the file manipulation capabilities.

What makes System II different from //e desktop programs of the past is that System II is more than a desktop. It is a complete operating system. so teachers or developers who want to publish software that uses pull down menus, dialog boxes and all the other features that make the MAC and Windows interface so popular are available to everybody. The system works in both single and double hires in both color and mono- chrome modes.

The System II Developer's Kit includes all the programs, routines and information you need to write fast running, professional looking programs in System II. Even things like a disk formatter are included. The licensing fee lets the developer make a profit before paying any fees!

System II \$39.95 with site licenses for \$99.95 allowing you to put it on
..... as many computers as you have in one building. This package
includes:

Easy II Desktop: a simplified desktop for use in classrooms or at home where you just want to run programs quickly from an easy to use desktop. Easy II allows you to boot from any disk including an internal hard disk or file server. You can run protected programs from a floppy disk as easily as any other program... all from a familiar desktop.

Full II Desktop: when it is time to do some copying or desktop arranging, just switch to Full II (password protection built in) to get a fully functional desktop system.

System II Developers Kit \$69.95. This package includes:
.....

Easy II and Full II desktops. System II Complete User Interface. You get all the instructions and commands that allow you to write Applesoft programs with a complete graphical user interface for ProDOS and single or double hires graphics. This includes pull down menus, dialog boxes buttons, check boxes, cursor control, graphic drawing tools, etc. You can publish/distribute disks using all of our interface routines. You pay a \$100 publishing license after you sell \$1000 worth of your product.

You can call and order either package from the continental US at:
1-800-235-5502 or International at: 614-891-2111. Or, you can order by

mail at: Kitchen Sink Software, Inc., 903 Knebworth Ct., Westerville OH 43081. We take VISA/Master Card, school POs, and checks. We still take cash (if anyone still uses it) but it is risky sending cash through the mail so we discourage it.

(KITCHEN.SINK, CAT25, TOP6, MSG:4/M645;1)

CONTACTS GS RE-RELEASED (San Rafael, CA. September 14, 1994) Shareware
"***** Solutions II, a general interest bi-monthly newsletter that celebrates the magic that is the Apple II computer, is pleased to announce the re-release of Contacts GS and the release of TimeOut ContactsMover.

Contacts GS is a convenient to use IIGS New Desk Accessory that provides a Rolodex-style name, address and telephone database program that can be accessed from within any standard GS/OS desktop application which displays the Apple Pull Down Menu, including HyperCard IIGS, AppleWorksGS, the Finder, HyperStudio, and Platinum Paint.

Contacts GS provides the ability to enter information into a name and address database from within other GS/OS desktop programs, and it also allows users to quickly locate specific information using a fast Search function which is able to search all of the major data fields.

Contacts GS, in conjunction with TimeOut Contactsmover, also provides a flexible and convenient method to enter and retrieve data from AppleWorks Classic database files. If you ever wanted to have a GS/OS based Super Hi Res AppleWorks' data entry and retrieval system, Contacts GS and TimeOut ContactsMover will provide exactly that for you.

Contacts GS data can just as easily be imported into any Apple II word processor, and the Contacts GS data file is also 100% compatible with Addressed For Success and DB Master.

The Contacts GS New Desk Accessory was written by Burger Bill Heineman. TimeOut ContactsMover was written by Will Nelken, the co-editor of TimeOut Central. The Contacts GS program manual was co-written by Joe Kohn, Publisher of Shareware Solutions II, and Will Nelken.

Contacts GS requires an Apple IIGS that is running System 5.0.2 or later, although System 6.0 or 6.0.1 is recommended. It has no special memory requirements; if you have enough RAM to run the Finder, you can use Contacts GS.

The Retail price of Contacts GS is \$35, but as a special introductory offer, Contacts GS is available for \$25 (with \$3 s/h for US delivery; \$5 s/h elsewhere).

Upgrades from the version of Contacts GS that was previously available from Simplexity Software are available for only \$10 (plus s/h, as above). Owners of Simplexity's version of Contacts GS must return their original disk to take advantage of this offer.

Contacts GS is only available from Shareware Solutions II.

To purchase Contacts GS, send a check or money order, made payable to Joe Kohn, to:

Shareware Solutions II

recieve parts, they go into stock. They even looked like stereo so no one paid it any mind, but last Monday when I went to assemble a sample cable so they could build the rest, I discovered that.

Thats the reason for the slowness at this point. If people want to build their own "patch board" for connections, they can get a card a bit sooner..

(T.DIAZ, CAT46, TOP7, MSG:112/M645;1)

>>> THROUGH THE GRAPEVINE <<<

PRINT SHOP IIGS DESKJET DRIVER > Is the attempt to build a Printshop GS
***** > Deskjet printer driver still alive?

I really hate to say it, but at this point, I know as much about Burger Bill's progress as you do.

I recently wrote to Bill, and told him that I'd like a statement from him; a statement for publication. I feel a need to convey a message or a progress report to all those people whose hopes were elevated by my promise of HP Print Shop drivers. Only Bill can provide that progress report.

Unfortunately, I have not heard back from him.

Joe (JOE.KOHN, CAT28, TOP4, MSG:408/M645;1)

ECON ALIVE, BUT NO LONGER APPLE II I called ECON this morning, and
***** received the following information:

ECON has discontinued their Apple II product line.

They are trying to, but have not yet found a 'home' for UniverseMaster. When they do, the lists of registered users will be passed to the new 'owners'.

Don (Sent via CoPilot 2.5, ANSITerm 2.12, and ANSITerm beta scripts)
(D.ZAHNISER, CAT35, TOP7, MSG:95/M645;1)

RUMOR: TIMEWORKS HAS FOLDED I get a lot of User Group newsletters in
***** the mail, and recently received one from Illinois. It mentioned that same rumor, and said that one of the club members drove by the TimeWorks office to see if the rumor was true. Apparently, the officers were closed, and a note was on the door saying that TimeWorks had gone out of business.

Joe (JOE.KOHN, CAT5, TOP3, MSG:651/M645;1)

BRODERBUND TO PULL THE PLUG? BTW, if anyone has been thinking about
***** purchasing the New Print Shop or any of the NPS Graphics Libraries, you may want to do so soon. Otherwise, you'll have to look for them on the used market. I recently spoke with a fellow at Broderbund and he informed me that they will be pulling the plug on the Apple II version of NPS. From what he said, it will happen sometime within the next couple of months. They will, however, continue to offer NPS technical support for another year yet.

Abbey (K.BIRK, CAT6, TOP34, MSG:142/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 17, Topic 18
Message 115 Fri Sep 09, 1994
T.SMITH59 [Terrell] at 23:54 EDT

As a way of encouragement to Randy and Dan, yesterday I was at our national headquarters looking at the proofs of a magazine article which had been laid out on a very expensive IBM-type machine running windows, with comercial top-of-the-line desk-top publishing software. The Microsoft screen saver kicked in with it's normal screen saver. I moved the mouse and CRASH! An error message "A fatal error has occured." Someone yelled at me, "You can't touch the mouse without holding down the shift key!"

I thought he was just kidding, but no, it's really true. With the screen saver on, one little bump on the mouse brings down the whole stack of cards requiring a re-startup - all work lost. (Fortunately, they had saved the magazine files earlier).

What we have in the little bugs in AW are nothing compared to what people have to face everyday who use very expensive MS software!

Thanks, Randy, Dan, Quality and many others, who give us programs which are stable!

—!—
| Terrell Smith
| tsmith@ivcfncs.fullfeed.com

[*][*][*]

While on GENIE, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENIElamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

////////////////////////////////////// GENIE_QWIK_QUOTE ////
/ It's like trying to herd guppies... /
////////////////////////////////////// A2.BILL ////

[EOA]
[HUM]//////////////////////////////////////
HUMOR ONLINE /
//////////////////////////////////////
Some of Our Vowels are Missing

by Phil Shapiro
[P.SHAPIRO1]

>>> F Y CN RD THS, Y CN GT A GD JB <<<

A friend of mine recently bought a faster modem and hurriedly sent me a test E-mail message today. At the end of the message he anxiously added: "Please tell me if my message made it through to you intact."

Feeling mischievous, I couldn't pass up the opportunity to play a simple prank. (In the best of the Wozniak tradition.)

Here's a copy of the message I sent back to my friend.

[*][*][*]

Yr mssg md it to my mlbx, bt lmst all th vwls wr mssng. Myb yr nw mdm is drppng vwls?

- Phil

Only kidding. :-)

[*][*][*]

- Phil Shapiro

[EOA]
[REF]////////////////////////////////////
REFLECTIONS /
////////////////////////////////////
Thinking About Online Communications

by Phil Shapiro
[P.SHAPIRO1]

>>> A FEW THOUGHTS ABOUT ONLINE BOOK REVIEWS <<<

As we walk through the portals of the information age, more and more books are being published on a variety of interesting topics. The reading public is eager to find out more about these books. Which books are mediocre? Which books are good? Which books are excellent? Online information services can provide a key role in helping readers separate the wheat from the chaff. By providing online book reviews shortly after the book has come to market, online services can promote the interests of the reading public as well as promote the interests of book publishers.

The Key Advantages of Online Publishing Online publishing has three distinct advantages over hardcopy publishing: 1) With online publishing the lead time between when the article is written and when it is published can be very short; and, 2) Online publishing does not face the rigorous space constraints that haunt hardcopy periodical publishers. 3) Online publishing offers the best hope of breaking away from the "literary" strangle-hold of the current book reviewing establishment. A closer look at each of the advantages of online book reviews follows.

The Publishing "Lead Time" Lag These short lead times mean that any article written for an online publication can be published literally minutes after the author has finished writing it. In comparison, hardcopy periodicals typically work on lead times of at

least three months. When you add the two or three months a book reviewer usually takes to write a review, the published book review often appears six months or more after the book was released.

This long "lead time" lag is detrimental to the reading public as well as to book publishers. Book reviews serve as one of the primary ways that people find out about new books. If the book review process is drawn out, then publishers have a lag in the return on their investment (one which could potentially cost them). Readers find it difficult to know which new books are worth buying. As a result, society's interests may suffer. By shortening the book review time cycle, online publishing can serve the interests of readers, publishers, and society at large.

Hardcopy Periodical Space Constraints Many hardcopy book reviews are condensed and read as if they are summaries of book reviews. Newspapers and magazines typically publish book reviews 400 to 600 words in length. These mini-reviews try to both describe and evaluate books in the span of three or four paragraphs. The emphasis of many of these short reviews tends to be on the reviewer's opinions of the book. Readers rarely get to draw their own conclusions about the book's strengths and weaknesses. Rare indeed are the times when readers finish reading a review with a good sense of the book's true content.

In contrast, online book reviewers can write feature length book reviews: the type of book review that gives you a clear sense of what the reviewed book is all about. Reviews of non-fiction books can include a copy of the entire table of contents (where appropriate). Reviewers can quote from three, four, or five different passages in the book. And the quotes need not be single sentence "sound bite" quotes.

With the book publisher's permission, an online book review could even include quoted segments of the book that were two or three paragraphs in length. In comparison with the current practice of annoyingly short "sound bite" quoted passages, quoted segments in online reviews would be more like "full sandwich" quotes -- far more fulfilling to both reader and book review author.

Breaking the Current "Literary" Strangle-hold on Book Reviews Many mainstream newspaper and magazine book review editors have a strong literary bent. Often publishers of these periodicals might hire these editors straight from academia. The result is that "literary" books make up a large proportion of books chosen for review. Many worthy, "non-literary" books are overlooked.

Online publishing can help to break the stranglehold that the literary elite have on the book review publishing process. Without the space constraints of hardcopy publishing, online publishing can just as easily publish twenty book reviews per month as ten. No worthy book need ever be overlooked or brushed over.

Forging New Links Between Book Review Authors and Book Publisher

Online publishing of book reviews also opens up the possibility of forging new links between book review authors and book publishers. There is no reason why the book review process needs to start when the finished

book has reached the shelves of book stores. Once the publisher has a rough draft of the finished book book reviewers can then be contacted to start work on their review. There is no reason why an online book review cannot be published concurrently, or even two weeks before, the release of a new book.

As online book reviews become more commonplace, hardcopy book reviews will become less important. Online book reviews will become known for being "early and detailed." hardcopy book reviews will become known for being "late and short."

Creating a New Type of Book Review Online book reviews also open up the doorway for creating new types of book reviews. There is no reason why book publishers themselves could not be invited to write three or four paragraphs on why they are publishing a book. Such a "publisher's statement" could be appended to the end of an online book review. Thoughtful publishers will use those few paragraphs to honestly describe their motivation for bringing the reviewed book to market. (Publishers's statements that sounded too much like a "sales pitch" would be quite naturally self-defeating.) Readers could then judge the book on yet one more criterion: how skilled is the publisher in describing the book it is publishing.

It's a simple, yet radical, idea to let publishers describe why they wanted to publish a book. Yet this idea serves the interests of both readers and publishers. Online publishing makes the idea possible.

Finding Suitable Book Reviewers Finding suitable book reviewers to write online book reviews should not be difficult. Currently there are about ten million students in our nation's colleges and universities. Out of those ten million, it would not be difficult to locate fifty to one hundred skilled writers with an interest in writing for a national online service. Students might also be able to submit their written reviews for credit in their classes.

Other than students, an additional fifty to one hundred reviewers could easily be found from the general population. These "non-student" reviewers could be pulled from the pool of freelance writers, published authors, librarians, and others with a general interest in books.

Finding Suitable Books to Review Likewise, finding suitable books to review ought not be difficult, either. Every two months a new edition of "Forthcoming Books" is published by R. R. Bowker. Listed in this reference book are the titles of thousands of books due to be published within the next six months.

These "forthcoming books" are organized into subject categories. Book reviewers can zero in on their particular areas of interest to cover the new books coming out in that field of learning.

Book Review Bottleneck Burdens Burgeoning Bibliophiles It is ironic that at a time when bookstores seem to be prospering, when people are rediscovering reading and writing via online services, and when the need for information is great, that the publishing industry is held at bay by this tiny bottleneck known as the hardcopy book review. Online book reviews offer the best hope for liberating publishers, authors, and readers. The future of the written word looks promising, indeed.

and computers will be taking place in the south of France in January 1995. The Internet has wondrous powers at connecting up persons with shared interests.

Further information about America Online can be obtained by calling: 1-800-827-6364. To use America Online, you need to request a free copy of their custom telecommunications software. AOL currently has software for Macintosh, DOS, and Windows platforms.

Sidebar: Independent Apple II Special Needs Software Developers

Several independent software developers are working to produce Apple II special needs software. Perhaps the best known of the independent (read: one person company) special needs software developers is Bill Lynn, of SimTech, in Connecticut. Bill is a nationally recognized HyperStudio guru, and presents frequently at regional and national computer conferences. He has also written many articles on special needs computing subjects. In assembling information for this article, I sent Bill some questions via electronic mail on GENie. Here is a copy of the answer he sent:

From: BILL.LYNN Bill Lynn
To: P.SHAPIRO1 Phil Shapiro

> Bill, I'm looking forward to getting the info you're sending about the
> creative stacks you've made.

I dropped a brochure in the mail today, Phil. You should get it in a couple of days, depending on how many feet of snow fall between now and then. ;)

> I imagine there might be info in the material you send on where parents/
> schools might buy an Apple II Switch Interface.

No but plans for the A2 switch interface can be had pretty easily. Basically, you can adapt any joystick to be a switch interface by adding inputs to the fire buttons. The plans for the switch interface were also published in][Alive last summer (July/August issue, pages 49-51.) in my article entitled "Switched On HyperStudio." There are several sources for buying the interface commercially such as Don Johnston, Incorporated (\$42.00, call 1-800-999-4660), AbleNet (\$36.00, call 1-800-322-0956) and Toys for Special Children (\$41.00 & \$46.00, call 1-800-832-8697).

Now that I think of it, Phil, I uploaded a HyperStudio stack to the A2 libraries here on GENie several years ago, called SIMTECH.01.BXY. It's file #15531 and it includes plans on how to make the switch interface, a simple push switch and a call signal. The plans for the interface call for using the Apple II joystick extension cord which is no longer available from Radio Shack (America's Technology Store). Instead, any straight through DB9 cable with male plugs will substitute quite nicely.

If you like, you can list my address and if people are interested in the plans I will send them a copy of the][Alive article (Jerry Kindall won't mind).

> (Is this interface different from the Adaptive Firmware Card?)

Very much so. It's a great deal less expensive, doesn't take up a slot and it's much easier to use. However, if people already have and use the AFC they needn't buy or make an additional switch interface since the AFC will accommodate two switches in precisely the same way the A2 switch interface does (i.e. emulating the joystick fire buttons or the <option> and <apple> keys).

Cheers... Bill

Here's a brief description of Bill Lynn's work, in his own words. (Also sent to me via electronic mail.)

"A quick thumbnail sketch of what I do: I specialize in accessible software for kids with physical disabilities who use switches to access the Apple II, IIgs and Mac. These are all HyperStudio or HyperCard stacks that are programmed to respond to switch hits. Most programs require either an inexpensive Apple II Switch Interface or the more expensive Macintosh Switch Interface (or an adapted mouse will work on both platforms). Although these programs are not made specifically for kids who have autism I do believe it may be useful to some, particularly for those who perhaps could bang on a big panel switch but who might not be able to relate to the keyboard."

Bill Lynn can be reached at:

Bill Lynn
SimTech Publications
134 East St.
Litchfield, CT 06759
(203) 567-1173
GENie: Bill.Lynn
America Online: StudioBill
Internet: Bill.Lynn@genie.geis.com

Computer Options for the Exceptional: Barbara Couse Adams Another
"....." independent
Apple II software developer doing interesting work in the special needs field is Barbara Couse Adams. Along with developing HyperStudio stacks for persons with developmental disabilities, Ms. Adams also is an adjunct professor at the State University of New York.

Further information about her software can be obtained at:

Computer Options for the Exceptional
49 Overlook Rd.
Poughkeepsie, NY 12603
(914) 452-1850
America Online: barbCOE
Internet: barbCOE@aol.com

Here is a brief description of the Independent Living Activities (ILA) HyperStudio stacks she has created: "Independent Living Activities (ILA) is a series of programs designed to provide developmentally disabled children and adults the opportunity to learn real-life practical skills. These programs were designed by special educators who were looking for activities which address everyday needs." The stacks require an Apple IIgs with 1 megabyte of RAM, and can work with either a mouse or TouchWindow.

The titles in the IIA series include: Community Signs, Functional Sight Words, Grocery Shopping, Hygiene Routines, Laundry, MacDonald's Menu, Identifying Money, Dialing the Phone, Telling Time, What's That Sound. Each title sells for \$20 per disk. Demo disks for this series are available. The entire series sells of disks sells for \$175. Note: You do not need to own HyperStudio to use this software. A HyperStudio run-time disk is available from this company for an extra \$10.

A Few Suggestions for Contacting Smaller Software Publishing Companies

If you're interested in contacting Bill Lynn or Barbara Couse Adams (or any other smaller educational software publisher), you might keep in mind a few things to make communications easier. When requesting information from smaller publishing companies, it's always thoughtful to send five or six postage stamps to help defray their postage expenses. Also, when leaving a phone message on their answering machines, leave your home or weekend phone number, so they don't have to incur the cost of calling you during peak phone-rate periods. Even better, send electronic mail whenever possible.

One interesting facet about smaller publishing companies is that they're usually amenable to working on "custom-built" software. If you have a particular software program that you'd like made, you might try contacting some independent software developers to see how feasible it would be to make the software.

[EOA]
[DRT]////////////////////
 DR'S EXAMINING TABLE /
////////////////////
Shopping Report

by Darrel Raines
 [D.RAINES]

>>> FEAR AND LOATHING IN THE COMPUTER STORE <<<

I HATE shopping for computers in a computer store. I don't mean that I dislike purchasing computers. Don't get me wrong. I just HATE having to deal with the salespeople in these types of stores. I would rather spend a day at the local car dealership instead of at the computer store. I would rather go shopping with my wife for dresses in Macy's. I would rather wear the dresses that my wife had bought at Macy's. I would rather have a root canal. Well, maybe I crossed the line with those last two. But you catch my drift. Could you tell that I was clenching my teeth while I was typing?

I have been involved with home computers since 1983 when I purchased my first computer: the Apple II+. My family has never been without a computer since the day of that acquisition. I have added printers, hard drives, monitors, modems, and various other equipment through the years. I have even managed to acquire about five more computers. However, almost without exception, my purchases after the original Apple II have been from somewhere besides a computer store.

I am not saying that I have never gone into a computer store since my

original purchase. Quite the opposite is true. I have actually spent a considerable amount of time in this type of store. But when it comes down to making a major purchase, forget it. Here is the typical conversation between myself and a computer salesman:

SALESPERSON: How may I help you today, sir?
.....

ME: Well, I was interested in this computer. Can you tell me if the
''' motherboard has an 128K cache or 256K?

SALESPERSON: Well, I am not sure... but are you really asking the right
..... question? Shouldn't you be asking yourself whether or not that computer will last for the next 10 years? That is really the question. Now if you would take a look at this computer over here. The Super Deluxe Mega Mainframe-in-a-box X686 computer will serve your needs for years to come. This baby comes fully loaded and ready to go. You can even mow your lawn with the optional mulching accessories.

ME: Wait a minute! This computer is thousands more than I wanted to
''' spend. I just wanted to...

SALESPERSON: Oh sure! Go ahead and limit yourself. But I ask you, do
..... you really want to keep your kids from going to college?

ME: What?
'''

SALESPERSON: Your kids! Think, man. What about all of the great
..... multimedia educational software that your kids will not be able to run? But I guess you just don't care that the Smith kids are getting scholarships to all of the best universities. No child can get into the best schools without getting the advantage you can get with this computer. But I don't suppose that this subject is important to you...

ME: Well, I want my kids to have the best.
'''

SALESPERSON: Good! Now you are thinking. What does your wife do for a
..... living?

ME: She is a teacher.
'''

SALESPERSON: Excellent. I am sure that your wife will appreciate the
..... fact that this computer comes with a subscription to the national teacher's hot line. The subscription gives your wife 10 free minutes of access. Of course, you will need to purchase the optional 4,000,000 baud modem.

ME: How much does that cost?
'''

SALESPERSON: Darrel, you are not focusing on the key issues here. What
..... is more important, your kids success in life or your checkbook? Your wife's ability to do her job, or a few measly bucks at the computer store?

ME: Goodness.
'''

SALESPERSON: Now that you are thinking the right way, can I pack you one
'''''''''' of these to take home. I would, of course, add in a laser
printer, 17" monitor, and decorative fish bowl to round out the system.

ME: What would be the total system price on the computer you just
''' described?

SALESPERSON: If you have to ask, then your heart is not in the right
'''''''''' place. Money is not the key factor here. The success of
you, your wife, and your kids IS at stake. I think that you will want to
act upon those factors instead of allowing yourself to be limited by
current fiscal shortsightedness. Besides, we have a loan officer in the
back who will be glad to set you up with a convenient monthly payment that
will be well within your budget.

Admit it. The scene I just described above has happened to you on at
least one occasion. Right? I been subjected many times to the hard sale
from a computer neophyte (i.e. salesman) who didn't really know how to edit
a simple text file.

Here's another typical scenario:

ME: Excuse me, could you tell me the impedance of these speakers?
'''

SALESPERSON: Well, I could, but I would be ashamed of myself for doing
'''''''''' so.

ME: Why is that? These are the speakers that are on sale, right?
'''

SALESPERSON: Yes, these speakers are on sale, but I don't recommend them.
'''''''''' They are not shielded and there is no amplification system
to bring out the subtle nuances of the music. Now over here we have our
Bose Super Amplified 500 W Speaker System and Coffee Maker. This product
will give you superior sound and will not have a bit of interference from
those traffic helicopters that fly over 3 times a day.

ME: Holy mark-up, Batman! I didn't want to spend that kind of money.
''' I was interested in the speakers that you have on sale.

SALESPERSON: Well, of course, you can purchase those speakers if you have
'''''''''' a tin ear and don't care about true sound reproduction.

ME: I just want to play games and stuff. I don't need a home stereo
''' system...

SALESPERSON: You are limiting yourself on this one. Why not go for the
'''''''''' home stereo approach. With the Bose system and a few
additional components, you can have a better sound system on your computer
than you do in your living room. What a concept. There is special this
month on the Sony Mini-Home Studio with 5000 W Amplifier and CD-ROM player.
In addition, I can throw in the Virtual Reality Game Playing helmet and you
will be ready for some real game playing.

ME: Aargh!
'''

(This cry is ripped from my mouth as I go flying out the front door of the store.)

One final example should round out the explanation of my fear and loathing of computer stores:

ME: Excuse me. Could you tell me if this disk drive is compatible with
''' a Macintosh IIX?

SALESPERSON: What is a Macintosh IIX?
''''''''''''''

ME (incredulously): It is a computer made by Apple. It was sold maybe
'''''''''''''''' three years ago in most stores.

SALESPERSON: Oh, well this drive is not compatible with that computer.
''''''''''''''

ME: Are you sure?
'''

SALESPERSON: Yes!
''''''''''''''

ME: Well, do you have a disk drive that will work with a IIX?
'''

SALESPERSON: No.
''''''''''''''

ME: Okay, let's try a different route. Can you order a disk drive that
''' will work with my IIX?

SALESPERSON: I will have to check with my manager. This will only take
'''''''''''''' 20 minutes. I will be right back.

ME: Hold on. How long does it take to get in a special order?
'''

SALESPERSON: I don't know.
''''''''''''''

ME: Can you give me a rough estimate? Does it take two weeks? Does it
''' take a month?

SALESPERSON: Oh, okay. It will take two weeks to get in a drive.
'''''''''''''' However, since it will be a special order there will be no
return possible.

ME (in frustration): Don't you guys do anything to support the Mac IIX?
''''''''''''''

SALESPERSON: No, but that computer is ancient technology. I can sell you
'''''''''''''' a new computer that will work with all of our drives. In
the process, you can move up to the newest technology. Besides that, the
system plays great games. Let me take you over here and show you the Super

Deluxe Mega Mainframe-in-a-box X686 computer...

And you thought it was just the Apple II world that had to endure this sort of abandonment!

[*][*][*]

Darrel Raines is an avid computer user and hobbyist. He works on the NASA Space Station program in Houston, Texas. He spends as much of his spare time as is possible as a computer keyboard jockey.

[EOA]

[HUN]////////////////////////////////////

THE TREASURE HUNT /

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Yours For the Downloading

by Charlie Hartley

[C.HARTLEY3]

Welcome back to the Treasure Hunt! This month we will examine several different files. There is no central theme this month, but I think there is something here for just about everyone. Let's get started. :)

[*][*][*]

COGITO.BXY File #23321 285696 bytes GS PUZZLE GAME
.....

. This is Cogito, the latest FREEWARE release from Brutal Deluxe. This nifty puzzle game for the GS is loosely based on the Rubik's Cube. [But it's a lot more fun!--Ed.] The object is to restore a shuffled puzzle to its original condition. It starts off fairly simple and gets progressively harder. You can play any of the 100+ levels at any time, but of course you'll have more fun if you start at level 1 and work your way up. The game itself is in greyscale, but it's very well done and has some nice background music that you can turn on and off as you wish. Once the game starts, press any key on the keyboard to get to the "setup" screen. Be sure to read the READ.ME file first. Included is Tool 220 which must be placed in the Tools folder located in the System folder of your boot disk.

If you haven't discovered this game yet, rush over to the library and get it. It is well worth the long download time.

[*][*][*]

Are you tired of the generic trash can on your GS Finder screen? Would you like something different, unusual, perhaps a little weird? Check out the two files listed below that were uploaded by Lunatic.

NUKE.NY.2.I.BXY File #18231 1408 bytes Finder Trash Icon
.....

This is the latest version of Luny's popular "nuclear trash" icons. This version has been shrunk slightly so that Finder 6.0 won't have to move the fourth volume online up to the next row of disks. NOTE: Finder 6.0 doesn't need these icons to be in any special file! Simply throw this icon file into the Icons folder on your boot disk and it'll show up!

EXPLOSIONHT.BXY File #18268 12672 byte rSound for trash icon
.....

This is a Sound Resource file for use with System 6.0 and/or HyperCard v1.1. HangTime converted this sound from EXPLOSION2.BXY into a rSound for use with HyperCard. Lunatic then pulled the sound out of the HyperCard stack and put it into its own file. To use this sound, simply copy the file into your System Sounds folder on your system disk. Then it will show up in the Sound CDev (without a reboot) and you can use it for whatever system sounds you want. It'll be available to all HCGS v1.1 stacks on your machine. This is a GREAT sound for use with his updated Nuclear Trash icons. You'll be able to HEAR the explosion as well as SEE the explosion.

I might add that these icons and this sound can also be used within HyperStudio as well as HyperCard.

[*][*][*]

SHOWME1.1.BXY File #23179 73728 byte GS GRAPHICS VIEWER +
.....

Dave Leffler has provided us with an exceptionally good NDA/Finder Extra to view IIgs and other graphics including MacPaint, GIF, 3200 color, Print Shop IIgs, and now Paintworks animations too! Not only that but it also allows some simple changes in the graphics as well as the ability to save in several formats. Best of all, the price is right -- FREE. Dave releases this as JesusAware, the same as Freeware.

The following comments are quoted from Dave's documentation file that is included with the download.

"ShowMe! is a combination New Desk Accessory (NDA) and Finder 6.0 Extension (FX) that will allow you to see an unobstructed full screen views of any type of IIgs Super HiRes Graphic, plus some other non-IIgs formats. You can also save the displayed graphic in a couple of different formats, and do some simple color conversions.

"You may view:

- Unpacked graphics (Screen) files
- Eagle/Packbytes format packed graphics files
- Apple Preferred Format packed graphics files
- PaintWorks packed graphics files
- PaintWorks Gold 640 mode packed graphics format
- PrintShop GS Color Graphics
- Unpacked 3200 Color pictures
- Packed 3200 Color pictures, "3201"-APP and APF.
- Graphics Interchange Format, GIF graphics versions 87a AND 89a
- MacPaint graphics, Full or Half height

"You may save graphics: (does not apply to 3200 color pictures)

- Unpacked graphics (Screen) files
- Apple Preferred Format packed graphics files, Full or Screen Size
- Double Height Apple Preferred Format files, Full or Screen Size

"You may convert: (does not apply to 3200 color pictures)

- 320 mode pictures into 640 mode color pictures
- 320 mode pictures into 640 mode gray scale pictures
- 320 mode to 640 mode
- 640 mode to 320 mode
- 640 mode to 320 mode with default palette
- 320 mode to 640 mode with default palette

"You may also:

- Display more than one graphic at a time in a slide show fashion.
- Use it as a graphics previewer before launching a graphics application.

"You must have a IIgs running System software version 5.04 or later. Also a little extra memory might be nice for those large graphics files. Even though ShowMe! will work fine under 5.04, you'll have many more features when running it under the System 6.0 since it takes advantage of the new Finder features."

Previous versions were called ShowPic NDA. If you have a previous version, you know how good Dave's work is. This one is the best yet. Rush right over to the library and get it. Read the documentation file to be sure you are setting it up correctly, and then enjoy the graphics!

[*][*][*]

SCARABAEIDA.BXY File #18579 4608 bytes Finder Extra

Scarabaeidae v1.0 - by Richard Bennett
 Copyright 1992 by Oz Data

Scarabaeidae is a Finder extension for System 6.0 and above. It doesn't do much, but what it does, it does with a vengeance. Scarabaeidae will delete any Finder data files which it finds amongst the currently selected files on the desktop. If any folders are selected, Scarabaeidae will dive into them and delete all the Finder data files it finds inside them.

If you want to remove the Finder files from any disk or folder, this is a quick and easy way to do it. If you could not possibly care less that the Finder is dropping root and data files on your disks, then you don't need this program.

Install Scarabaeidae in your System/System.Setup folder, and reboot your IIgs. The Extras menu should now contain Scarabaeidae. It can be invoked by selecting it from the menu, or by pressing OA-Z.

According to the dictionary, the scarab is one of a family (Scarabaeidae) of stout-bodied beetles (as a dung beetle) with lamellate antennae. If you remember that these Finder files are often called "droppings" by those who dislike them, you'll understand why Richard selected this name.

[*][*][*]

MINIMIZER.BXY File #23193 7424 bytes Finder CDev

Minimizer Ver. 1.0
Copyright 1994 by Bill Tudor

According to Bill's documentation file, "Minimizer is an Apple IIgs Control Panel (CDev) that adds a minimize feature to the IIgs window manager. This feature allows you to minimize a window to reduce the space required to display the window on the physical screen. In general, you would minimize a window temporarily while you work in another window, and restore the window when you want to again work with it. This process moves the window out of the way without having to close and re-open it."

To install Minimizer, copy it to the System/CDevs folder on your boot disk and re-boot. To minimize a window, hold down the Option key while clicking on the zoom box. This causes the window to minimize (rather than Zoom). Clicking in the title area allows you to drag the minimized window around the screen. Clicking the window icon restores the minimized window to its original size and position.

I've tried Minimizer several times, and it works just fine. It's actually kind of neat, and useful for keeping your Finder screen uncluttered. You should read the documentation file to get the most benefit from the program.

Bill Tudor describes this as shareware, and requires a \$10 shareware payment, with a catch. If you pay him \$10, you can consider it payment for any (or all) of his shareware programs in the A2 library.

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```
DESKDOCTOR.BXY  File #23203  13440 bytes  Finder Extension
.....
Desktop Doctor Ver. 1.0
Copyright 1994 by Bill Tudor
```

The following description is taken from the documentation that comes with the program.

"Desktop Doctor is an Apple IIgs Finder Extension that checks and fixes the Finder's desktop files and icon files. This includes removing duplicate entries, keeping desktop databases up to date, and checking and fixing icon application pathnames in both icons and desktop files.

"After installation, choose 'Desktop Doctor' item from the Finder's Extras menu. This is bring up the desktop doctor dialogue box. Check each option you wish to perform:

- "[x] Delete desktop files - This option deletes all existing desktop files in the Icons folder of all of your disks. Note that this option is normally not performed. Any document/application links created with the Finder's Option-Control-Open feature will be lost.
- "[x] Rebuild desktop - Rebuilds your desktop databases by scanning your disks for applications and checking for rBundles.
- "[x] Remove duplicates - This options removes wasteful duplicate

entries and unused entries (orphans)
from your desktop databases.

"[x] Check icon pathnames - Checks the 'Application to launch'
pathname for BOTH old-style and new-
style icons. You are given the
opportunity to correct pathnames."

Desktop Doctor may be installed in the FinderExtras folder on the
boot disk, or in the System.Setup folder there. It requires System 6.0 or
later.

I confess that I don't know enough about this sort of thing to know
how valuable this program can be. However, when I ran it on my system, it
removed 13 duplicate entries and freed up 29,154 bytes.

Bill Tudor describes this as shareware, and requires a \$10 shareware
payment, with a catch. If you pay him \$10, you can consider it payment for
any (or all) of his shareware programs in the A2 library.

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FILEFINDER.BXY File #23252 22784 bytes Finder Extension
.....
File Finder Ver. 1.0b2
Copyright 1994 by Bill Tudor

According to Bill's documentation file that accompanies this file,
"File Finder is an Apple IIgs Finder Extension INIT program that allows you
to search for files on disks or in folders. You can search for files by
name, partial name, created date, modified date, file type, file size,
embedded text, or any combination of the above. Once a set of files is
found, you can delete, open, peek at, or locate (open the Finder window
containing the file) the file."

You may install File Finder by copying it into either the
System.Setup folder or the FinderExtras folder on your boot disk. If you
do the former, you must reboot for it to be active; in the latter case,
just run the Finder again for it to be active.

The following information is taken from the documentation file.

"To search file files, select 'File Finder' from under the 'Extras'
menu in the Finder. If you want to search a particular disk or folder
(including folders within the selected folder), select that folder before
choosing the File Finder item.

"Type in the name (or partial name) of the file you wish to search
for, select the search location and name matching criteria and then click
the Search button to begin the search. The location popup allows you to
search any disk, all disks, the current folder or the current list (if you
already have files selected). You can change the current folder by
clicking the change folder button.

"Once the search is complete, you can highlight any of the found
files and perform the following:

Open - Opens the file as if you had double-clicked it in Finder

- Delete - Deletes the file from disk
- Peek - Peeks at the file's contents (NOTE: Requires FilePeeker)
- Locate - Opens the Finder window that contains this file and selects this file

"To use some of the advanced features of FileFinder, click the Options button. You can search based on created date, modification date, file size, file type, or search only for files which contains a given text string. There is also an option that allows you to add the files found in the search to the current list of files rather than replacing the old list. This allows you to perform more complicated searches such as finder all files that begin with the letter 'A' and end with the letter 'Z'."

This is a nice program, and it does some things that others like it don't do. One possible shortcoming is that it only works from the Finder Extra menu.

Bill Tudor describes this as shareware, and requires a \$10 shareware payment, with a catch. If you pay him \$10, you can consider it payment for any (or all) of his shareware programs in the A2 library.

[*][*][*]

FINDFILE.BXY File #10567 8820 bytes File Finder NDA

While we're talking about file finders, I must mention Steve Chick's excellent NDA. Find File NDA, version 1.2, is not quite as fancy as Bill Tutor's program mentioned above; but, it has some pretty nifty features of it's own.

First of all, since it's a NDA, it can be accessed from within any desktop program that gives you access to the apple menu. Second, it searches for filenames in the background while you work. It has a priority level option that let's you do high speed searches as well.

As a test, I opened ShadowWrite, then selected Find File, put it to work hunting through my 240 meg hard drive, and then went back to ShadowWrite and began typing. As I typed, I could hear the hard drive as Find File worked. When it finished, it beeped and all I had to do was reselect it from the Apple menu to see what it had found.

Find File is freeware. It works with System 4.0 and above. For you programmer types, the source code is supposed to be available in A2Pro.

[*][*][*]

WW.PSINST.BXY File #23312 179072 bytes Physical Science files

George Heatherly has provided science teachers with a collection of files created by teachers at the 1990 Woodrow Wilson National Fellowship Foundation Physical Science Institute. The files include a number of activities created by the 1990 Physical Science Master Teachers to help improve the teaching of physical science.

This information was published by the Woodrow Wilson National Fellowship Foundation and is in the public domain. A printed copy of the

final curriculum module might be available from the Foundation. The files contained in this archive are all AppleWorks word processor files.

While these files are aimed at the middle school level, they should be useful to high school teachers as well. If you teach science, or know someone who does, this is a good download for you to get.

[*][*][*]

CHASING.CAR.BXY File #18041 49152 bytes Cooperative Learning
.....

While we're talking about school-related files, here is one that I uploaded in 1992.

The files in this upload are all connected to a middle school unit based on the computer program "Where in the World is Carmen Sandiego?" called "Chasing Carmen."

Most of the word processor files are worksheets that can be used by individuals or teams to investigate and discover the facts needed to be successful at this game. They are ready to print now.

Two of the word processor files are lists of facts that the students will discover as they complete the worksheets. They are presented to assist busy teachers. However, I encourage the teachers to discover these facts first by playing the game and using the almanac.

The AppleWorks data base template is designed to allow student teams to collect and organize Carmen facts and then use the data base to quickly find the info needed to play the game. The master data base contains most of the information that I have collected.

I have also included a similar set of data base files for use with FrEdBase for those who need or want to use this data base manager.

This material has been used successfully with seventh graders. It should be effective with anyone who finds the Carmen World game exciting.

[*][*][*]

FENCED.IN.BXY File #20817 13696 bytes ProDOS Strategy Game
.....

"Don't Fence Me In!" is a game for two players. It is a game of strategy with skill in planning ahead a real plus.

Players take turns claiming plots on a chart. If those plots are located in correct proximity to other plots already claimed by the player, then a fence is built between the plots. Once built, these fences act as a barrier to the other player.

The object of the game for player #1 is to build a fence that connects the top to the bottom of the chart. For player #2, it is to connect the sides. If a player tries to claim a plot that is already claimed, he loses his turn.

The game is not sophisticated enough to know when one or the other

player has won. Like chess, you must decide that for yourself. There are no bells and whistles here, just the satisfaction of out-maneuvering your opponent.

The program is copyrighted, but is offered as freeware. Let me know what you think of it.

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That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]

[PRO]////////////////////////////////////

PROFILES /

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Who's Who In Apple II

by Charlie Hartley

[C.HARTLEY3]

>>> WHO'S WHO? <<<

~ GEnieLamp Profile: Eric Shepherd ~

This month we will profile a rising star in the Apple II world. Eric Shepherd (a/k/a Sheppy) is a student at the University of California in Santa Barbara. When he isn't doing school work (and often when he is) or watching movies, Sheppy is busy online or at his computer writing nifty programs.

GEnieLamp> Tell us a little bit about yourself.

Sheppy> I go to the University of California in Santa Barbara. I chose "*****" to go here because their computer science program was supposed to be quite good (and I suppose it is, although I like to make fun of it :), and because it's close to a number of relatives out here. I'm starting my fifth year in a week; this should be my last year, unless the university does something really mean to me.

I grew up all over the place. This is my third time living in California. Lived in Texas twice (my brother was born in Texas) and in Colorado twice, and in Louisiana once. We also lived in Sumatra, Indonesia for five years, which was quite an experience, and probably the best education I ever got was while I was there.

GEnieLamp> How did you first get interested in the Apple II computer?

Sheppy> When I was in the fourth grade, my school got its first computer: "*****" a TI 99/4. They taught us to program it in BASIC and I had a lot of fun doing that. About a year later, the school got an Apple][+ and I

switched to programming that. Not long after that, the school got some //e's and hired a new math and computer programming teacher... who didn't know how to program the II. I wound up teaching BASIC to my classmates for a while. Anyway, I used Apple IIs more or less exclusively (although I was admittedly an MS-DOS freak for about six months... then I went into rehab and am just fine now).

I didn't become a die-hard Apple II user until I first got online, though, and realized that there really were a lot of people out there using the II. That was the spring of 1991. Until then, I really, really liked the II, but it wasn't the kind of strong addiction I feel now.

GENieLamp> Do you have any anecdotes you can share with us about your
"*****" first experiences with the Apple II?

Sheppy> Most of my anecdotes involve the fragile nature of floppy disks
"*****" and how easy it is for a program gone horribly wrong to wipe them out. I used to do that a lot (and I lost a lot of really nifty programs that way). When I first got my IIGs, for instance, I only had 5.25" drives and 256K of memory, but I was determined to write a nifty paint program for the IIGs. I nuked a couple of disks trying to write that program. Eventually I did get a simple (but usable) paint program up and running, but by then I'd gotten a 3.5" drive, color monitor, and some RAM and was able to run some commercial stuff.

Probably my best Apple II anecdote is a tidbit on the durability of these machines. It was 8th grade computer class, and there were Apple //es on cheapo folding tables all over the classroom (you know the kind of table -- the ones they use in school lunchrooms). A friend of mine sat down on one of those tables and it broke. One of the //e's slid off the table, yanking the monitor and disk drives along with it, bouncing across the floor. The cases were scuffed, but the machine, monitor, and drives all worked fine. I don't think most computers could take that kind of beating.

GENieLamp> Where do you see the future of telecommunications moving in
"*****" the next five to ten years?

Sheppy> "Yow!" That's the best word to describe it. It's impossible to
"*****" imagine the future of telecommunications. Five years ago, telecommunications was an infant field of tiny little companies and one or two giants. Most of it was experimental. The fastest modems readily available today are 28,800 bits per second. Five years ago, everyone was just starting to make the move from 1200 to 2400 bits per second. We're looking at a speed increase of immense proportions, and vastly increased interconnectivity of networks. Today's networks will look puny and toylike compared to the networks at the beginning of the next millennium. The Internet is big and growing fast, but we haven't yet reached the point where being online is necessary. In five years we'll be there, and there will be nothing you can do in person that you can't do online. Or, at least, not much (let's face it, a nice dinner out just isn't the same if you're not face-to-face :).

GENieLamp> How did you get started writing software?
"*****"

Sheppy> I actually got started because my school required that we learn
"*****" how to program in BASIC, and I learned that I really enjoyed it and was even pretty good at it (a unique pairing of positive attributes

that just says "do it!"). I programmed entirely in BASIC for a few years, then learned assembly, Pascal, C, and a few other languages. I guess it just sort of happened.

GENieLamp> Tell us about some of the software you have written for the
"*****" Apple IIgs.

Sheppy> Well, I've written mostly little utilities and such. The first
"*****" program I put out on the online services was ProBOOT in 1991. The first version I uploaded was version 3.0, and it's at version 5.2.1 now. ProBOOT lets you hold down the Apple key to bring up a menu that you can use to choose a disk to boot from. It automatically activates the slot for that disk if it's switched out, and it sets the system speed up for you, too.

I've written some stuff for Softdisk, such as Shifty List, which allows you to choose some of your favorite INITs, DAs, and control panels to be loaded when you shift-boot. I like it not because it's useful (which it is) but because it's the kind of program you can find lots of clever uses for. For instance, you can set up your system so that booting normally loads only a few extensions, but shift-booting loads lots of extra stuff. That's kind of convenient.

I've written a LOT of stuff, some I don't even remember writing. :)

GENieLamp> Shifty List is an impressive program. Folks who don't
"*****" subscribe to Softdisk G-S may get it by calling Softdisk at 1-800-831-2694 and requesting the issue containing it.

What other platforms have you created software for?

Sheppy> I released a couple of shareware programs for MS-DOS a few years
"*****" back, but nothing major. I also wrote some rather large professional database systems for MS-DOS in dBase and Clipper. I've been futzing with writing some Mac software, but programming the Mac is depressing and I tend to suffer IIgs withdrawal when I do it.

GENieLamp> You've assumed a leadership position in the PowerPC
"*****" Programmer's Roundtable here on GENie. Please tell us a little about how this came about.

Sheppy> To be honest, I don't really know how it came about. There was a
"*****" bunch of shuffling around of staff earlier in the year, and a few openings came up, and I had happened to post a couple of messages in the PowerPC RoundTables and had recently become very active in A2 and A2Pro, so I guess Dean just figured he didn't have much to lose.

The interesting thing is that I was actually picked up as an assistant sysop, but there was no Chief Sysop in PPCPro at the time, so I was kind of performing those duties... and after a couple of months, it was made official.

GENieLamp> What do you consider your proudest accomplishment?
"*****"

Sheppy> Waking up before noon today. :)
"*****"

No, seriously, I'd have to say that my proudest accomplishment is the

three months I spent at Apple on the Apple IIgs operating system quality assurance team in 1990. It was fantastic work, and it was an honor to work with the folks that brought System 5.0 and 6.0 to us. Helping to squash bugs in the system software was a tremendous thrill.

GENieLamp> Who do you look up to as your mentors?

Sheppy> As hard as it is to believe, probably the person I most admire
***** and look up to is my younger brother. He's the kind of person that isn't afraid to do new things, and usually succeeds at them. He's more dedicated to getting things finished than I am, and usually puts more work into it than I would. When he finds something he has trouble doing, he just works at it harder until everything works itself out. I wish I could get myself to do that sort of thing.

GENieLamp> Is your brother going to follow in your footsteps?

Sheppy> My brother is a mechanical engineering major at the University of
***** Texas in Austin. He's just started his second year. He's going to be twenty on October 1. Holy cow... I never realized that until now. Twenty...

Anyway, he's going to be a ME [Mechanical Engineer], like my dad, so he's not following in my footsteps, which is for the best. :) But I remember helping him with his math when he was in the first grade and I was in the fourth. He finished the first, second, third, and fourth grade math courses all while he was in the first grade. He's probably the only person in the world that can impress me without trying. :)

GENieLamp> What sorts of things do you like to do for fun (i.e.
***** non-computer hobbies)?

Sheppy> I like movies. Even movies that sound really bad, once I start
***** watching them, I can't stop. I also like to read. Science fiction, mostly. And music... it's a wonderful thing.

GENieLamp> What new services do you think GENie should provide its
***** subscribers?

Sheppy> Lower-cost 9600 access. That's really important. But even more
***** important than that, in my book (but less likely to actually happen) is a faster protocol for uploading. Regardless of whatever reasons GENie might have for not supporting ZModem uploads, I can't stand XModem.

GENieLamp> What one piece of advice would you pass along to a new
***** Apple II telecommunications enthusiast?

Sheppy> Don't bother trying to join America Online. :)

GENieLamp> With the decision by Apple to finally drop the IIgs from their
***** price lists, many Apple II users are feeling frustrated. What do you see as the future for the Apple II and its owners?

Sheppy> I see the Apple II community slowly shrinking until it reaches a
***** new stable point at which the number of users and the number of

programmers equalizes itself again. There will be fewer of each, but there will always be an Apple II community, and I hope to remain a part of it.

GENieLamp> Of all the freeware/shareware programs that you have released
 "*****" here on GENie, which are your favorites?

Sheppy> Here's a list of my favorite programs, what they are, and why I
 "*****" like them.

ProBOOT 5.2.1 (A2 Library file #21525)

This is my favorite freeware/shareware release. Of all my programs, ProBOOT has accumulated the most time and effort, and I never seem to run out of new ideas for what was originally a very simple concept. And it's the first program I ever released for the Apple II. This program also taught me the importance of beta-testing, because twice, ProBOOT went through three new versions in less than a week because of bugs.

ProBOOT lets you pop up a list of disk drives that you can boot from just by holding down the Apple key when you boot your computer. Selecting one of the drives will automatically enable that drive in the control panel, set up your system speed, and boot it. You can do the same thing using a Finder extension that's included with ProBOOT. It's a big time-saver when you have to boot from floppy disks a lot, especially when you have to boot older 8-bit Apple II programs, because the system will automatically slow down for you.

SysFail Plus 2.3 (A2 Library file #23350)

SysFail is a useful tool for finding out why your system does weird things in the dark of night. When your system goes really nuts and boinks into the system death manager, instead of the old "Fatal System Error \$D0D0" type screen you used to get, you'll get a nice, long, descriptive set of information about what went wrong and why. The information can be useful when complaining about bugs in programs. :)

FixBoot 2.0 (A2 Library file #23268)

This is one of those programs I wrote because I really needed to have it. The first versions of FixBoot were a 13K application you'd launch to put a boot block onto RAM disks. Version 2.0 is an INIT that automatically puts boot blocks on all empty ProDOS RAM disks. This is really convenient, because until FixBoot, you had to format any RAM disk you wanted to boot from. And I used to set up lots of files on my RAM disk, then remember I'd forgotten to format it first. With FixBoot installed, I don't have to think about it anymore.

Cleaner Clean Up 1.0.4 (A2 Library file #21531)

Actually, I don't remember what the latest version of this is, because I'm working on a new program that will do lots of nice changes to the Finder, and the features in Cleaner Clean Up are in there. But Cleaner Clean Up is the program that gave me the idea of writing Finder extensions that added features to the Finder without actually looking like they're

additions to the Finder. Seamlessness. Cleaner Clean Up, for instance, adds a warning message before letting you clean up the icons on your desktop, giving you the opportunity to avoid messing up the desktop icons.

This idea of seamless Finder extension design is carried even further in SmartRestart, which was published on Softdisk G-S #52. It actually adds a new menu item into the Finder's Special menu (a Restart item), to add to the IIgs Finder one of the few features of the Mac Finder that are better than the IIgs Finder. This kind of thing, I think, makes computer easier to use, and that's important.

GENieLamp> That's an impressive list Sheppy! For those of our readers
"*****" who want to find your other uploads, they should search in the library under either the name POWERPC.PRO or under E.SHEPHERD.

Thank you, Sheppy, for an enjoyable interview.

Sheppy> It's been my pleasure. Your readers are also welcome to visit
"*****" with us in the PowerPC Programmer's Roundtable (PPCPRO).

[*][*][*]

A note to our readers: If you want to know more about a particular person and want him/her to be interviewed for the GENieLamp A2 profile column, send E-mail to C.HARTLEY3 or EDITOR.A2 and we'll see what we can do. In your E-mail message, tell why you think this person is a good candidate for the profile.

[EOA]
[TIP]////////////////////////////////////
 GENie TIPS & HINTS /
////////////////////////////////////
How to Use GENie Efficiently

by Bill Dooley
 [A2.BILL]

>>> USING THE "SEARCH" COMMAND <<<

With the size of this bulletin board, finding the right topic to read or to post in can be a challenge. An index of categories and topics can help, but it lists topic titles only (see Category 2 Topic 4).

The GENie SEARch command allows you to search both topic titles and topic descriptions for a character string. Here is GENie's online help:

1 >help sea

SEARch
=====

Allows you to search for a particular subject within the system. Each topic subject is searched for a match of the input string and a list of topics with that string is displayed. There are 2 parameters:

/STRing/ : is a string enclosed with ANY delimiter. The /'s are used here for demonstration. The search STRing must be at least 3

characters long.
 ALL : is an optional parameter that forces searching throughout ALL categories. If it is not specified, ONLY the current category is searched.

Here is a sample search for the word "appleworks" in all categories and topics:

```
1 >sea /appleworks/ all
```

Searching for [APPLEWORKS]...

```
Found in Descrip: Cat 03 Top 004, Sub: A2 New Topic Service
Found in Subject: Cat 08 Top 004, Sub: Using Appleworks in your business
Found in Subject: Cat 08 Top 015, Sub: SuperWorks (MS-DOS AppleWorks clone)
Found in Descrip: Cat 13 Top 005, Sub: MAGICAL SOFTWARE: AWKS Macros Add-Ons
Found in Descrip: Cat 13 Top 006, Sub: WriteWorks -- Husky Blue Software
Found in Descrip: Cat 13 Top 011, Sub: Marin MacroWorks
Found in Descrip: Cat 13 Top 015, Sub: TEXAS II
Found in Descrip: Cat 14 Top 017, Sub: Parallel Pro Problems
Found in Subject: Cat 17 Top 001, Sub: About AppleWorks/AppleWorks-GS Online
Found in Subject: Cat 17 Top 003, Sub: Misc. Utilities for AppleWorks
Found in Subject: Cat 17 Top 004, Sub: AppleWorks 3.0 - General Discussion
Found in Subject: Cat 17 Top 005, Sub: AppleWorks 3.0 - Word Processor Module
Found in Subject: Cat 17 Top 006, Sub: Ultra & UltraMacros for AppleWorks
Found in Subject: Cat 17 Top 007, Sub: WANTED: AppleWorks GS guru!
Found in Subject: Cat 17 Top 009, Sub: AppleWorks 3.0 - Enhancements
Found in Subject: Cat 17 Top 010, Sub: AppleWorks 3.0 - Patches
Found in Descrip: Cat 17 Top 012, Sub: Macro Pro
Found in Subject: Cat 17 Top 013, Sub: ---- AppleWorks 4.0 ----
Found in Subject: Cat 17 Top 014, Sub: AppleWorks 4.0 - General Discussion
Found in Subject: Cat 17 Top 015, Sub: AppleWorks 4.0 - Enhancements
Found in Subject: Cat 17 Top 016, Sub: AppleWorks 4.0 - Macros
Found in Subject: Cat 17 Top 017, Sub: AppleWorks 4.0 - Printer Problems
Found in Subject: Cat 17 Top 018, Sub: -- AppleWorks 5.0 In Progress! --
Found in Subject: Cat 17 Top 021, Sub: AppleWorks GS - Communication Module
Found in Subject: Cat 17 Top 022, Sub: AppleWorks GS - General Discussion
Found in Subject: Cat 17 Top 033, Sub: AppleWorks 3.0 Problems/Solutions
Found in Subject: Cat 23 Top 013, Sub: AppleWorks books and wares
Found in Descrip: Cat 25 Top 003, Sub: OmniPrint
Found in Descrip: Cat 34 Top 012, Sub: How can I submit to Softdisk?
Found in Subject: Cat 42 Top 029, Sub: AppleWorks 4.0 - Official Support Only
Found in Subject: Cat 42 Top 032, Sub: AppleWorks GS Suggestions
```

Does anyone find this search useful?

Now, have you done a search that may be of interest to others? Post the results here. Caution: edit the search results to put a space at the beginning of every line, or post using the "*SN" command instead of "*S" or GENIE will word-wrap the list and make it very hard to read.

A search will turn up a topic only if its title or description includes the desired word. Do you have any suggestions about editing topic titles or descriptions to add appropriate search terms? Do you have any other ideas for making this topic useful? The floor is open.

Bill Dooley (A2.BILL, CAT2, TOP14, MSG:1/M645;1)

```

////////////////////////////////////// GENIE_QWIK_QUOTE //////////////////////////////////
/
/      I don't agree with anybody here so I'm going to blow
/      up the Eiffel Tower.
/
////////////////////////////////////// SM //////////////////////////////////

```

[EOA]

[LOG]//////////////////////////////////////
LOG OFF /

//////////////////////////////////////

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- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
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Apple II Computer Info

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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
~ November 1, 1994 ~

- FROM MY DESKTOP [FRM] HEY MISTER POSTMAN [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE [HUM] REFLECTIONS [REF]
Cartoon Laws. Psychological Aspects of E-mail.
ASCII ART GALLERY [ASA] THE TREASURE HUNT [HUN]
Bengal Tiger. Yours For the Downloading.
HARDVIEW A2 [HAR] PROFILES [PRO]
Apple Powered Speakers II. Who's Who: Tony Ward
SPECIAL NEEDS [SPC] PAUG NEWSLETTER [PNL]
Tetris Soothes Asthma Attacks. November 1994 Report
LOG OFF [LOG]

GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing system
to help make reading the magazine easier. To
utilize this system, load GENieLamp into any ASCII word processor or
text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
index.

MESSAGE INFO To make it easy for you to respond to messages
re-printed here in GENieLamp, you will find all the
information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
| | | | |
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

A message number that is surrounded by brackets indicates that
this message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

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four hours of non-prime time access to most GENie
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Internet mail gateway, and chat lines, are allowed without charge.
GENie's non-prime time connect rate is \$3.00. To sign up for GENie
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*** GET INTO THE LAMP! ***

//////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ "What would have happened if I just turned on the drive?" /
/ "Have you ever heard of Chernyobl...?" /

/
//////////////////////////////////// W.GEORGE2 & S.WEYHRICH ////

[EOA]
[FRM]////////////////////////////////////

FROM MY DESKTOP /

////////////////////////////////////

Notes From The Editor

by Douglas Cuff

[EDITOR.A2]

>>> THE SHAME OF SENTIMENT <<<

As I write this, it's almost exactly halfway between the Canadian and American Thanksgiving Days. Up north, we celebrated Thanksgiving about three weeks ago; readers in the States still have three weeks to go.

This Thanksgiving, I'm thankful for a lot of things I took for granted five years ago. I'm thankful that my wife and I have a clean, warm apartment to live in, and that we've never had to go a day without food. I'm thankful that my wife's sister and her husband has moved to within an hour's drive of us instead of three days'; it makes us feel a little less like strangers in a strange land.

I'm also thankful for my GENieLamp boss, John Peters. His wise and kind words have helped me through many a tough time over the last year and a half.

When I was at KansasFest this July, I met John and Mike "Cowboy" White for the first time. Mike and John were pressed-ganged into giving Steve "Apple II History" Weyhrich and me a ride back from a party, and the talk turned to highway driving.

"I like cruise control," Mike said, "but sometimes I feel a little silly with everybody else whooshing past me."

"But they aren't," J. P. pointed out. "You're just registering the people who are speeding. You never get to see all the other people travelling at the same speed you are, obeying the speed limit. They stay just as far ahead of you or behind you as you they ever were."

Maybe it isn't pithy and maybe it isn't profound, but I appreciated the insight. Have you ever been intimidated by the illusion that you're in the minority if you toe the line? I sure have. When I was younger, I occasionally followed the crowd even though I knew it was wrong.

I don't pirate software, but I've had gentle and otherwise intelligent people ask me to provide copies of programs I own legitimate copies of. The implication is clear: they consider that they would be gullible to follow a law that is almost impossible to enforce.

My wife is taking her computer science degree at the local university, and just last week, a classmate who was proselytizing on behalf of a group offered to "tape off" one of their CDs so that she could truly appreciate their magnificence. She declined politely. When asked why, she pointed out that it was illegal.

Recently, one of my oldest friends asked me to make a copy of a videotape he had purchased on my behalf many years before. It wasn't easy to refuse an old friend, particularly one who had done me the favor of obtaining the video, but I did it, and explained why.

Sometimes one gets met with a disbelieving stare. Sometimes the response is a tolerant smile usually reserved for those who believe that the potatoes for the Sabbath meal must be peeled the night before, since it's sinful to work on the Sabbath; a sort of wordless "Oh really? I don't believe in that myself, but of course this is a free country."

When it seems that everybody is doing it, there is a pressure to conform, a concern about looking foolish in the eyes of your peers. It's no easier for me than it is for anyone else to speak up and risk being seen as a holier-than-thou zealot or a hopeless naif. It doesn't seem to be getting any easier, either; it's a struggle each time. I do it, though; even though I am not bathed in a Disneyesque glow--akin to smugness--of knowing I've done the right thing.

This year, I'm thankful that I finally got to go to KansasFest, and happy about the many online acquaintances that I finally got to meet--John Peters, Mike White, and Steve Weyrich are just three of them. I'm also thankful that I have a boss with a good deal of common sense (and a certain talent for Charades even after a long day).

Actually, these days, I'm the servant of many masters, so I have a lot of bosses, and all of them are good folk... but let them get their own editorial, this one is for John.

-- Doug Cuff

GENie Mail: EDITOR.A2

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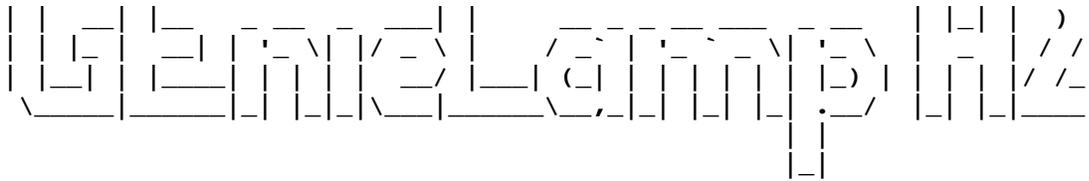
[Doug Cuff is also the editor of A2-Central, a managing editor for II Alive, and occasionally does contract work for Quality Computers, publishers of AppleWorks. He would like to point out that, the foregoing editorial notwithstanding, he does not owe his boss John Peters any money, nor is he trying to stave off his inevitable dismissal as editor of GENieLamp A2, nor is there any truth to the rumor that he is in need of character witnesses in the patently ludicrous paternity suit that Bigfoot and Elvis have filed jointly. He would also like to assure all his bosses that he will return to his serious and grumpy old self the minute Thanksgiving is over.]

REPRINTING GENieLamp

If you want to reprint any part of GENieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

/ _ _ | _ _ | () | | / _ \ | _ _ \



ASCII ART ENDS

[EOA]
[HEY]////////////////////
HE Y M I S T E R P O S T M A N /
////////////////////
Is That A Letter For Me?
by Douglas Cuff
[EDITOR.A2]

- o A2 POT-POURRI
o HOT TOPICS
o WHAT'S NEW
o THROUGH THE GRAPEVINE
o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<

OLD ROGER WAGNER TITLES STILL THERE I spoke with Pam Wagner yesterday and
she assures me (us) that nothing has
been deleted from the RWP catalog. Even the oldest of the old titles for
the][+ are still available if you call.

Cheers... Bill Lynn
(BILL.LYNN, CAT32, TOP8, MSG:97/M645;1)

TRUETYPE FROM MS-DOS Assuming one can get them onto a GS compatible disk,
what has to be done to make MessyDos TrueType fonts
compatible?

Curtis in /\onTana! B-----< Delivered by Co-Pilot >-----> {=-{)
(C.BARROW, CAT37, TOP4, MSG:385/M645;1)

>>>> You have to run the fonts through a converter program on a
Macintosh. Then you have to spend a few hours getting things like
style bits, font names, and font ID numbers right. Then just put them on
an HFS disk and pop it in a GS. :)
(T.BUCHHEIM, CAT37, TOP4, MSG:386/M645;1)

>>>> It's not for the faint of heart...or those lacking in computers.
You can make the conversion if you have an MS-DOS computer
(possibly optional), a Macintosh, and your IIGs.

1) Make sure the TT fonts on the MS-DOS disk are "NAME.TTF", and not
"NAME.TT_". The latter fonts have some compression that has to be de-

compressed before they are usable. This would be the only situation where you would NEED an MS-DOS computer. Just use the Utility included with the fonts to install them into Windows.

2) Transfer the MS.DOS "TTF" font files to a Macintosh using Apple File Exchange (AFE) on the Mac.

3) Download the shareware program TT Converter from the Mac RT. Run each TTF file through TT Converter, and it will make it usable by the Mac. Note that the filename given by TT Converter to some fonts with similar names may be close enough that you will get an error when trying to do it. (For example, Bozo Bold and Bozo Bold-Italic might both be given the name Bozo BO by TT Converter; attempting to convert the second one will cause an error and the program will quit).

4) Put the converted files on an HFS 3.5 disk, and put it into the IIgs.

5) Move the files from the HFS 3.5 disk to wherever you want them on the IIgs hard drive.

6) Use the Pointless control panel to load each of the converted Mac fonts. Pointless will change them from typeless files (\$00/0000) to proper TT fonts (\$C8/0001).

There's more if you want to be fancy, but that's the quick and dirty.

Steve Weyhrich <IX0YE>--<
(S.WEYHRICH, CAT37, TOP4, MSG:387/M645;1)

II ALIVE = THE INCREDIBLE SHRINKING MAGAZINE?

| | | | | | |
|-------|-----|-----|-----|-----|----|
| Issue | 2/1 | 2/2 | 2/3 | 2/4 | ? |
| Pages | 66 | 64 | 64 | 48 | ?? |

I hope this is not a sigh of things to come. (Typo intended)

The heavy cover keeps it in one piece through the mail, thank you. Your printer, however, leaves something to be desired: pages 17-24 were partially uncut, but that's probably because it was stapled so crooked (pages 17-32 section).

Still love the magazine - keep up your good work, and talk to your printer. :)

—|—
| Terrell Smith
| tsmith@ivcfncs.fullfeed.com
| (T.SMITH59, CAT42, TOP11, MSG:75/M645;1)

MACWEEK KNOWS WHAT A IIGS IS?

|—
| rom the October 10th MacWEEK, p. 38:

"Dealer's Corner by Scott Harris

You should find the following sequence there:

```
A9 03 00      LDA #3          (family #)
8D 73 1B      STA           store family
A9 00 00      LDA #0          (style word)
8D 75 1B      STA           store style
A9 0C 00      LDA #C         (size word)
8D 77 1B      STA           store size
A9 19 99      LDA #10        justification
8D 71 1B      STA           store justification
A9 01 00      LDA #1         (spacing)
8D 6F 1B      STA           store spacing
```

2) Word processor:

This patch is divided into two steps: a) block \$609, by \$93 (version 1.0v2: block \$4EE, byte \$02)

```
A9 03 00      LDA #3          (family #)
87 0B         STA [$B]
A9 00 0C      LDA #0C00      (size(high) and style(low) )
A0 02 00      LDY #2
97 0B         STA [$B],Y
```

b) and again on block \$64F, byte 141 (version 1.0v2: block \$533, byte \$18)

```
A9 03 00 87 08 A9 00 0C A0 02 00 97 07
```

So what do you have to patch in here? These are the descriptions (we're looking at 1) for reference):

- font family number (\$03=Geneva, \$14 would be Times)
- style (0=plain, 1=bold, 2=italic, 4=underline, 8=outline, \$10=shadow, \$40=superscript, \$80=subscript)
- size (\$0C=12 point)
- justification (\$10=left, \$20=center, \$40=right, \$80=full)
- spacing (1=single, 2=double, 4=quadruple (right word??? :-))

end of original post

I've used it to change the WP default to Shaston 8. For v1.1, I found the above string of bytes to look like this:

```
A9 03 00 87 0B A9 00 0C A0 02 00 97 0B
```

and I changed it to this:

```
A9 FE FF 87 0B A9 00 08 A0 02 00 97 0B
|__|_____||_|_____Family (Shaston = $FFFE)
|__|_____||_|_____Style
|__|_____||_|_____Size (8)
```

This may be more than a little cryptic to a lot of folks. If anyone problems finding what and where to patch, give me shout and I'll try to explain in more detail.

Aside from that, the script will work just as it is supposed to regardless of the fact that it shows the wrong icon.

Gary R. Utter (GARY.UTTER, CAT13, TOP3, MSG:316/M645;1)

MS-DOS EMULATES IIE Here's the description (FILE_ID.DIZ) of Sim IIE, a shareware program I found on CompuServe.

Run Apple software on your PC! SimSystem IIE emulates a 128K Apple IIE with a printer adaptor, 80-col card, two floppy and two hard drives. Supports all Apple graphics modes, joystick, and sound! Runs Apple DOS, ProDOS, AppleWorks, games, utilities, even many protected programs! 65C02 monitor and 'ICE' debugger! Requires 100% IBM compatible w/286 or better CPU and graphics (CGA, EGA, VGA). Another terrific shareware product from American Research Inc.

Apparently, it will only run the included programs unless registered. If you'd like it, I'll check to see if one of the IBM RTs doesn't already have it, then upload it.

-Ken (KEN.GAGNE, CAT9, TOP6, MSG:233/M645;1)

>>> HOT TOPICS <<<

SECOND SIGHT VGA CARD In defense of Sequential, there's a finite supply of Apple IIGS RGB monitors out there. Nobody is making them, so this card will be instrumental in the preservation of Apple II computers out there. For those with an Apple IIE, it's basically the only choice for an improved display. We constantly get questions from people about the clarity of Apple II displays and this is a good solution.

So, without reservation, I'll gladly say, nice job Sequential.

Quality Computers --- Power for Performance (QUALITY, CAT20, TOP14, MSG:59/M645;1)

>>>> There shouldn't be any hardware conflicts between the Second Sight and PCT, but the PCT won't be able to take advantage of the Second Sight.

Jawaid (PROCYON.INC, CAT20, TOP14, MSG:76/M645;1)

>>>> > Oh, forgot my other question. Why does the card have to go in slot 3 on a ROM 01?

There is a signal, M2B0, that's available only on slot 3 in a ROM 01 that the card needs.

> As I already have a Zip in slot 3 and moving it would not be possible. > Adding a longer cable would cause the Zip fits.

Actually, you can put the Zip in slot 1 by just reversing the orientation of the CPU cable on the Zip. The cable isn't any longer, and we've been running the 10/64 Zip in a ROM 01 (noisy) like this for over a

month without problems.

> Is the card compatible with the Zip for that matter? That ended up being
> two questions.

Works fine with a 10MHz/64K Zip we've got in that machine, and we've
no reason to believe faster ones won't work just as well.

> Say, nobody asked if it worked fine with the 3200 color viewing scheme.

Yeesh, now that's three questions. :-) I'm not 100% sure, but
probably not.

(PROCYON.INC, CAT20, TOP14, MSG:77/M645;1)

> Even better would be an LCD flat panel display that directly accepted
> VGA/SVGA signals.

Excellent idea, Lunny! I've been browsing some Educational catalogs
going (ooh, look at this screen projection system that people with II's
in schools can use now! :-)

Jawaid (PROCYON.INC, CAT46, TOP7, MSG:130/M645;1)

>>>> Jawaid, I have read that the COMPTON ENCYCLOPEDIA has some VIDEO
"*****" parts and some animation. Does your software for COMPTON support
these ?

.Ilan (I.LEV, CAT20, TOP12, MSG:348/M645;1)

>>>> The Compton's CD does in fact have QuickTime (Mac) or AVI (Windows)
"*****" movies, but there's no IIGS software to play these movie formats
yet, and even if there was, it would take a great deal of time to process
the movies into color. With the Second Sight video card, however, players
for these movie formats should be easier to write, and perform in
real-time.

Jawaid (PROCYON.INC, CAT20, TOP12, MSG:351/M645;1)

>>>> Will the SS card and a larger VGA monitor allow me to view an
"*****" entire page in AWGS, GraphicWriter, etc.? Will it make doing a
page layout any easier (see the whole page at actual size) if I can use a
larger monitor? Thanks, Mark.

(M.JAMES24, CAT20, TOP14, MSG:95/M645;1)

>>>> Not at this point (although I know Dave is interested in supporting
"*****" it for GW). These programs are not currently written to support
the special functions of the card, so all you would get (from what I can
tell) is a better resolution (sharper) and clearer (no scan lines) version
of what you already see.

Ken Lucke
k.lucke@genie.geis.com

< Delivered by Co-Pilot v2.5 & Spectrum 2.0b25 >

(K.LUCKE, CAT20, TOP14, MSG:96/M645;1)

>>>> As we sell them, it won't allow this
"*****"

However, if in the future someone patches QuickDraw for the Second

Sight board, then assuming the software isn't deficient in some way, you could get more on the screen at a time (and with the right aspect ratio, too).

Jawaid (PROCYON.INC, CAT20, TOP14, MSG:105/M645;1)

>>>> Just a quickie notice: I made significant progress in my
"*****" investigation of Compton's encyclopedia today, enough so that I can safely say that the next version of of Compton's, with new features like the "Idea Search" implemented, will be out by Christmas.

Jawaid (PROCYON.INC, CAT20, TOP12, MSG:308/M645;1)

PMPFAX SOFTWARE STILL IN PROGRESS Well, the phone book routines are
"*****" finished :) I'll be working on the
send batches next.

This is how it'll work: You'll be able to set up multiple phone books. Each of these phone books can have a combination of book entries (which have the person's name, an organization, and their fax number) and groups. Groups are a collection of book entries and other groups. When you send a fax, you'll be able to pick an entry or a group to send the fax to from any of the phone books you have configured. Sending to groups will be handy when you have a particular fax job that you want to send to multiple people.

The send batches will consist of a variety of different page types. You'll be able to include print pages (that is, pages that are captured from any application that you can print from), an optional cover page (you'll be able to include various fax variables in them, including the name and organization, date and time, total pages, and a comment or memo field), pages from another saved send batch, pages from a received batch, or APF and PIC files. Send batches will automatically be created from the Print dialog so it will be simple to just send a fax when you go to print. You'll have the option of sending immediately, scheduling a send, or just saving a send batch and sending at a future time.

The package will also include an NDA that will have maintenance for the phone books, send and receive batches, and cover sheets. The NDA will allow you to create your own send batches outside of an application print job, will let you view/print/export received faxes, and do other sundry functions.

I am also thinking of releasing a developer's package that will allow fourth-party applications related to PMPFax. Because of the modular way I'm creating the system, other applicaitons and NDAs will be able to access just about all of the features of PMPFax, including the phone books, the send and receive batches, cover sheets, and the view/print module. Some examples of possible fourth-party apps would be advanced phone book maintenance, manipulation of send/receive batches, specialized printing or cataloging of faxes, etc. The actual send/receive modules will also be available for use in this fashion.

Is this something any of you developers out there would be interested in? If so, let me know.

Paul (PMP, CAT38, TOP15, MSG:131/M645;1)

>>> WHAT'S NEW <<<

GENie ANNOUNCES REDUCED RATES FOR 9600 BPS ACCESS Fire up that high-speed
 ***** modem and head for your
 favorite GENie Software Library! Effective October 3, 1994, you'll be able
 to access GENie Services at 9600 bps for as little as \$5.00 per hour. This
 is a limited beta test, and will be opened to all users on October 10,
 1994.

As a result of an arrangement with Sprint, GENie will be offering
 9600 bps access from almost 300 SprintNet locations. Best of all, this
 high-speed access will not be subject to high-priced surcharges. The
 normal \$2.00 per hour SprintNet surcharge will apply...even at 9600 bps!
 This open beta test is expected to run through the end of the year.

To find the number of the SprintNet access number nearest you, simply
 type PHONES at any GENie menu prompt (or use the "Move To Keyword" option
 in GENie for Windows and type PHONES). Remember, this rate applies only to
 9600 bps access via SprintNet. So be sure to choose the access number
 showing "9600" in the "Baud Rate" column AND "SprintNet" in the "Network"
 column.

From the "Fine Print" department, please note that the \$2.00 per hour
 surcharge for SprintNet access is applicable even during your initial four
 hours of monthly usage.

So, whether you're into downloading software, reading bulletin
 boards, or accessing databases, it's about to become cheaper to do it
 faster! Join the beta test today, and get a headstart on the savings!

- - -

Dean Esmay (SYNDICOMM, CAT3, TOP12, MSG:55/M645;1)

>>>> OK, this is the way I understood it

All per hour, USA: (Canada higher)

| Network Type | Baud Rate | Standard charge | Network charge | Speed charge | Total Cost |
|--------------|-----------|-----------------|----------------|--------------|--------------------------|
| GENie | 2400 | \$3.00 | -- | -- | \$3.00 |
| GENie | 2400 | \$3.00 | \$2.00 | -- | \$5.00 (surcharged node) |
| GENie | 9600 | \$3.00 | -- | \$6.00 | \$9.00 |
| GENie 800# | 2400 | \$3.00 | \$6.00 | -- | \$9.00 |
| GENie 800# | 9600 | \$3.00 | -- | \$6.00 | \$9.00 |
| SprintNet | 2400 | \$3.00 | \$2.00 | -- | \$5.00 |
| SprintNet | 9600+ | \$3.00 | \$2.00 | -- | \$5.00 |

If you call during Prime Time, add \$9.50 to the total cost.

Dave (JUST.DAVE, CAT3, TOP12, MSG:125/M645;1)

GENie TO PROVIDE FULL INTERNET ACCESS BY YEAR END ROCKVILLE, MD, October
 ***** 17, 1994 -- GENie
 announced today its plan to release Phase I of its Internet Access Service
 by year-end 1994. The GENie Internet Access Service will enable subscribers

to access the wealth of information and numerous discussion groups available on the Internet from GENie.

Phase I will provide GENie subscribers with access to:

- * The FTP Service which provides users with interactive access to any of the millions of files available for public access on the Internet.
- * Usenet Newsgroups Service which allow users to participate in the global discussion areas collectively known as USENET.
- * Outbound Telnet Service which enables users to connect to other host computers through the Internet.
- * Gopher Service which is a set of menus designed to help users access files, discussion groups and other host computers in a more orderly and logical fashion.
- * Wide Area Information Server (WAIS) Database Service which provides users with access to "no cost databases" across the Internet.

GENie will also establish a GENie Information Server, accessible to Internet users interested in learning more about GENie Services. Pricing information, access numbers, a list of services, and details of special offers will be available, as well as a signup module.

GENie Services, which became operational in 1985, is one of the leading online information services with subscribers throughout the United States, Canada and around the world. GE Information Services, Inc., a division of General Electric Company, is headquartered in Rockville, Maryland.

#

- * RoundTables are GENie's special interest areas. Each RoundTable includes a bulletin board, software library and Real Time Conference.

Note to the Editor:

GENie Services hourly non-prime time connect rate is \$3.00 U.S. (\$4.00 CAN\$). The monthly fee of \$8.95 (\$10.95 CAN\$) includes up to four hours of non-prime time access to most GENie services such as software downloads, bulletin boards, email, an Internet mail capability, multiplayer games and chat lines.

(GOOSE, CAT10, TOP10, MSG:140/M645;1)

SYMBOLIX SPECIAL OFFER FOR SHAREWARE SOLUTIONS II SUBSCRIBERS (Basle, Switzerland /San Rafael, California. October 26, 1994) The European offices of Bright Software has recently taken over the worldwide distribution of Symbolix, the most sophisticated math program ever written for the Apple IIGS.

Bright Software would like to take this opportunity to also inform you that an amazing new 2 disk interactive demo of Symbolix is now available exclusively from the US-based offices of Shareware Solutions II.

Symbolix is a full-featured GS/OS desktop application for complex numeric and symbolic math. Written in fast assembly language, Symbolix calculates object-oriented 2-D and 3-D graphs with hidden surfaces. It offers commands for symbolic derivatives of any complex expression and frees you from expanding, collecting, simplifying and rewriting real or complex expressions. Symbolix fully supports The Manager and the Floating Point Engine, although it requires neither.

Symbolix differentiates any mathematical expression in the twinkling of an eye. It also supports nested line integrals with any number of independent variables. Symbolix's unique 3-D module is the most impressive graphing tool ever seen on a IIGS. You can rotate graphs, choose from among different color sets, and export them in various formats. There is a complete online help system, and a complete collection of mathematical formulas and summary of all chemical elements. Plus, there are Easter Eggs galore!

Symbolix requires 2 megabytes of RAM, two 3.5" disk drives or a hard disk, and System 6. It is now available only from Bright Software's European offices for \$70 plus \$5 for shipping and handling. Bright Software can accept payment by EuroCheck and by check or money order in US currency.

Bright Software is also pleased to announce that a special discounted offer for Symbolix is now available exclusively to subscribers of Shareware Solutions II. Details may be found in Shareware Solutions II, Issue #7.

The 2 disk interactive Symbolix demo is reminiscent of FTA demos, with stunning and informative animations and a toe-tapping musical soundtrack. That demo is now available from Shareware Solutions II for only \$5. The Symbolix demo requires a hard disk drive, but the actual Symbolix program does not.

To order the Symbolix demo, send checks/money orders, made payable to Joe Kohn, in US Funds only, to the Shareware Solutions II Worldwide Headquarters.

Bright Software
c/o Henrik Gudat
Missionsstr. 38
4055 Basel
Switzerland

Shareware Solutions II
c/o Joe Kohn
166 Alpine St
San Rafael, CA 94901
USA

Bright Software is the producer of a number of Apple IIGS commercial and freeware software titles. Commercially available software includes The Gate and Space Fox. Freeware from Bright Software includes ShadowWrite and MultiView.

Shareware Solutions II is a bi-monthly 20 page newsletter that celebrates the magic that is the Apple II computer. Shareware Solutions II also publishes Bill Heineman's Contacts GS name and address IIGS New Desk Accessory data base program.

Please contact Bright Software and/or Shareware Solutions II for additional information on their respective products. E-mail inquiries may be directed to:

Bright Software at:

gudat@avalon.unizh.ch

Shareware Solutions II at:

joko@crl.com
joe.kohn@genie.geis.com
76702,565@compuserve.com

(JOE.KOHN, CAT13, TOP13, MSG:193/M645;1)

<<<<< Just a note about the Bright Software/Shareware Solutions II Press
"*****" Release...

Henrik Gudat and I had a slight disagreement over the wording of the press release. I wanted to use the joint press release as a way to help promote Bright Software, and he wanted to use it as a way to help promote Shareware Solutions II.

Since readers of Shareware Solutions II already know about both the special "Such A Deal" offer and the availability of the new 2 disk Symbolix demo, it just didn't seem necessary to me to include all that info. Henrik disagreed.

But, since Henrik isn't on GENie and won't see these remarks, I'd like to point out the significance of first paragraph. Namely, Bright Software no longer has a US distributor for Symbolix! The European office of Bright Software is now handling all correspondance, tech support and sales for Symbolix.

Although Bright Software is located in Basle, Switzerland, they do have a bank account set up so that they can accept checks in US currency. They also can accept EuroChecks.

Please note that the other commercially available software titles from Bright Software (Gate and Space Fox) continue to be published by Seven Hills Software.

Joe Kohn (JOE.KOHN, CAT13, TOP13, MSG:194/M645;1)

>>> THROUGH THE GRAPEVINE <<<

APPLEWORKS 5 SHIP DATE SLIPS Marie, the manuals will be delayed slightly
"*****" by printing, so although the software will
be ready to go Monday, AW5 probably won't ship until November 4th or so.
(BRANDT, CAT17, TOP18, MSG:171/M645;1)

>>>> Products that don't slip will ship with bugs.

Products that slip only once will ship with bugs, but not as many as a product that never slips.

Products that slip several times will ship with bugs, but not very many.

Products that never ship won't have any bugs, but what's the fun in that?

Eric Shepherd (Sheppy)
[Team PPCPro]

(POWERPC.PRO, CAT42, TOP29, MSG:89/M645;1)

NOISETRACKER 2

>--ANNOUNCEMENT--<

COMING SOON -- NOISE TRACKER GS v2.00
within the next 2-3 weeks

Watch for it

(B.JOHNSON17, CAT13, TOP36, MSG:85/M645;1)

TIMEOUT STATISTICS MAYBE? OPS needs 2 or 3 testers for AppleWorks
***** (TimeOut) Application. Statistics functions
performed, but only a minimal knowledge of Statistics required to be a
tester. Respond via e-mail to: D.GUM@GENIE.GEIS.COM

(D.GUM, CAT13, TOP26, MSG:75/M645;1)

TURBO REZ GRAPHICS CARD DEAD? Fortunately, you are incorrect. The Turbo
***** Rez is doing better than RezTek wants to
publicize due to its new competitor (Second Sight); in fact, the new
TurboRez is incredible. Maybe if you dropped some e-mail to Reztek, Bill
St. Pierre might give a public status report.

Michael (M.LUTYNSKI, CAT6, TOP16, MSG:10/M645;1)

>>>> I don't get the logic in this statement

How about Animasia 3-D, Mike? How do animations look on the new
TurboRez? Are you ready to start selling this (A3D) yet?

David K. (D.KERWOOD, CAT6, TOP16, MSG:11/M645;1)

<<<< RezTek has been in a position where it does not want to reveal
***** information which the Second Sight team could use to their
competitive advantage. As for features of the third incarnation of the
TurboRez, I am not authorized to say; you'll have to e-mail RezTek
directly. All I can say is that the TurboRez has significant features
which the Second Sight lacks.

Animasia 3-D supported the second version of the TurboRez (seen at
Apple Expo East '92), but does not (yet) do so for the third version. The
reasons are more related to a lack of time than anything else. As for a
release date, an ad was just placed in GS+ for their upcoming issue. The
ad states that A3D will be available beginning December 10th.

Michael (M.LUTYNSKI, CAT6, TOP16, MSG:14/M645;1)

KOHN WON'T BUY BIG RED COMPUTER CLUB Although I haven't yet received my
***** copy of the latest II Alive, I infer
that there's a rumor printed in it that says something along the lines of
SSII taking over BRCC.

Let me just suggest that if there's something you want to purchase
from Big Red Computer Club, you better purchase it soon. There is

absolutely no truth to the rumor.

On the other hand, Shareware Solutions II and Big Red Computer Club are teaming up once again. In the next several weeks, all Scarlett subscribers will be receiving a sampler issue of SSII. The sampler is a 12 page abridged version of SSII #7 that will contain 60% of the articles that appeared in SSII #7.

Joe Kohn (JOE.KOHN, CAT28, TOP4, MSG:107/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 2, Topic 7
Message 330 Fri Oct 21, 1994
D.ROGERS2 [DAVE] at 22:45 EDT

Not to change the subject or anything, but I was just up in Joe Kohn's SSII CAT when I read his reply concerning a Honolulu user group and how they had 1000 people attending meetings at first, and they're down to 10 now.

Brought back memories. I remember how excited I was when I found out there was such a thing as a user group. I bought my][+ back in Dec '81 and went for months relying on Nibble, Creative Computing and Byte. Then I found out about the Tidewater Apple Worms (hated the name even then). What a discovery! There were easily over 100 people at those meetings. We used to meet twice a month. Once was a "meeting" where we actually conducted "business" and the other was an informal, officially unsanctioned gathering which was much more energetic though I'm sad to say the principle activity was copying software.

But the excitement came from the fact that the whole idea of personal computing was in its infancy. None of us knew what these machines were really capable of and how we could access it. Every meeting brought new wonders to behold. Broderbund actually sent a rep to demonstrate a prerelease version of Lode Runner and showed how they took the programmers original program and refined it into a finished product.

It was heady stuff for a guy who had been raised on Robert Heinlein, Isaac Asimov and Arthur C. Clarke. It was really weird meeting so many people you didn't know and having an instant rapport with them. I haven't experienced anything remotely like it since.

My wife was asking me yesterday (pleading, really) why I didn't get rid of this thing and get an MS-DOS machine "something that's compatible." I can't explain to her that this machine has the greatest compatibility of all, it's compatible with me.

Although I'm much older and wiser in the ways of bits and bytes, I can instantly recall the wonder I felt when I turned on my][+ for the first time. I suppose the people who owned the first televisions or first radios and perhaps the first folks to master fire, felt much the same way. It is a rich experience. I wonder if people who have come into computing in the last few years have felt any of that. The kids who have grown up since 1981 certainly take it for granted, much as I did color TV.

In the last years of my stay in Virginia TAW continued to shrink and

become somewhat mired in endless bickering about this and that. It was very sad for me. Now I'm in Jax and I don't belong to a user group anymore. I visit here and I help out at my son's school and that's about the extent of my Apple activities outside my den. But I'm sticking with the old hunk of silicon. I tell my wife it's my sandbox. All these things really are, after all, are boxes of sand. We make of them what we will. Somehow I don't think the guy walking out of CompUSA with the latest Compaq or Power PC in his hands has any inkling of that.

Sorry for the long post. But something struck a chord and I just had to let it reverberate for a while. Back to our regular programming...

Dave Rogers

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]

[HUM]////////////////////////////////////

HUMOR ONLINE /

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Cartoon Laws

by Trevor Paquette and Lt. Justin D. Baldwin

>>> THE TEN LAWS OF CARTOON PHYSICS <<<

Cartoon Law I.

Any body suspended in space will remain in space until made aware of its situation.

Daffy Duck steps off a cliff, expecting further pastureland. He loiters in midair, soliloquizing flippantly, until he chances to look down. At this point, the familiar principle of 32 feet per second per second takes over.

Cartoon Law II.

Any body in motion will tend to remain in motion until solid matter intervenes suddenly.

Whether shot from a cannon or in hot pursuit on foot, cartoon characters are so absolute in their momentum that only a telephone pole or an outsize boulder retards their forward motion absolutely. Sir Isaac Newton called this sudden termination of motion the stooge's surcease.

Cartoon Law III.
.....

Any body passing through solid matter will leave a perforation conforming to its perimeter.

Also called the silhouette of passage, this phenomenon is the speciality of victims of directed-pressure explosions and of reckless cowards who are so eager to escape that they exit directly through the wall of a house, leaving a cookie-cutout-perfect hole. The threat of skunks or matrimony often catalyzes this reaction.

Cartoon Law IV.
.....

The time required for an object to fall twenty stories is greater than or equal to the time it takes for whoever knocked it off the ledge to spiral down twenty flights to attempt to capture it unbroken.

Such an object is inevitably priceless, the attempt to capture it inevitably unsuccessful.

Cartoon Law V.
.....

All principles of gravity are negated by fear.

Psychic forces are sufficient in most bodies for a shock to propel them directly away from the earth's surface. A spooky noise or an adversary's signature sound will induce motion upward, usually to the cradle of a chandelier, a treetop, or the crest of a flagpole. The feet of a character who is running or the wheels of a speeding auto need never touch the ground, especially when in flight.

Cartoon Law VI.
.....

As speed increases, objects can be in several places at once.

This is particularly true of tooth-and-claw fights, in which a character's head may be glimpsed emerging from the cloud of altercation at several places simultaneously. This effect is common as well among bodies that are spinning or being throttled. A 'wacky' character has the option of self-replication only at manic high speeds and may ricochet off walls to achieve the velocity required.

Cartoon Law VII.
.....

Certain bodies can pass through solid walls painted to resemble tunnel entrances; others cannot.

This trompe l'oeil inconsistency has baffled generation, but at least it is known that whoever paints an entrance on a wall's surface to trick an opponent will be unable to pursue him into this theoretical space. The painter is flattened against the wall when he attempts to follow into the painting. This is ultimately a problem of art, not of science.

Cartoon Law VIII.
.....

Any violent rearrangement of feline matter is impermanent.

Cartoon cats possess even more deaths than the traditional nine lives might comfortably afford. They can be decimated, spliced, splayed, accordion-pleated, spindled, or disassembled, but they cannot be destroyed. After a few moments of blinking self pity, they reinflate, elongate, snap back, or solidify.

Corollary: A cat will assume the shape of its container.

Cartoon Law IX.
.....

For every vengeance there is an equal and opposite revengeance.

This is the one law of animated cartoon motion that also applies to the physical world at large. For that reason, we need the relief of watching it happen to a duck instead.

Cartoon Law X.
.....

Everything falls faster than an anvil.

Examples too numerous to mention from the Roadrunner cartoons.

[EOA]
[REF]////////////////////////////////////
REFLECTIONS /
////////////////////////////////////
Thinking About Online Communications
.....

by Phil Shapiro
[P.SHAPIRO1]

>>> SOME THOUGHTS ON THE PSYCHOLOGICAL ASPECTS OF ELECTRONIC MAIL <<<
.....

Last week a friend of mine sent me an E-mail message explaining the progress being made in her treatment for depression. She is taking medication, which seems to help, and visits regularly with a therapist, which she also finds beneficial. At the end of her message she inquired whether a mutual friend of ours could be reached online.

As it happens, this mutual friend does have an electronic mail address, but he hardly ever uses it. I explained to my first friend that despite my best efforts to wheedle and cajole him, our mutual friend seems reluctant to make use of online communications. At the end of my message, I added, "Well, this just reinforces the age-old Confucian adage: 'You can lead a horse to a modem, but you can't make him dial.'"

Apparently my silly little remark brought a brief chuckle to my friend. Which got me thinking about the psychological effects that E-mail can have on the human mind.

All communications has the power to lift the human spirit. But even more so when the human spirit is flagging. When you hear a friend has suffered an unexpected misfortune, your first inclination is to reach for

the phone to offer soothing words of commiseration and reassurance.

Human beings are intensely social creatures. To a large extent we derive our emotional strength from our interactions with one another. Self-esteem is largely a by-product of how others have treated us.

Thinking back to my friend undergoing treatment, it would be presumptuous of me to think that a single E-mail message could have a salutary effect on her depression. Clinical depression is a disease with a profound impact on the human mind. But if an E-mail message I sent brightened her day for a moment, that in itself is a positive result.

I came to learn recently that my friend stays in touch via E-mail with several other of her friends and colleagues. Who knows what the collective influence of ten, twenty, or thirty E-mail messages per day might have in her life?

Imagine if you yourself were stuck in a hospital bed for two weeks. Your closest friend stops by with a laptop computer and arranges for an extra phone line to be installed in your room. Within minutes you could be online savoring the waiting E-mail messages in your mailbox.

And if the doctor ordered quiet bed rest, you could still have your E-mail read aloud to you -- with each message being whispered quietly into your ear. Then you could quietly whisper a reply like: "Tell Jackson that as soon as I'm able to get out of this bed I'm going to walk over to his desk and whack him over the head with a foam rubber baseball bat."

It's the emotional warmth of these types of messages that can bolster one's spirits.

Forget the flowers and the phone calls. E-mail neither wilts nor wakes up a person who is napping. And if you choose the right words, you can transmit almost any emotion from your heart to someone else's heart.

And who knows what healing powers your messages might have.

-Phil Shapiro

[*][*][*]

The author takes a keen interest in the psychological and social dimensions of online communications. He can be reached on GENIE at: p.shapiro1; on the Internet at: pshapiro@aol.com.

[EOA]

[ASA]////////////////////////////////////

ASCII ART GALLERY /

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Bengal Tiger

by Susie Oviatt

[SUSIE]

ASCII ART BEGINS

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 . ' . % , % . ' ,

.. / ' ' ' ' ,
 . , / ' . , % :

five years ago, under ProDOS 16, it works just fine using the latest GS System software.

PIXMIX works with most image files of types \$C0 and \$C1. It cannot handle image files of partial screens (these wouldn't be of much use as a puzzle, anyway).

You may wish to select "Help..." from the Apple menu after you've launched PIXMIX. This will allow you to select any menu item and see a description of its use.

Start by selecting "New Image..." from the "Files" menu. This will bring up a dialogue box allowing you to choose the graphic image file you want to work with. After you have selected a file by "Open"ing it, another dialogue box will appear asking you into how many rows and columns you'd like the image to be fractured. You must make a choice here (although you can always rescrumble the image later at a different level of complexity).

There are two windows available for your use. The window called "Boxtop" is the unscrambled image--use it as a model. The window called "Puzzle" is the scrambled image--this is where you reconstruct the image. You can switch from viewing one window to the other via the "Options" menu.

To reassemble the image, click on a piece you'd like to move. Its colors will invert to indicate that it has been selected. Now click on another piece--the two pieces will exchange places. This is known as "Single Swap" mode.

Another mode called "Block Swap" will let you move a block of pieces at a time. This mode can be selected via the "Options" menu. To select the block you wish to move, depress the mouse button with the cursor in one of your block's corners. Drag the cursor to the diagonally opposite corner, and release the button. The selected rectangle will invert its colors. Now click the mouse button with the cursor in the upper-left corner of the destination block (of the same size). If the blocks do not overlap, they will swap positions. If the blocks overlap, and the destination is in the same row or column as the selected block, the latter will "slide" into its new location. Illegal moves will exhibit a beep or an alert box.

Hint: In "Block Swap" mode, after you've selected a block, you can press the mouse button with the cursor within your selection and drag it to its new location.

Nestled within the "Puzzle" menu is a selection called "Choose Timer..." When you select this item, you will see a dialogue box which allows you to choose one of four timer options.

PIXMIX is Freeware. Please refer to the "About PIXMIX" item of the Apple menu for restrictions regarding its distribution.

[*][*][*]

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COLLOCATION.BXY      File #22026      84224 bytes      GS STRATEGY GAME
.....
                          Collocation v1.1
                          Copyright 1993 by Benjamin Winnick
                          Shareware - $7.00

```

Benjamin Winnick has created a neat strategy game for the GS. The rules are fairly simple; the objective is to form simple pattern by pushing gray blocks into the proper sequence. As Ben says in his introduction, "There are no worlds on the verge of destruction or princesses in need of rescuing. Just play the game and have fun." The best way to describe this game to you is to quote Ben's instructions.

"MOVING .. You are represented by a blue arrow. If you are using the keyboard you can turn to face different directions by pressing the J and L keys. To move forward you can press I, K, or the space bar, whichever you prefer. If you are using the mouse, moving it left or right will rotate the arrow. Pressing the mouse button moves forward.

"The blocks for you to use come from a position in the upper-left corner of the playing area. A few moments after pushing a block off this location, a new one will grow in to replace it. You can push only one block at a time. If there are two in front of you when you try to move, nothing will happen.

"BAD GUYS .. Your opponents are red C-shaped monsters. These monsters wander randomly around the playing area. If one of them comes in contact with a block, it will eat the block. When this happens, the monster will disappear, and two more will appear to take its place. If too many blocks get eaten, the game ends.

"DEFENSE .. To assist you, there are indestructible gold blocks in the lower-left corner. These blocks can be moved the same way the gray blocks are moved, but cannot be eaten by the monsters. In addition they take slightly longer to regrow. You can use them to try to keep the monsters from reaching your gray blocks.

"PLAYING .. The pattern you must form is displayed in the upper-right corner of the screen. It starts out as a 3x3 grid, but it will get larger as you get to higher levels. The number of monsters will also increase as you progress. To complete a level you must correctly reproduce the pattern on the playing field.

"The first few levels may seem easy, but don't let that fool you. Once the pattern size starts increasing, you'll have to do your best to survive.

"SCORING .. The 'Level Score' shown on the right side of the screen is the number of points you will receive for completing the current level. When a monster eats a gray block, this number will decrease by one. If it reaches zero, the game ends.

"The 'Total Score' is the total number of points you have accumulated. The top ten high scores are listed on the left side of the screen."

A couple of things you should know: Open-Apple-Q quits the game. Also, I think you will find that it is easier to use one hand on the keyboard, rotating the arrow with the J or L key, and the other hand on your mouse button, clicking to move the arrow forward.

I didn't care for the fact that you could not save your level and return to it the next time. Apparently, you begin as a rank amateur each

time you run the game. Other than that, it seems like a neat game.

[*][*][*]

HANOI.GS.BXY File #13587 16380 bytes TOWER OF HANOI PUZZLE

by David Hallwas
 Freeware

David Hallwas created this Apple IIgs version of the classic Towers of Hanoi game. For those of you who have never played this game, the object is to move seven rings from one peg to another. The rings are in descending size with the smallest on top. There are three pegs available and the trick is to move the top ring from a peg to another peg so that you can get to the next larger ring and move it. You may not place a larger ring on top of a smaller ring. It sounds simple, but it is not as easy as you might think.

This version uses the SHR screen and allows the use of the mouse to move rings. Other than that, there is really little difference between this version and earlier versions that I have seen for 8 bit Apples.

Still it is a neat game, and since it is a fairly smaller download, I recommend that you get it and try it out. Even the price is right!

[*][*][*]

POWERPLAY.BXY File #11573 51660 bytes APPLE II GS GAMES

by Peter Brinkley
 Public Domain

This collection of four games for the Apple IIgs has been around for a while and a lot of people have already downloaded it. If you are not one of them, you should take a look at it.

The first game, called Four Play, is a "columns" type game where you manipulate falling squares to match all adjacent colors of their neighbors when they land. This version allows you to control the speed at which the squares drop, so you can pick your own challenge level.

The second game, called Tron, is a two player game where each player controls a 'light cycle' with the keyboard and attempts to box in the other player. If a 'light cycle' can't move the game is over.

PignBull, the third game, is a guessing game. You have 16 chances to discover a four-digit number. In each turn, you select four 1-digit numbers, none alike. Then the game displays pig icons for each correct digit that is not in the correct location, or bull icons for each correct digit in the correct location. The pig and bull icons are not displayed in the same order as the numbers. For example if you select the numbers 1, 2, 3, 4 and you are shown one pig icon and 1 bull icon, that means that one of your numbers is correct, but in the wrong location, and another one is both correct and in the correct location.

The final game is called Gridlock. Initially you will see four 4-color icons in the game window. The object of the game is to turn and rearrange them so that all of the adjacent sides match. Once you succeed,

the level of the games increases and more icons appear.

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MIND.GAMES.BXY File #16696 30592 bytes APPLE II GAMES

MIND.TWO.BXY File #16920 23296 bytes APPLE II GAMES

So, you've just bought an Apple IIe or IIC from someone, and you'd like to try out a few games to see what it can do. Let me recommend that you download these two collections of public domain games.

In the first collection you will find games from Joe Kohn's selections of the "Best of Big Red". This set is "mind games"-puzzles and other mental exercises. It includes: ANAGRAM -- unscramble mixed-up words; CODEBREAKER -- Lo-res color logic game; FRUSTRATION -- Lo-res color logic game; GALLOWS -- slick version of Hangman; LOGIC -- an educational tutorial game of logic; MARQUEE -- a text logic game; and TAKE.OFF -- play against computer removing numbers from a list.

The second collection of 6 "mind" games include two different flavors of "Mastermind", the old "Peg Jump" game done VERY nicely in hi-res, a utility to assist you in breaking cryptoquizzes, "Goal", and "Black Box". "Black Box" is a very nifty game in which you must deduce the positions of "atoms" based on the behavior of particle paths.

Tom Zuchowski has kindly collected these games and uploaded them for your gaming pleasure.

[*][*][*]

B.TUDOR.RTC.BXY File #23511 13056 bytes RTC TRANSCRIPT

Last month we featured several of Bill Tudor's Apple IIgs utilities in this column. On Friday, October 21, Bill was the guest speaker at a special Real-Time Conference where he discussed his programs. This is an edited transcript of that conference

If you missed the conference, you should download this transcript. Among other things discussed, Bill revealed the secret behind his program Minimizer which allows you to display a minimized icon for any zoomable window on the Finder screen.

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XMANAGER.BXY File #23128 10368 bytes EXTRAS MANAGER

Copyright 1994 by
 Bill Tudor
 \$10 Shareware

XManager is an Apple IIgs Finder Extension init file that allows you to manage all your other Finder Extensions. You can check on the current memory usage of installed extensions, and you can install and remove them "on the fly" while the Finder is running. The following information is

taken from the documentation file included with the program.

To install XManager, copy the file XManager to your System.Setup folder on the boot disk and reboot, or copy the file XManager to a folder named FinderExtras located in the System folder on the boot disk, then re-run the Finder. XManager REQUIRES the program IR to install extensions. It requires System 6.0.1 or greater.

After XManager is installed, run the Finder and choose the XManager menu item from under the Extras menu. You will be presented with the XManager dialogue window. This window contains two lists. The list on the left shows all of your installed Finder Extensions, their current memory requirements, and the total memory used by all of them. The list on the right displays all of your inactive (not loaded) Finder Extensions.

Note: | An "inactive" Finder Extension is a Finder Extension in
 | your FinderExtras folder that has been marked as inactive,
 | i.e., the inactive check box in the Finder's "Icon Info"
 | dialogue has been checked. An inactive Finder Extension
 | remains on disk when the Finder is running and is not
 | loaded into memory.

To install an inactive Finder Extension, select the file and click the "<<Install" button. The file will move over to the "Installed" list. To remove an installed Finder Extension, select the file and click the "Remove>>" button. The file will move over to the inactive list and be removed from memory. This extension will not be loaded the next time you run the Finder as it will be marked "inactive". To activate it again, either use XManager to activate it on the fly or un-check the inactive box in the Finder's "Icon Info" dialogue for the file. Then it will become active the next time you use the Finder.

When you are finished, click the "Done" button.

Please note that after XManager installs a Finder Extension, you will not be able to remove that extension until you exit the XManager dialogue (click done). This is because the extension must be given a chance to initialize itself before it can be removed again. Finder Extensions installed by XManager are not "fully" installed until you click the "Done" button.

If you make a mistake and install a Finder Extension that you want to remain inactive, just click the done button, then select "XManager..." from the "Extras" menu again and you will be able to remove it.

Important: | There are some Finder Extensions that cannot be removed
 | from memory. These will appear in italics in the installed
 | list and you will not be able to select them. An example
 | is XManager itself. You cannot use XManager to remove
 | XManager as an extension cannot remove itself.

Bill indicated in the RTC that there is a bug with this program that should be fixed in the next version. Read the transcript mentioned above for details.

[*][*][*]

SHOWCLIPNDA.BXY File #23118 1152 bytes APPLE IIGS NDA

.....
Copyright 1994 by
Bill Tudor
Freeware

This little Apple IIgs NDA adds a show clipboard item to the Apple menu and provides that function for programs that allow access to the Apple menu but not the Edit menu.

I recommend adding this little gem to your collection. Who knows when you might find a need for this, and the price is right.

[*][*][*]

TWO.DIAMOND.BXY File #23507 5760 bytes LORES GRAPHICS GAME
.....

James Davis has created this graphics puzzle game. The object of the puzzle is to exchange the colors in the two diamonds. You can move into the empty square from an adjacent square or jump over a square of any color to the empty square.

A selection is made with the game paddles, a joystick, the I, J, K, and M, or arrow keys. Put the cursor on the square you want to move to the empty one and press a game paddle or joystick button, either apple key, or return.

This program has the potential of being a neat game. Unfortunately there are some problems. The biggest problem lies in the fact that the program cannot be played on a monochrome monitor. Mr. Davis made the mistake of using two low resolution colors that look exactly the same on the monochrome monitor, so it is impossible to know which color is which.

Mr. Davis has been contacted about this problem by a staff member and his response was that the staff member could fix the problem if he wished. The indication seems to be that Mr. Davis does not plan to fix the program so that it will display properly on a monochrome monitor.

Since this is a shareware program (he wants \$10 for it) I cannot recommend that you download it. It is being included in this month's column because I felt those who use monochrome monitors should be aware of its shortcomings. Perhaps Mr. Davis will change his mind about fixing it. Until then, this is a program to avoid.

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That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]
[HAR]////////////////////////////////////
HARDVIEW A2 /
////////////////////////////////////

AppleDesign Powered Speakers II

by Udo Huth
[U.HUTH]

My latest purchase are these speakers, which are now located beside my Apple IIgs. While I'm writing this, I'm listening to a CD with old-time rock'n'roll music--awesome.

The speakers were about \$110 here in Germany, but in my opinion they are worth every cent of that price. Like everything else from Apple they are of outstanding quality. For your money you get two speakers in platinum color (fits the IIgs extraordinarily well, as well in color as design), power supply, speaker-to-speaker cable, computer connection cable, CD stereo cable, and a manual with explanations in five languages.

The power supply isn't a simple wall wart, it comes with about 6' of cord for connecting to 110V and with about 6' of cord for connection to the speakers. The speaker for the left channel (main speaker) contains all the sockets for making the connections: power, CD in, computer in, speaker out, headphones out. A knob for adjusting the volume is also present. The speaker for the right channel (satellite speaker) is fed power and sound by the speaker-to-speaker cable connected to it.

The cable for connecting the IIgs to the speakers has 3.5-millimeter stereo plugs on both ends, the cable for connecting the CD-ROM has two cinch plugs on one end and an 3.5mm stereo plug on the other end. (This may be different in the US.) The cable for connecting the CD-ROM is designed to connect a CD-ROM by Apple in its external case, as this, too, has two cinch sockets for the sound output.

If you've put your CD in another case, you have to connect the CD via the headphone socket to the speakers. For that you have to buy your own cable.

The size of the speakers is about 4.1 by 6.7 by 4.7 inches (width x height x depth). A good deal of the depth may be attributed to the rear stand, which adjusts the tilt of the speakers, too. You shouldn't remove the rear stand, as this affects the quality of the sound adversely according to Apple.

The quality of the sound is very good. After adjusting the volume from the CD-ROM drive and selecting an appropriate volume for the IIgs via the Control Panel, I was all set. Now both signals are almost identical in volume, although I chose the IIgs to be a bit fainter. This way the messages of the IIgs are well to hear, but don't dominate the music.

You select the basic level of the volume at the CD-ROM drive and the IIgs. How loud you want to hear sound/music is ultimately selected with the volume control at the main speaker. If you don't want to disturb anybody, you can attach a headphone system to the headphone jack of the main speaker.

The Apple speakers provide a healthy bass. I notice this now more now, as my previous speakers I connected by a self-made cord to IIgs and CD-ROM drive (with capacitors in it) lacked in the bass range. The sounds of the IIgs contain lots of bass, I didn't know the standard "bonk" could be so deep.

The manual describes connecting the speaker to a Macintosh and to a MS-DOS PC. The IIGs isn't mentioned, but we're used to this from Apple by now, aren't we?

Udo - ... just a IIGS freak -

[EOA]

[PRO]////////////////////////////////////
PROFILES /
////////////////////////////////////

Who's Who In Apple II

by Charlie Hartley
[C.HARTLEY3]

>>> WHO'S WHO? <<<

~ GENieLamp Profile: Tony Ward ~

This month we will profile the man who knows where all the files are hidden! Tony Ward [A2.TONY] is the Chief Librarian for the Apple II RoundTable Library. His job is to make sure that the files that are uploaded to the library are okay for the rest of us.

GENieLamp> How did you first get interested in the Apple II computer?

Tony> In high school, I guess it was 1982 or so, we had a computer lab
"""" filled with various Apple II computers. I don't know what made me
decide to take the "Intro to computers" class, but I did. Can you believe
they actually taught Cobol on the Apple II? By the time I graduated in
1984, I was completely hooked. My mom helped pay for my first Apple, a
IIe. It was stolen from my apartment at college a few years later and I
used the insurance money to buy a IIGs. I guess that was a blessing in
disguise because I still have that same IIGs and I use it every day.

GENieLamp> Do you have any anecdotes you can share with us about your
***** first experiences with the Apple II?

Tony> Hmmm.... Well, I can tell you that I often stayed late after school
"""" playing games in the computer lab. As an "advanced" student I was
allowed to play during class, but after school was when all the "computer
geeks" got together to share solving techniques for classics like Wizardy,
Ultima and Akalabeth.

GENieLamp> Describe your job here on GENie. You must be one of the
***** busiest people in the A2 RoundTable.

Tony> Yeah, I guess I do spend quite a bit of time online. Does that
"""" qualify for understatement of the year? My "job" (I hesitate to
call it that because I really enjoy doing it) is to download and check out
all the files that get uploaded to the A2 Library. I've often been asked,
"Do you have to download every single file?" The answer is yes, I really
do download everything. My hard drive is a mess, but I don't mind.

GENieLamp> Exactly how do you decide which files get put in the library
***** and which don't?

Tony> We really don't do much "screening" here in A2, we'll release just
""" about anything. However, that hasn't stopped me from being tagged a
"tyrant" by people who get rejection letters from me. GENie has a pretty
strict policy concerning copyright infringements. We have to watch out for
files that might violate someone else's interests. This policy hits
especially hard when it comes to graphics and music. For example, we can't
accept a digitized picture of Mickey Mouse or a Van Halen song, things like
that.

GENieLamp> What is the process that you go through to decide if a file is
""" acceptable for the library? You've already mentioned copyright
problems, what about viruses? How do you check for them?

Tony> You want all the gory details? Okay. :)
"""

I download the file without using Binary II so I can then use BLU
(Binary Library Utility) to make sure the file has a Binary II wrapper with
a proper filename (i.e. MYFILE.BXY should have a file named MYFILE.SHK
inside.) If it's a program, I run it through a virus checker (Salvation
Exorciser) to make sure it doesn't have any viruses and it doesn't make any
nasty system tool calls (erase, format, etc.) If it passes these tests, I
run the program to make sure it works. I usually don't spend too much time
with the program, I just want to make sure it actually runs. To date, I
have found only one file that contained a virus. This file was never
released to the public.

If it's a picture, I look at it to make sure it's not a copyrighted
picture. I also look for nudity which would cause the file to be placed in
our adult library. If it's an unpacked text file, I make sure it was
uploaded without Binary II so anyone can download it or view it online.

GENieLamp> Tony, would you explain to our readers who lack experience in
""" uploading how it is all done?

Tony> Uploading a file is really quite simple. You pack the file(s) with
""" ShrinkIt first and call the archive something like MYFILE.SHK.
MYFILE can be anything you want, but you need the .SHK suffix. When you
are ready to upload the file, make sure you turn on your telecom program's
Binary II option. This adds a "wrapper" to the file that preserves the
important filetype info so when someone downloads it they get the correct
type of file. Tell GENie that the filename is MYFILE.BXY (.BXY is the
Binary II suffix.)

If your telecom program doesn't have a Binary II option, you can tell
ShrinkIt to add it for you when you create the archive. When you type in
the name of the archive, MYFILE.SHK, just hit OA-Return instead of Return.

It really doesn't matter which method you use, but pick one and stick
with it. And whatever you do, don't use both methods on the same file or
you'll end up with a "double wrapped" file and you'll have to do it over
again. If you want more detailed information, check out this file in the
A2 Library:

20171 UPLOAD.TIPS.BXY

It's an excellent tutorial written by Tom Zuchowski on how to perform
the perfect upload.

GENieLamp> How does the keyword search work?

Tony> Searching the library is really quite simple, but I know many people """" are confused or intimidated by it. I try to add enough keywords to each file so anyone can find it later on. Let's say you're looking for an AppleWorks template to help with your taxes. First, set the proper library (in this case, it's #46 -- AppleWorks Templates.) Start the search (library menu item #3) and when you are asked for a keyword, try "tax" or "taxes" and you will get a list of all tax templates. That's really all there is to it.

If you are looking for a game called "pyramid" you don't want to search for keyword "games" because you'll get a few hundred files. Instead, search on "pyramid" and you'll narrow the search. You can search without first setting a particular library, but be prepared for a long list of files. If you would like more detailed information about keywords, check out this file:

23050 KEYWORDINFO.TXT

It contains a good explanation of how the GENie library keywords work.

GENieLamp> In the year and a half that you have been the Chief Librarian, """""""""" what files have come across your screen that you think are truly outstanding?

Tony> There have been many outstanding files uploaded to A2 since I've """" been here. I hesitate to make a list because I don't want to leave anything out, but here are a few off the top of my head:

CoPilot and GEM -- Incredibly useful programs for managing your online time.

Cogito and Tinies -- Two very nice freeware games for the IIgs from the folks at Brutal Deluxe.

The A2 Disk of the Month -- The best A2 has to offer, on a single disk, every month. A great way for the occasional A2 browser to pick up the latest and greatest software with a single download.

I make up a Dean's List every other week or so that contains the current "hot" files. The list is displayed on the A2 banner so everyone can see what's new in the library. Dean Esmay started the list when he was the Librarian and I've kept it going because I like it.

GENieLamp> Where do you see the future of telecommunications moving in the """""""""" next five to ten years?

Tony> Internet. Actually, something resembling the Internet but a whole """" lot bigger and better organized. Everything will be interconnected. You'll be able to do just about everything with your TV's remote control: shop an online mall, buy groceries, send and receive mail, play games and of course watch television and movies. Your telephone will also be connected to (or replaced by) your television.

GENieLamp> Tell us a bit about your family.
""""""""

Tony> I was born and raised in the northern suburbs of Chicago. My
""" parents got divorced when I was very young. My mom is remarried and
still lives in the Chicago area. My dad lives in Texas and has been
married (and divorced) twice. My brother lives in Colorado with his
girlfriend. All four of my grandparents are still around, and I've got
cousins scattered all over the country.

GENieLamp> What do you consider your proudest accomplishment?
"""

Tony> Getting my bachelor's degree in Computer Science. It took me 6
""" years, but I did it and I'm very glad I did.

GENieLamp> Who do you look up to as your mentors?
"""

Tony> My dad and my grandfather. How's that for a standard answer? I
""" really do look up to both of them and I'm trying to follow in their
footsteps by choosing a career I enjoy and sticking with it.

GENieLamp> I'm curious about what your dad and grandfather do. It sounds
""" like they found their niche.

Tony> My dad is Plant Manager for a company in Texas that makes metal
""" frames for computers and televisions. They make other metal parts,
but the frames are the big business. Lots of PCs have frames that were
made at my dad's plant. I don't think I'm supposed to reveal the brand
names, but they are biggies.

My grandfather tried retirement a few years ago but he wound up
driving my grandmother nuts because he can't stand not being active. He
went back to work as a consultant to help companies in trouble. He
basically goes in and completely takes over the day to day operations of
the company until it's back on its feet.

GENieLamp> What sorts of things do you like to do for fun (i.e.
""" non-computer hobbies)?

Tony> Football. I spend every Saturday watching the college games and
""" every Sunday watching the Pros. I'm also a book freak. I've got a
pretty extensive collection of Stephen King novels and I'll read just about
any science fiction, horror or spy story that catches my eye.

GENieLamp> Are computers a part of your daytime job? Please tell us a
""" little about what you do between 9 and 5.

Tony> Computers are my life. I work on one all day and I come home to one
""" every night. I'm a programmer/analyst for a large insurance company
here in the Chicago area.

GENieLamp> What exactly do you do?
"""

Tony> I do Cobol and Assembler programming on an IBM-370 mainframe. Most
""" of the time is spent on database retrieval and sorting programs to
keep the phone operators happy. They're always asking, "can you add this
function?" and "I don't like the way the screen looks, how about doing it

like this?" We try to keep everybody happy. Then management comes along and asks us to change it to make it work the way they want it to work. It's a vicious circle, but I really enjoy doing it.

GENieLamp> How long have you been a member of GENie?

Tony> I've had accounts on GENie for about 5 years or so. When I first
***** signed up, I thought it was too confusing so I gave it up and tried America Online. After about a year on AOL, I decided to try GENie again and I've been here ever since. GENie was my first experience with a commercial online service and like many newcomers, I guess I was a bit overwhelmed. I'm glad I decided to stick with it. I've been an A2 Sysop since April 1993.

GENieLamp> What new services do you think GENie should provide its
***** subscribers?

Tony> The things most people want: High speed access at a reasonable
***** cost, full Internet access and a more robust transfer protocol than Xmodem CRC for uploading files.

GENieLamp> What one piece of advice would you pass along to a new Apple II
***** telecommunications enthusiast?

Tony> If you aren't already on GENie, do it now. A2 and A2Pro are the
***** absolute best sources of information and software for the Apple II.

GENieLamp> What do you see as the future for the Apple II and its owners?

Tony> The Apple II has lived an amazingly long life. The basic
***** architecture of the computer is almost two decades old, yet thousands of people are still using the darned things. I love mine and I wouldn't give it up for anything. There are still quite a few companies supporting the Apple II (Byteworks, Seven Hills, Quality Computers, Vitesse, InTrec, Procyon, etc.) because there are still lots of people buying the products.

Sure there are better computers on the market, and have been for quite some time, but the Apple II is still a great machine that performs most of the tasks people want in a home computer.

GENieLamp> Can you offer some advice about software and hardware that a
***** new Apple II user might want to invest in? What do you have and use?

Tony> It's hard to make a recommendation without knowing the user's needs.
***** Many people get along just fine with a 128K Apple IIe. Others like to cram as much hardware as possible into their IIgs. I guess I'm somewhere in between. I have a IIgs with a 4MB GS-RAM+ memory card, a 125MB hard drive connected to an Apple High Speed SCSI card, an 8MHz ZipGS, an MDIdeas stereo/digitizer card connected to a pair of Labtec amplified speakers, an Imagewriter II and an Intel 14,400 baud external modem. I have a System Saver to keep it all cool and an APC UPS back-up power supply to keep me sane (the power goes out from time to time around here).

The main thing is to buy only what you need and upgrade your system as your

needs increase. If you only want to run AppleWorks and a telecom program, go with an Apple IIe and a 1MB RAM card. Add an accelerator if you feel the need for speed and unless you enjoy disk swapping, I strongly suggest a hard drive. I know I couldn't live without mine.

GENieLamp> When you're not acting as Chief Librarian on GENie, what else "*****" do you do while you're here? What do you enjoy most about being here?

Tony> I spend quite a bit of time in the A2 RTC. I enjoy helping the new "****" folks and just shooting the breeze with the old timers. I also play a few of the GENie multi-player games. I'm a regular player in Federation II (a space trading game, the object is to become Emperor and rule the galaxy) and Dragon's Gate (a role-playing Dungeons & Dragons type of game).

GENieLamp> Thank you, Tony, for an enjoyable interview.

Tony> I've enjoyed it! I think we have the best online Apple II library "*****" available, and I want to take this opportunity to encourage folks to continue to upload files to our library and to keep downloading them too.

[*][*][*]

A note to our readers: If you want to know more about a particular person and want him/her to be interviewed for the GENieLamp A2 profile column, send E-mail to C.HARTLEY3 or EDITOR.A2 and we'll see what we can do. In your E-mail message, tell why you think this person is a good candidate for the profile.

[EOA]

[SPC]////////////////////////////////////

SPECIAL NEEDS /

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Playing Tetris Can Help Soothe Asthma Attacks

by Phil Shapiro
[P.SHAPIRO1]

The Washington Post newspaper recently reported that playing Tetris can have a soothing effect on persons undergoing asthma attacks. In a first-person, anecdotal article by Larry Fox, in the Fast Forward magazine section, the therapeutic uses of Tetris are vividly described.

During one recent asthma attack the author casually started a game of Tetris on his Nintendo system. After playing the game for about 30 minutes he found his breathing troubles to be noticeably diminished.

Curious to see whether there might be some cause-effect relationship, Fox tried playing Tetris again during his next asthma attack. In his own words:

"Coincidence, I first thought. But I put that conclusion to test a few weeks later, when another seizure left me gasping. Again I turned to Tetris. Once again the rhythm and colors worked their magic: I could breathe!"

Fox attributes the therapeutic effect of Tetris on the way the game

mesmerizes players who are playing it. Since the game so successfully engages the cognitive processes of the mind, the brain gets "distracted" from the asthma seizure that was otherwise occupying its attention.

To find out more about how and why Tetris might help asthma sufferers, Fox talked with Dr. Joel Taubin, the Washington DC pulmonary specialist who treats him. Taubin declared, "Sure, it can work. Anything that can get your mind off breathing difficulties can help give you relief. I have recommended biofeedback to patients, told them to relax by going to a movie or resting in a dark room. Anything that can change your focus away from breathing difficulties will help."

If Tetris is so helpful, might other video arcade games have similar therapeutic value? Fox feels that Tetris is unique in this respect. Other games he has tried have had the opposite effect, "raising my blood pressure and wracking my nerves."

The Larry Fox article is bound to create a re-surgng interest in Tetris. Apple II enthusiasts might be interested to know that there are more than a few public domain and shareware versions of Tetris in the GENie Apple II Roundtable library.

A brief search of the library turned up the following Tetris games available for downloading. Following the list of Tetris games are descriptions of some Tetris variations, such as Columns and VIAD (Vocabulary in Any Direction).

Given that Columns is an easier game than Tetris, with the same general game play, it might work even better as a therapeutic resource for asthma sufferers. In my mind, Columns engages the mind in a most interesting way, while giving players a "fighting chance." Luck operates more in players favor in Columns, making the game more fun than Tetris, in this player's mind.

This Washington Post article about the therapeutic effects of Tetris has got me thinking about the general therapeutic effects that computers can have on the mind. Could not computer use be therapeutic to someone who suffered a stroke, someone getting treatment for depression, someone whose memory isn't what it used to be?

I would be interested in compiling a list of anecdotes about the therapeutic use of computers to share in a future issue of GENieLamp. Kindly send any anecdotal stories to my address on GENie: p.shapiro1@genie.geis.com. (The more details, the better.)

Incidentally, anyone interested in looking up the Washington Post article about Tetris and asthma might find a copy on microfiche at their local library. The citation is: Washington Post, 10/27/94, Fast Forward magazine section, page 36. Article title: "Press Command-B to Breathe." Considering its interesting subject matter, the article is rather short: about seven paragraphs.

Number: 12615 Name: TETRIS2.BXY
Address: S.SNYDERMAN Date: 900705
Approximate number of bytes: 60480
Library: 42

Description: This is the best tetris clone I have ever seen. It should work

on any 128K Apple II. You might even mistake it for the real thing. I'm not kidding. Plays just like the real thing, has different music though. And new shapes. And rounds. Joystick recommended. Open-Apple-1 will give you the preview mode. Apple buttons will show other screens. Escape pauses. Archived with Shrinkit 3.0.2 in "disk" mode. You must unpack it to a TOTALLY BLANK 5.25 inch disk, then boot the disk (it doesn't work under ProDOS so you must boot it). Note that this game does not work on some systems, apparently it doesn't like the Laser 128 for example. Enjoy this great game.

Number: 10841 Name: TETROTRIX.BXY
Address: A2.DEAN Date: 900404
Approximate number of bytes: 79380
Library: 21

Description: This is a very interesting variation on the Russian computer game Tetris called 'Tetrotrix'. It's a shareware program from a French author. The sound effects here are crude but the game play is actually better (and more complicated) in some respects. Use the numeric keypad for moving. Uploaded by permission. This program works only on a IIgs. Unpack with ShrinkIt 3.0 or better.

Number: 13801 Name: DROP.IT.BXY
Address: C.MADSEN Date: 901026
Approximate number of bytes: 10080
Library: 33

Description: This is version 1.6 of Drop It, a Lo-Res Tetris clone for the II+ (with 64K), IIe, IIc, or IIgs. It's a very fun, challenging game that people of all ages should be able to enjoy. It doesn't have any sound effects, but it's free. Archived with ShrinkIt 3.0.3.

Number: 20298 Name: DUELTRIS.BXY V1.0S
Address: S.CHIANG4 Date: 930220
Approximate number of bytes: 278528
Library: 21

Description: This is DuelTris a 2 player head-to-head tetris like game. It has incredible graphics and sound. The game is similar to tetris, but it combines extra pieces, gun, fill gun, bomb, anvil. The game also has the DuellINK, a mechanism which you allows you to pass 2-4 lines to your opponent's puzzle DuelTris is from DreamWorld, and is shareware. For more information, please check the DreamWorld online area, category 18 in the GENIE Apple II Roundtable. Steve Chiang, DreamWorld.

Number: 14261 Name: ANTETRIS.BXY
Address: J.RADU Date: 901229
Approximate number of bytes: 76860
Library: 21

Description: This is a game for the IIgs where you shoot the dropping blocks. In the theme of Tetris. Shareware and a request is included. Not real easy but hard drive installable and the kids like it. Archived with GS ShrinkIt 1.0.3.

Number: 15034 Name: QUADOMINO.BXY
Address: E.MERRILL Date: 910309
Approximate number of bytes: 16380

Library: 8

Description: This is an NDA (Apple IIGS New Desk Accessory) game analogous to Tetris. Archived with GS ShrinkIt 1.0.4.

Number: 20449 Name: GAMES.NDA.BXY
Address: S.CHIANG4 Date: 930324
Approximate number of bytes: 35200
Library: 8

Description: Here are three NDA games v1.2 by Nathan Mates. Included are Minesweeper, a game similar to the HP48sx version of mines; Multitris, a version of Tetris with weirdly shaped pieces; and Power Grid, a game like circuits on the Mac. Enjoy. Packed with GS ShrinkIt 1.1.

Number: 17677 Name: DR.MARIO3.BXY
Address: L.BOTEZ Date: 920209
Approximate number of bytes: 44928
Library: 21

Description: This is the latest release of Dr. Mario for the IIgs. Lots of bug fixes. Works great. This is a takeoff on a game called Tetris. This is an excellent, challenging game, no sound but nice graphics and excellent game play. Documentation included. Warning, there's a little foul language in the credits. Good game.

Number: 17192 Name: COLUMNS.IIE.BXY
Address: M.FOEGELLE2 Date: 911205
Approximate number of bytes: 32768
Library: 33

Description: This is a new release of the shareware version of Columns IIE. It uses double hires graphics and will operate on Apple IIE, IIC, and IIgs. It has detection capabilities for the GS, 8-bit Zip Chip, 8-bit Transwarp, IIC+, and Ramworks III RGB option, so no external adjustments are necessary. The new release includes a monochrome gem set and more. I think the game is a lot of fun and I hope you do too. Please distribute freely, try it for 15 days, and if you like it, please send in the registration fee. Otherwise, give the program to a friend or delete it. Now all the 8-bit Apple users can see what the people with GS's have been able to play. Packed with ShrinkIt 3.3.

Number: 17092 Name: COLUMNS.2PL.BXY
Address: M.FOEGELLE2 Date: 911123
Approximate number of bytes: 26624
Library: 33

Description: This is a new hires version of the shareware arcade game Columns II+. It uses standard hires graphics and will operate on all 64k Apple II+, IIE, IIC, IIgs, and compatibles which support ProDOS. It has detection capabilities for the GS, 8-bit Zip Chip, 8-bit Transwarp, IIC+, and Ramworks III RGB option, so no external speed adjustments are necessary. The new release includes a monochrome gem set and more. I think the game is a lot of fun and I hope you do too. Please distribute freely, try it for 15 days, and if you like it, please send in the registration fee. Otherwise, give the program to a friend or delete it. Now even 64k Apple users can see what the people with GS's have been able to play.

Number: 14803 Name: COLUMNS.GS.BXY V2.0
Address: K.MOCK Date: 910219
Approximate number of bytes: 332640
Library: 21

Description: Vastly improved Columns GS: Includes seven original stereo SoundSmith songs, greatly improved graphics, and numerous additional gameplay additions. Much better than Columns 1.0. The game itself is similar to Tetris. Different blocks must be matched in groups of three or more, vertically, horizontally, or diagonally, to make them disappear. If you liked Columns 1.0 or Tetris, you will love this one. Packed with ShrinkIt 3.2.

Number: 21658 Name: FCOLUMNS.BXY
Address: KEN.GAGNE Date: 931117
Approximate number of bytes: 25984
Library: 21

Description: From the FTA (Free Tools Association). This is a Columns game, in which straight pieces of block with multiple colors fall from the screen, and they have to be lined up by color horizontally, vertically, or diagonally to disappear. This is similar to file number 17143, which contains Fun Columns in GS/OS format; this archive contains the GS/OS, ProDOS 8, and CDA formats of the same. All appear to be identical in appearance and operation. Packed with ShrinkIt GS v1.1.

Number: 19460 Name: VIAD.D1.BXY
Address: K.MOCK Date: 920927
Approximate number of bytes: 445312
Library: 21

Description: VIAD = Vocabulary In Any Direction, a sequel game to Columns GS. This time letters fall, and you must form words in english. Original music, graphics, rendered title animation, new game options, and many more features. REQUIRES a IIgs with System 6.0 and a minimum of 1.25 Megs of memory. Users with 1.25 megs must shift-boot to run the game. If you are unpacking to floppies, both disk 1 and disk 2 need to be unpacked to a disk named /VIAD . That's right, both disk 1 and disk 2 should be unpacked to a disk with the SAME name. See the README file for more details. Unpack with Shrinkit. This has been a shareware Sound Barrier Systems production, and is dedicated to Columns IIgs shareware supporters.

Number: 19461 Name: VIAD.D2.BXY
Address: K.MOCK Date: 920927
Approximate number of bytes: 385280
Library: 21

Description: VIAD = Vocabulary In Any Direction, a sequel game to Columns GS. This time letters fall, and you must form words in english. Original music, graphics, rendered title animation, new game options, and many more features. REQUIRES a IIgs with System 6.0 and a minimum of 1.25 Megs of memory.

Users with 1.25 megs must shift-boot to run the game. If you are unpacking to floppies, both disk 1 and disk 2 need to be unpacked to a disk named /VIAD. Thats right, both disk 1 and disk 2 should be unpacked to a disk with the SAME name. See the README file for more details. This is

disk 2 - you need both disk 1 and disk 2 to run. VIAD is a Sound Barrier Shareware Production, dedicated to Columns IIgs supporters.

[EOA]

[PNL]////////////////////////////////////

PAUG NEWSLETTER /

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November 1994 Report

by Gena Saikin

[A2.GENA]

The Planetary Apple User's Group has now been active for over a year. Our goals, when we started the group in the summer of 1993, was to create a stronger bond within the Apple II community, and to have a place for folks to go who don't have access to a local user group.

We feel that we're well on the way to reachig these two goals. In the future, our plans include developing a liasion between user groups in the "real world" and PAUG. Last month we invited folks from "real world" user groups to come in and tell us a little about their groups, and it was a success! We want to do more of this, since it's valuable to have user groups keep us informed on what they are doing, and bring new and fresh ideas to PAUG.

We had one report from Florida by Ev Carroll, on a group that has several different chapters scattered around the state. We had two reports from Minnesota. One user from Minneapolis made everyone very envious when he said that they have about 500 memebers. Other members from around the country, and even one that recently moved from Guam, shared meeting ideas, library set ups, and BBS information.

If you are a member of a users' group, or would like information about one, be sure to post questions and information the the A2 Bulletin Board Category 31.

WHAT'S NEW IN THE APPLE WORLD? Many programs are in the "cooker" as they say. Paul Parkhurst of ANSITerm fame is working feverishly on his Fax software, as are others (Rich Wifall also has put his hands in the Fax pie.)

ContactsGS is finally finished, and can be ordered from Shareware Solutions II. Just email JOE.KOHN for details. Note that subscribers to SSII have a special pricing structure!

MAIN EVENT This month, we centered on the online navigators available to Apple II users here on GENie -- GEM and CoPilot. With these tools, time online is dramatically diminished, allowing you to explore more areas of GENie and not have to worry so much about the clock ticking.

Both navigators will do pretty much the same thing -- that is, they'll gather your mail and messages, upload and download library files, and even fetch your bill (if you're courageous) automatically. The time saving factor lies in the fact that you can reply to email and messages, request uploading and downloading of files and other functions all offline (without the clock ticking).

Below is a short description of both programs.

GEM (GenieMaster) GEM will work on most Apple II systems, and requires at
..... bare minimum of 1 3.5" drive and 1 5.25" drive; or 2
3.5" drives. It does it's best work on a Hard Drive. You'll need
AppleWorks 3.0 or greater, and either ProTERM 3.0 or greater, Talk is
Cheap, Point to Point or Spectrum (see documents for version numbers).

Setting up GEM is quite easy, and it has a delayed logon feature,
which allows ou to set it for, say 4 a.m. (while you're sleeping).

CoPilot CoPilot is GS specific, and needs only a communication program
..... (ProTERM 3.0 or greater, Talk Is Cheap or Spectrum) to work.
It's a desktop program, and is also quite powerful.

THE LIBRARY STACKS Below is a list of this week's "Hot Files". As you
..... can see, we had a great Halloween with the graphics
that Pat Kern has so graciously put together for us! There are also a
couple great little games on this list as well.

Remember to visit our library for MANY, MANY more files that are
available!

- +23452 NPS.HWEEN.BXY New Print Shop Halloween graphics; 3.5"
- +23451 NPS.HWEEN1.BXY New Print Shop Halloween graphics; 5.25"
- +23450 NPS.HWEEN2.BXY New Print Shop Halloween graphics; 5.25"
- +23449 NPS.HWEEN3.BXY New Print Shop Halloween graphics; 5.25"
- +23448 SSII.INDEX.BXY Shareware Solutions II Index, volume 1
- +23444 SECONDSIGHT.BXY Info about Second Sight SVGA video board
- 23435 SHOWME1.1.1.BXY New version of NDA/FX graphics viewer
- 23432 SPECTRUM.8.BXY Spectrum's font; fixes clipboard bug
- +23430 MATHFACTSGS.BXY Flash card type math program
- 23428 SPACEINV.GS.BXY GS version of the 1978 arcade hit
- +23422 GLAMPA29410.BXY GenieLamp A2, October 1994 (AppleWorks)
- +23420 A2.SEP.ADB.BXY ADB update of A2 Library Index - Sept.
- +23418 A2.SEP.TXT.BXY TXT update of A2 Library Index - Sept.
- +23407 CC.LESSONS.BXY Applesoft BASIC lessons
- 23380 Q2.BXY Treasures From Heaven, a IIGS game

Note: the ones marked with a + sign will also work on 8 bit systems.

WHAT'S NEW IN A2 The Apple II RoundTable is coming into the "final
..... countdown" on gathering AOL refugees into the fold. The
last day that Apple II users can access AOL with their IIs was November 1.
Let's give them a hearty and rousing welcome as they come stumbling and
bewildered into our midst. We could always paraphrase the statement on our
Statue of Liberty -- "Give me your tired, your hungry and your poor,
yearning to find a home" <grin>

We have added several new staffmembers -- including Bill Moore,
Charlie Hartley, and Chuck Stites as Real Time Conference hosts, and added
more staff to other areas of the Apple II RT.

We continue to have Real Time Conferences every night of the week, as
well as most of the day Sunday, and now have them on Saturday afternoons as
well. However, popping into the RTC at almost ANY time is guaranteed to
bring a bunch of folks out of the woodwork!

Our next PAUG meeting will be on November 23rd, at 4 p.m. eastern

time!

////////////////////////////////////// GENie_QWIK_QUOTE ////
/ At Microsoft, as they say, Quality is Job 1.1. /
////////////////////////////////////// PC Magazine ////

[EOA]
[LOG]//////////////////////////////////////
LOG OFF /
//////////////////////////////////////

GENieLamp Information

- o COMMENTS: Contacting GENieLamp
 - o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month
***** on GENie page 515. You can also find GENieLamp on
the main menus in the following computing RoundTables.

| RoundTable | Keyword | GENie Page | RoundTable | Keyword | GENie Page |
|----------------|-----------|------------|---------------|-------------|------------|
| DigiPub | DIGIPUB | 1395 | Atari ST | ST | 475 |
| Macintosh | MAC | 605 | IBM PC | IBMPC | 615 |
| Apple II | A2 | 645 | Apple II Dev. | A2PRO | 530 |
| Macintosh Dev. | MACPRO | 480 | Geoworks | GEOWORKS | 1050 |
| BBS | BBS | 610 | CE Software | CESOFTWARE | 1005 |
| Mini/Mainframe | MAINFRAME | 1145 | Programming | PROGRAMMING | 1445 |
| Data Comm. | DATAComm | 1450 | Windows | WINDOWS | 1335 |

GENieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to genielamp@genie.geis.com
- o Current issues of all versions of GENieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform | Magic Name To Use |
|---------------------|-------------------|
| GENieLamp IBM | GLIBM |
| GENieLamp ST | GLST |
| GENieLamp A2Pro | GLA2PRO |
| GENieLamp Macintosh | GLMAC |
| GENieLamp TX2 | GLTX2 |
| GENieLamp A2 | GLA2 |
| GENieLamp Windows | GLWIN |

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).
- o GENieLamp pays for articles submitted and published with online GENIE

credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com

- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- o If you would like to meet the GENieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

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Vertical bar patterns forming a decorative header.

Your
GENieLamp Computing
RoundTable
RESOURCE!

~ WELCOME TO GENieLamp APPLE II! ~

- ~ SPECIAL NEEDS: Apple II in Children's Hospitals ~
~ THE TREASURE HUNT: One Great MOD Player, Twenty Great MODS ~
~ BOOK REVIEW: The Internet Business Guide ~
~ HOT NEWS, HOT FILES, HOT MESSAGES ~

GenieLamp Apple II ~ A T/TalkNET OnLine Publication ~ Vol.3, Issue 33
Editor.....Douglas Cuff
Publisher.....John F. Peters
~ GENieLamp IBM ~ GENieLamp ST ~ GENieLamp [PR] ~ GENieLamp Windows ~
~ GENieLamp A2Pro ~ GENieLamp Macintosh ~ GENieLamp TX2 ~
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>>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
~ December 1, 1994 ~

- FROM MY DESKTOP [FRM] HEY MISTER POSTMAN [HEY]
Notes From The Editor. Is That A Letter For Me?
HUMOR ONLINE [HUM] REFLECTIONS [REF]
Ten Light Bulb Jokes. About Online Mentoring.
ASCII ART GALLERY [ASA] BOOK REVIEW [BKR]
Holiday Art. The Internet Business Guide.
HARDVIEW A2 [HAR] THE TREASURE HUNT [HUN]
News from RezTek. Yours For The Downloading.
SPECIAL NEEDS [SPC] PAUG NEWSLETTER [PNL]
Computers in Kid's Hospitals. December 1994 Report.
LOG OFF [LOG]

GENieLamp Information.

[IDX].....

READING GENieLamp GENieLamp has incorporated a unique indexing system
to help make reading the magazine easier. To
utilize this system, load GENieLamp into any ASCII word processor or
text editor. In the index you will find the following example:

HUMOR ONLINE [HUM]
[*]GENie Fun & Games.

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
index.

MESSAGE INFO To make it easy for you to respond to messages
re-printed here in GENieLamp, you will find all the
information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
| | | | |
|Name of sender Category TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPLY in TOPic
1.

A message number that is surrounded by brackets indicates that
this message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GENie GENie's monthly fee is \$8.95 for which gives you up to
four hours of non-prime time access to most GENie
services, such as software downloads, bulletin boards, GE Mail, an
Internet mail gateway, and chat lines, are allowed without charge.
GENie's non-prime time connect rate is \$3.00. To sign up for GENie
service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330
in Canada. Upon connection type HHH. Wait for the U#= prompt. Type:
JOINGENIE and hit RETURN. When you get the prompt asking for the
signup/offer code, type: DSD524 and hit RETURN. The system will then
prompt you for your information. Need more information? Call GENie's
customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GENieLamp READERS! If you sign onto GENie using the
method outlined above you will
receive an *additional* six (6) free hours of standard connect time
(for a total of 10) to be used in the first month. Want more? Your
first month charge of \$8.95 will be waived! Now there are no excuses!
*** GET INTO THE LAMP! ***

//////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////////
/ / "What does error code BA indicate?" / /
/ / "That you have sheep in your RamFAST." / /

/
"
Not sheep, RAM."
/
////////// W.NELKEN1, PROCYON.INC & J.SCHONBLOM //

[EOA]
[FRM]//////////
FROM MY DESKTOP /
//////////
Notes From The Editor

by Douglas Cuff
[EDITOR.A2]

>>> THIS YEAR ENDS, 30 DAYS -- REDUCE SPEED NOW <<<

In Which We Continue the Cruise Control Metaphor of Last Month, and
Shift Smoothly into a Holiday Mood

Not so many months ago, I was hurrying home in my car, knowing that I
would disappoint my wife and myself if I were late. We both work long,
hard hours, my wife and I, and it's rare that we have time to do something
frivolous together, like watch television or go to a movie. We had made a
date for that night. Minutes were precious.

Naturally, that night of all nights, the monthly meeting of our
annual Apple II user group ran late. I kept edging toward the door, trying
to get away. Finally, I simply bolted.

I leapt into the driver's seat and started the engine. Not even
taking a moment to check my watch, I nudged the speedometer needle past the
posted limit and headed for home. Only when I reached a stop light did I
look at my watch. My heart sank. To be on time, I needed five more
minutes than I had.

The fables I had read in my childhood joined hands and danced in a
circle around my head. Never give up before you try. Have confidence in
yourself, and the impossible can be possible. Our fates are in ourselves.
When the light turned green, I trod on the accelerator...

...until I reached the speed limit. Then I turned on the cruise
control. Those childhood fables make great servants, but poor masters.

I wanted badly to be home on time. But it was no longer possible,
and I refused to kill myself trying. The more nervous I get about time
pressures, the worse my driving gets, and that's a vicious circle. Clearly
it was time to restrain my haste, using the cruise control to enforce that
restraint.

Don't I make myself sound mature? Don't I make myself sound wise?
Well, the truth is, at the age of 33, this was probably the first time I
had enough sense to see the bigger picture in a crisis situation. Arriving
home late is bad, but having an accident is worse. (Even if you don't kill
someone else, even if you don't kill yourself, even if no one is
hospitalized, even if no one even has to go to the emergency department for
a quick examination to be sure they're all right... do you have any idea
how much hassle is created by the aftermath of putting a dent in your own
car's fender?) I got home five minutes late. We had to scrap our plans

and make new ones on the spot, but my wife and I both survived with our good moods intact.

It's sad how often we confuse the urgent and the important. If on Monday morning, one client says he'll pay me \$1000 for a project due in two weeks and on Monday afternoon, another client says he'll pay me \$25 for a project due in one week, I'm liable to start work on the \$25 job because it's more urgent. If my wife has a midterm worth 30% on Friday, and has a 1% assignment given her that's due on Thursday, chances are she'll start work on the assignment. We keep ourselves so busy that we don't even realize there is a difference between important deadlines and urgent ones, much less try to discern it.

The holiday season does a particularly good job of underlining the difference between the important and the urgent. Several years ago, the city in which I lived had a power blackout on Christmas day. I had computer games and plenty of other impressive toys--nothing succeeds like excess--none of which counted for anything with no electricity. All of a sudden, the gift that meant most to me was a simple hand-knit sweater from my girlfriend. Meanwhile, what about Christmas dinner? The turkey had already been in the oven for an hour when the power died. A phone call from an aunt just a few blocks away revealed that she had power. Could she possibly make room in her oven for our turkey as well? Of course she could, and did. (Don't ask me how.)

A lot of the things we intended to do that Christmas day--urgent but not important--never got done. We were honorably relieved from many of the self-imposed, false responsibilities and competition of the holiday season. We were warm, we had a hot meal, we had friends and relatives willing to help us out, and we were together. Gifts beyond price.

I still have the sweater that meant so much to me that Christmas. It's too small for me now, but of course I can't get rid of it.

Because my wife is wearing it.

--Doug Cuff

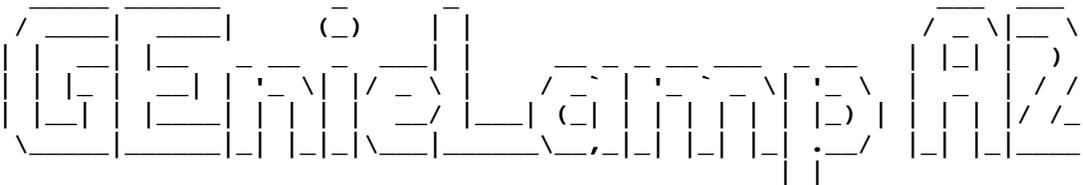
GENie Mail: EDITOR.A2

Internet: editor.a2@genie.geis.com

REPRINTING GENieLamp

If you want to reprint any part of GENieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



|_ |

ASCII ART ENDS

[EOA]
 [HEY]////////////////////////////////////
 HEY MISTER POSTMAN /
 //////////////////////////////////////
 Is That A Letter For Me?

 by Douglas Cuff
 [EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<

DIVERSI-FOUND! New Address for Ordering " DiversiTune ", " DiversiCopy ".
 ***** " DivesiCache " and " DiversiKey " and Song Disks:

William W. Basham, M.D.
 10400 Connecticut Ave., #407
 Kensington,MD
 20895-3910

He still has Disks for the IIgs and Still Marketing them. You can
 Request Order Forms form him. and they are Discounted from the Original
 Price

(H.TRUMP, CAT2, TOP21, MSG:26/M645;1)

TWILIGHT II AND APPLEWORKS 4.3 Dan, Bev is correct in that AW 4.3 does
 ***** call _ClrHeartBeat on a IIgs at startup,
 thereby disconnecting Twilight II and any other similar software. In fact,
 the current issue of NAUG's Forum has a patch to defeat that patch if
 you're someone who doesn't have problems with Twilight II. The disabling of
 Ultra if AppleTalk is connected is separate, and has been around with 4.0
 or 4.01.

(BRANDT, CAT17, TOP14, MSG:99/M645;1)

>>>> From Apple IIGS Technical Note #55

"The Heartbeat Interrupt Task queue does NOT belong to the
 application. Different portions of System Software can, and will, install
 Heartbeat Tasks. If these tasks are removed, anything from a system crash
 to media corruption may result. NOTHING but System Software should make
 this call.

Eric Shepherd (Sheppy)
 [Team PPCPro]

(POWERPC.PRO, CAT17, TOP14, MSG:109/M645;1)

PC TRANSPORTER SOURCE CODE FOUND It seems that I found some AE source
code for the PCTransporter, but the file
is partly corrupted (how do I fix it, or would someone be willing to fix
it). Also, included is other AE source code for their other products. The
source code, it seems is to be fairly old, that is its not source code from
the latest software. If anyone is interested let me know so that I can dig
it up.... Now don't quote me on this since I'm not a programmer, but to me
it looks like source code. Would this be helpful to anyone?

Sam Latella [A2World]

"Apple][Forever, IBM Never!!!"

(S.LATELLA, CAT14, TOP2, MSG:56/M645;1)

MACINTOSH SOUNDS ON THE IIGS Well, Steve is right, but that ain't why
some of those files won't convert or play,
Dave. MacSoundGrabber (MSG) has (IMHO) a _very_ annoying limitation--it
can only load & convert Mac sound resources that are 64K in size or
smaller. (Notice I did not say sound files--like the rSoundsample format
on the IIGS, a file can contain more than one sample.) As long as the
samples you wanna convert are 64K or smaller, MSG will do a dandy job of
converting them into rSoundsample format on the IIGS. If the sounds you
want are bigger than 64K, other things will have to be done. If you're a
GS+ subscriber, the program FileDump (in GS+ V5.N1) is a great help in
converting sounds that MSG can't do. For more info, refer to my article
"Catch the .WAV" in GS+ V4.N6.

FWIW, I have converted several of the AudioClips packages into rSound
format for use with the IIGS. Two of these packages (Star Trek: The
Logical Collection and Terminator 2: Judgement Day) are sold directly thru
Sound Source Interactive and can be ordered from them directly at (800)
877-4778. If you have any of the following packages bought in Mac or
Windows format, _and can supply me with proof of purchase_, I can send you
the package already converted for use on an Apple IIGS. The packages I
have available are:

- 2001: A Space Odyssey
Star Trek Bonus AudioClips
Star Trek: The Next Generation "Encounter at Farpoint"
Star Trek: The Next Generation "The Best of Both Worlds"
Star Trek: The Next Generation Bonus AudioClips

If interested, please contact me via E-mail.

Bill Moore

Contributing Editor, GS+ Magazine

** Can you do the Picard Maneuver in a Grand Am? **

(BILL.MOORE, CAT6, TOP7, MSG:237/M645;1)

CAPSULE REVIEW Design Master isn't worth the shutter on the disk it's
shipped on.

Eric Shepherd (Sheppy)

[Team PPCPro]

(POWERPC.PRO, CAT33, TOP3, MSG:3/M645;1)

IIGS REPLACEMENT KEYBOARD MacWarehouse is selling an ADB Extended

***** keyboard that is fully IIGS compatible for \$69.95. It's a standard 105 key layout, with large return and shift keys, control/option/open-apple keys on both sides of the main grid; separate arrow keypad; insert/del/home/end/page-up/page-down keys; 15 function keys, a numeric keypad, and 3 indicator lights.

I just bought one of these and hoo boy, it's nice. :-)

Jawaid
(under disguise)
(SEQUENTIAL, CAT4, TOP2, MSG:272/M645;1)

ORIGINAL CASTLE WOLFENSTEIN TRULY LOST > Is Castle Wolfenstein acceptable
***** > material for the Lost Classics?

If I am remembering the program correctly, I spoke to the author about 18 months ago about making Castle Wolfenstein a Lost Classic. At the time, we could not come to a consensus on where to go with it. He may be willing to decide something now. I will put him on my list of calls to make and see where it leads.

In the meantime, the program is still copyrighted and can not be legally copied or uploaded(released) here in A2. In case anyone is interested, I do know that the source code is on a hard drive in a landfill somewhere. Has been for some years. :(

--Joat--
(A2.TIM, CAT7, TOP13, MSG:35/M645;1)

JOB POSTING? Attention, background MOD-player authors!

Softdisk Publishing is interested in acquiring background MOD-playing capabilities for use in our software. We'll pay good money (and, as the MOD standard seems to evolve quite regularly, it could turn into an ongoing thing for you).

Interested? Let us know!

-Greg Templeman, GS Product Manager/Lead GS Programmer
Softdisk Publishing
(BARNABAS, CAT6, TOP18, MSG:107/M645;1)

IMAGewriter II ON AN IBM PC? I have a question for a friend who owns an ***** Imagewriter II Printer. She wants to run it on an IBM PC. She tells me that she has a driver for an Imagewriter II in some sort of IBM word processing program. She teaches and uses IIE's and an IBM. Her goal is to connect the Imagewriter II with a switch box to use with both machines.

Does anyone have any experience with this type of set up? I have hooked up many IBM or Parallel Printers, including a Quietwriter to a IIE, I have no experience with anyone hooking up an Imagewriter II to an IBM rig.

(C.GERHARDT2, CAT4, TOP9, MSG:364/M645;1)

>>>> I have no experience with connecting an Imagewriter II to a PC, but ***** I do have a book in front of me now that explains how to do it. On page 212 of Macintosh Printer Secrets (1990) by Larry Pina, it claims

that despite some people saying this connection can't be made, "it can be done, very easily." On the next 4 pages, Pina describes how to build the cable, how to set the Imagewriter II dip switches, and how to put in the needed MS-DOS MODE command (no, the driver does not take care of that, according to Pina). To tell you the truth, it doesn't sound easy to me, but Pina's explanation should be understandable to anyone who is conversant with terms like CONFIG.SYS, XT, and AT.

Pina's explanation is too long to reproduce here. If your friend can't find the book in your public library (I think it is out of print), email me your or her address and I'll send a copy of the relevant pages.

By the way, I bought Pina's book a few months ago on remainder because it has lots of good Apple-II-relevant information on the printer I use, the Imagewriter II.

Steve Eisenberg
Wynnewood, PA
(S.EISENBERG, CAT4, TOP9, MSG:365/M645;1)

>>>> Here is a little something I picked up from Compuserve regarding
"""" the use of an Imagewriter printer on an PC compatible:

-/-/-

"Yes...ladies and gentleman at long last the pinouts for a "WORKING" cable that will connect an IBM machine to an Apple Imagewriter 2 printer. Amaaazing!!!!

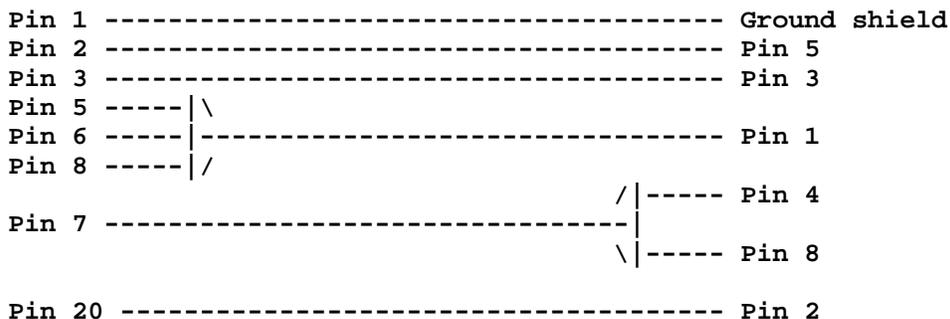
I have made and tested several of these cables all with no problems. In no time you'll be printing from Wordperfect, Lotus, PrintShop and other DOS programs.

I don't run windows so I have no clue if it will work from any windows based programs.

For more interesting Apple// Goodies call:

The WAC BBS
(503) 363-0861
24hrs 14400bps

RS-232 Female Mini-Din-8 male



The only thing you need to do now is attach your cable to the COM1

port of your MS-DOS machine and add these lines to your autoexec.bat program.

```
mode lpt1:=com1
mode com1:96,n,8,1
```

If your using COM2:

```
mode lpt1:=com2
mode com2:96,n,8,1 "
```

-/-/-

Hope this helps... (I hope it formats OK, too. I 'Appletalked' this directly off my Mac HD to CoPilot)

Tim K

(KELLERS, CAT4, TOP9, MSG:366/M645;1)

>>> HOT TOPICS <<<

APPLEWORKS 5 SHIP DATE SLIPS AGAIN It now appears that the printers will
***** have the AppleWorks 5 manuals ready to
go by the end of next week. I expect Quality will ship November 21. (The
software is ready to go as soon as the manuals are ready.)
(BRANDT, CAT17, TOP18, MSG:209/M645;1)

BIG RED COMPUTER CLUB AFTERMATH? As everyone knows by now, Big Red
***** Computer Club will be closing their
doors by the end of the year.

The owner of Big Red, John Wrenholt, has been actively supporting the
Apple II computer for more than a dozen years, and he does not want BRCC
members to feel abandoned or to feel that BRCC's closure will leave Apple
II owners without any avenues for support.

For that reason, BRCC has included a 12 page sampler issue of
Shareware Solutions II inside their November, 1994 mailing. That mailing
has been sent out via bulk mail, so it may take anywhere from 1 to 3 weeks
to reach its destination.

The Shareware Solutions II sampler is an abridged version of the
Volume 2, Issue 1 edition.

If you are a BRCC member who is seeing Shareware Solutions II for the
very first time, feel free to post questions here about Shareware Solutions
II, or feel free to direct questions to the publisher in e-mail directed
towards JOE.KOHN

Joe Kohn
Publisher, Shareware Solutions II
(JOE.KOHN, CAT28, TOP4, MSG:233/M645;1)

>>>> BUT, where will the residual inventory ultimately reside? Joe,
***** since you seem to know more than the average about BRCC, can you
provide any guesstimates about this?

Dave (D.MATTIS@GENIE.geis.com) CONNECTING WITH SPRINTNET AT 14,400
(D.MATTIS, CAT28, TOP4, MSG:235/M645;1)

<<<<< BRCC's inventory falls into a couple of different categories

Some of the software currently being sold by BRCC is licensed from other companies, such as The Nibble Software Collection. With software like that, the copyright holder may continue to offer it for sale.

Other products are owned outright by BRCC, such as Print Shop Lover's Utility Set. I've tried to make overtures to BRCC concerning the outright purchase of the rights for PLUS and Labels, Labels, Labels, but to no avail.

Other products are merely distributed by BRCC, such as software from Triad Ventures and Seven Hills. If someone else wanted to distribute those, they'd need to contact the owners and make an offer.

In talking to John Wrenholt just the other day, he doesn't anticipate having a whole lot of inventory left. After all, his "going out of business sale" is just too good to pass up - BRCC is selling games like Pac Man for \$3.50. I think that BRCC expects to sell off just about all their inventory with pricing like that. And, if they don't, I can't imagine that any other software distributor would really be interested in "picking them up."

To sum it up, if there's something you'd like to purchase from BRCC, you really ought to do it now. The software may not be available from anyone else after 1/1/95.

(JOE.KOHN, CAT28, TOP4, MSG:242/M645;1)

<<<<< Concerning BRCC's library of freeware and shareware..

Since I was employed as BRCC's public domain/freeware/shareware librarian from 1989-1992 and literally added hundreds of disks to the BRCC library during that time, I do plan to make some (many?) of those disks available via the SSII Library.

Out of respect for BRCC and for John Wrenholt, I will wait until after BRCC closes their doors before making those disk collections available via the SSII Library.

Joe

(JOE.KOHN, CAT28, TOP4, MSG:244/M645;1)

APPLEWORKS, ULTRAMACROS, AND APPLTALK > I need to be able to use
***** > AppleWorks, UltraMacros, and
> AppleTalk at the same time.

I do that every day. There's a one-byte patch that will allow UM to be active while AppleTalk is active. With AW4.3 I have had no crashes regardless of how it is launched. With earlier versions I had to launch AW from ProSel-16 to keep from crashing.

I have an article in the current NAUG AppleWorks Forum that describes the patch and how to apply it. If you don't have that, let me know and I'll e-mail it.

(D.CRUTCHER, CAT17, TOP14, MSG:126/M645;1)

<<<<< > I don't know why Dan Crutcher can use macros with AppleTalk, but
"*****" > I've never seen it succeed

I don't know either, since I don't do anything special (other than apply the patch that Randy provided that allows UM to be active at the same time as AppleTalk). I boot into ProSel-8, then, if I want to use GS/OS, I launch GS/OS which is set to run ProSel-16. From there I can go straight to AW4.3, with AppleTalk active, and use macros to my heart's content.

Just a few minutes ago, I went through that process, and even launched Finder first and opened a Macintosh volume (via AppleTalk) in the Finder and then launched AW4.3. I ran about five complex macros (CheckWorks, a phone dialer, etc.) with no problems.

I do the same at work. Each of my machines is a ROM 01 GS.

I can't believe I'm the only one who can do this. If my being able to do it is unusual, I would suspect that my route through ProSel may have something to do with it.

For anyone who has a block editor, here's the patch to allow UltraMacros to be active at the same time as AppleTalk:

PATCH APLWORKS.SYSTEM TO ALLOW MACROS WITH APPLETTALK ACTIVE:

The current APLWORKS.SYSTEM disallows macros with AT active. Patch it with a disk editor by changing offset +142B from EE to 2C. If +142B is_not_EE in your version, search for EE 96 0A in that approximate area.

Try it. If it doesn't work, you can always reverse it by changing the byte back to EE.

(D.CRUTCHER, CAT17, TOP14, MSG:137/M645;1)

>>>>> > I would suspect that my route through ProSel has something to do
"*****" > with it

Bingo.

(BRANDT, CAT17, TOP14, MSG:141/M645;1)

>>> WHAT'S NEW <<<

IIGS FAX/MODEM SOFTWARE Vitesse, Inc. announces "FAXination," FAX/Modem
"*****" software for the Apple IIGs.

- > Allows printing to an external fax modem from any standard GS/OS-based application!
- > FAXes graphics and text with ease!
- > Support for Pointless TrueType fonts!
- > Use the Deferred Send feature to send one or more documents to the same fax station with a single call!
- > Use the Deferred Send feature to create a fax document when RAM is low, and then send it later when more RAM is available!
- > Phone Book feature addresses faxes and fills in cover sheets automatically!
- > Answers and receives FAX calls automatically, or only by manual command!
- > Maintains a log of FAXes sent or received!
- > Use Send or Receive Logs to view cover information, the actual document,

print the document, or change the address and forward it to another person!

- > Automatically supports Class-1, Class-2, and Class-2.0 FAX/Modems!
- > No knowledge of modems needed! Automatically senses which port and which modem is attached! Simply plug in the modem, install the software, and reboot!
- > Optional Call Progress window allows you to see what is happening while sending or receiving a FAX!
- > FAXination is a CDEV with an NDA interface, providing quick access to FAXination controls.
- > PrintPicker NDA allows switching between the FAXination printer and your printer with ease (GS/OS System 6.0, or higher only)!
- > Special desktop application allows even users with less than 2MB RAM to send Deferred FAXes!

FAXination requires GS/OS v5.0.4, or higher, 1-1/2MB RAM, and a hard disk drive. System 6.0, or later, and 2MB RAM is highly recommended! FAXination -ONLY- supports external FAX/Modems. FAXination is scheduled to ship the first week of December 1994. Vitesse is taking advanced orders NOW!

| | |
|--|-----------|
| FAXination | .\$49.95 |
| FAXination with 14,400 external FAX/Modem. | .\$149.95 |
| Tracer Sanction and Mind Shadow (combo). | .\$29.95 |
| Ultima I | .\$29.95 |
| Quickie 3.2 Hand Scanner | .\$89.95 |
| Quickie 3.2 Hand Scanner/Inwords OCR | .\$99.95 |
| Quickie-C (Adaptor). | .\$99.95 |
| Quickie/Quickie-C (combo). | .\$189.95 |
| Quickie 3.2 (update from 3.1). | .\$24.95 |

Prices listed are effective prior to December 15, 1994.

\$\$\$ Order direct from Vitesse, Inc. and save! \$\$\$

To order, contact Vitesse, Inc. sales at 1-800-777-7344.

Vitesse, Inc.
P.O. Box 929
La Puente, CA 91747-0929

This is a limited time offer. Prices are subject to change without notice.

(VITESSE, CAT40, TOP2, MSG:1/M645;1)

<<<<< The FAX/Modem in the FAXination w/ FAX/Modem Combo is manufactured
"*****" by Aspen and uses the Rockwell chipset to provide v.42 bis and
Class 2 modem support.

Lowell Erbe
Vitesse, Inc., Technical Support
(VITESSE, CAT40, TOP2, MSG:23/M645;1)

>>>>> The v.14, v.17 and v.29 specifications are communications protocols
"*****" used to encode data for transmission on the telephone line. Since
these numbers indicate hardware features, the modem handles all that. In
short, all fax modems will work with Faxination, unless somebody can find a
real oddball out there that just won't respond to the standard Class 1 or

2 modem commands.

Faxination will handle Group III encoding (a software function) and will work with all of the modem brands mentioned so far in this topic. Please note that the "print to fax" feature will only work in GS/OS desktop applications which do their printing through the Print Manager. It will NOT work with AW4, the Orca shell and other 8-bit or text-based applications.

Da Programmer

(S.MCQUEEN1, CAT40, TOP2, MSG:34/M645;1)

>>>> Yes, Faxination will transmit graphics files from any desktop "*****" graphics or page layout application, such as Quickie or AWGS. ANYTHING which can be printed using the Print Manager can be faxed via Faxination. Since facsimile only provides black and white support, the pictures transmitted will be rendered as half-tone dithered grey-scale images.

The effect will be similar to printing a picture on a black-and-white printer.

Da Programmer

(S.MCQUEEN1, CAT40, TOP2, MSG:43/M645;1)

<<<<< The best estimation that I have right now is that FAXination will "*****" begin shipping on December 5, 1994. It might end up a couple (and I really mean only 2 or 3 days) later than that.

Lowell Erbe

Vitesse, Inc., Technical Support

(VITESSE, CAT40, TOP2, MSG:75/M645;1)

SALE--HALF OFF SEVEN HILLS SOFTWARE We're having a "Super Holiday
***** Special" through 12/22/94 where you
can get our products at 50% off:

| PRODUCT | REGULAR | 50%OFF |
|-------------------|----------|---------|
| Drive Cleaner GS | \$ 34.95 | \$17.48 |
| Express | \$ 49.95 | \$24.98 |
| Font Factory GS | \$ 39.95 | \$19.98 |
| GraphicWriter III | \$149.95 | \$74.98 |
| Independence | \$ 39.95 | \$19.98 |
| Kangaroo | \$ 49.95 | \$24.98 |
| ShoeBox | \$ 59.95 | \$29.98 |
| Spectrum | \$129.95 | \$64.98 |
| Super Menu Pack | \$ 29.95 | \$14.98 |
| SuperConvert | \$ 39.95 | \$19.98 |
| The Manager | \$ 69.95 | \$34.98 |
| TransProg III | \$ 39.95 | \$19.98 |

The shipping cost is \$3.50 anywhere in the U.S.. Shipping elsewhere is actual 1st class shipping, a minimum of \$3.50.

This is NOT a "close-out" sale! These prices are the standard discounts we give to mail order houses; we're just passing the savings on direct to our customers for this holiday sale!

If you want a brief description of each of those products, just send

e-mail to SEVENHILLS and ask! :)

Thanks,
--Dave

(SEVENHILLS, CAT43, TOP2, MSG:105/M645;1)

>>> THROUGH THE GRAPEVINE <<<

WOLFENSTEIN 3-D FOR IIGS? On the FutureNet there is a rumor that Wolf3D
***** is about to be released for the IIGs, the rumor
say that it's Vitesse that will distribute it? what else do we know.....:)

Jonte

(JONTE.R, CAT6, TOP3, MSG:52/M645;1)

>>>> Well, the Wolfenstein 3D that is in the Mac library looks like it
***** was done for Interplay by BurgerBill. In fact, one of the "cheat"
code words included in the game happens to be "APPLEIIGS" (this is a
command that you type while the game is running, to activate a cheat).

Have to say, however, that having seen Wolf 3D on a PC, and Wolf on
the Mac, that the original version on the PC is better. The sound effects
on the Mac are not bad, however, but the graphics are just not as good.

Steve Weyhrich <IX0YE>--<

(S.WEYHRICH, CAT6, TOP3, MSG:59/M645;1)

>>>> For what it's worth, I received a flyer from Vitesse today
***** advertising a number of things, one of which is Wolfenstein 3-D.
complete with 90 levels. They had it priced at \$39.95, and recommended an
accelerator. So I guess Wolfenstein 3-D has indeed made it to the IIGS.
Cool. :)

(KMCCANN, CAT6, TOP3, MSG:70/M645;1)

>>>> Yes. \$39.95 through December 31, then \$49.95

(K.LUCKE, CAT40, TOP7, MSG:232/M645;1)

ANIMASIA 3-D ANIMATION > I haven't gotten my issue of GS+ yet, but I
***** > assume that this means that you're ready to
> release Animasia3D. Great! (If I'm assuming right) :)

You're assuming right, but not right now :) December 10th is THE
date.

Michael

(ANIMASIA, CAT33, TOP2, MSG:349/M645;1)

SOUNDMEISTER STATUS I never in any dream, not just my wildes't ones,
***** ever imagined it would take this long to get this
card 'done'.

Yes, the connector problem has been solved, cables are being built
and cards are shipping, some people who ordered very recently got cards
because they ordered other things as well, and we don't like to ship
partial orders unless we really need to. For the most part, back orders are
being filled on a date taken basis, those that had checks/money orders

OpenApple-Shift-Control-C. Same goes for 'O' (toggle output), 'G' toggle super hires graphics, 'T' toggle trace, and ' ' (toggle pause).

Ask whether a transaction is to be added at the end of a split or to start a new transaction.

Changed the account monthly window so you can change the Cleared Balance but not the Actual Balance

No longer Able to Select All if Split Unbalanced

Add Menu Dialog to Allow input of Dollar Sign or other monetary symbol.

Also, change the size of report headers to be based upon the size of the large fontid size.

Changed program to allow you to toggle split transactions on and off in the reports, just like the transaction window.

Note: If you want to print a list of transaction by distribution account and you want split transactions to be included you can sort and subtotal on distribution account and then select distribution account not equal Split. This will cause all of the split transaction to sort and be displayed along with the other non split transactions by distribution account.

Fixed automatic input of remaining split amount. Before if you blanked out an existing amount it often times didn't split the amount correctly.

Fixed quit insert with unbalanced split amount. Before, it was possible for the program to miscalculate the split amount and if so you could quit inserting a split transaction with an unbalanced split amount.

Now, I allow them to paste calculator results when entering a split transaction.

Changed ValidFileTotals so that it is executed when a new version of the YMM datafile is created and the changes are automatically saved.

Changed ValidFileTotals so that it displays messages as it is checking the file.

Fixed problem with quitting insert with just one record causing the record to not get deleted.

Fixed problem with a deleted account (number 3) getting used even after it was deleted as the default base account.

Fixed Invest text report, seems to be printing the account name twice?

Fixed bug which could cause two different memo and/or payee fields to overlay each other. Was due to SaveAs compressing out and deleteing a memo/payee that was still in use.

Save As will lose investment information unless that file has been accessed by opening an investment window. Fixed SaveAs lossing Investment

...and I've also got this BBS program to work on. at home. :) Not that I am complaining... the Apple II is fun! ...and I want a SMP board to add to my collection of other stuff that 'doesn't exist' in my collection that could be called _the_ Smithsonian of Apple II, and /// !

BTW: Anyone want to give a shot at an AAtari 2600 emulator for the GS?? Just think of all the classic gaming fun that could be had!!!
(T.DIAZ, CAT46, TOP7, MSG:148/M645;1)

TOOLBOX REFERENCES TO BE REPRINTED? I'll check with Apple. I'm trying to
"*****" get permission to reprint TBR at the moment, too.

Mike Westerfield
(BYTEWORKS, CAT45, TOP3, MSG:359/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 2, Topic 5
Message 379 Fri Nov 25, 1994
M.HACKETT [Michael] at 04:23 EST

Mark and Ron echo my feelings pretty closely. I am not pleased with Apple's practices or their support (up here in Canada, anyway) these days and I had decided that I would not buy any more Apple products new; only used, if at all. So when I started to feel the desire for a portable machine, I got stuck in a bit of an ethical delimma. I would not buy an Intel-based system, and there is no portable Apple II solution. I started looking for used PowerBooks, but eventually ended up getting a new PB Duo from a shop in Toronto, because it was a closeout and the price was better than any of the used prices I had seen.

My philosophy now is that I hope to get into programming on the Mac and work with a friend of mine who likes PCs, and hopefully broaden my market for my future software products, thereby allowing me to continue to develop for the machine I prefer, even though it is not the most profitable thing to do. In effect, I'll be _using_ the Mac and Windows users to finance my Apple II projects! :-)

[*][*][*]

While on GENie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GENieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////////////
HUMOR ONLINE /
////////////////////////////////////
Fun & Games On GENie

can't answer them myself, I'll forward them to my colleague Watson."

While this last remark was made flippantly, on the spur of the moment, later I came to reflect upon what I said. It is indeed possible to send E-mail to James Watson, one of the co-discoverers of DNA. Watson is the current director of the Human Genome Project, working at the National Institutes of Health. (You can probably reach him at jwatson@nih.gov, or somesuch, if your kid needs a little help before his next biology quiz.)

Imagine if Watson, in a moment of gleeful exuberance, decided to invite high school students with interesting genetics questions to send him e-mail.

Watson, himself, wouldn't have to answer all the questions. He'd get some first-year lab assistant to churn out pleasant sounding answers to the majority of incoming questions. But that same lab assistant could flag down the most interesting sounding questions, which could then be forwarded directly to Watson's mailbox.

The result? A humble high school biology student could have the possibility of having his or her genetics question answered by the co-discoverer of DNA.

Here's another scenario. How about if there were some junior high school student who had a passionate interest in astrophysics? In this day of electronic communication the possibility remains open that a junior high school student could test his or her ideas against the best of them. If his or her question were indeed probing, an E-mail response might arrive from Sir Stephen Hawking.

Just as exhilarating as it is for youngsters to be able to easily ask questions of professionals in a particular field, so to is the satisfaction that results when professionals are able to provide answers to young inquiring minds. The E-mail dialogue doesn't have to occur with a famous scientist for the exchange to be meaningful.

Truth is, many professionals would welcome the opportunity to converse online with youngsters interested in their field. If you're an adult working long hours at your desk, it can be a welcome relief to spend a minute or two answering the question posed by an 8th grader in Woodbridge, Virginia--or the query from a high school student in Parker, Colorado.

Every working adult in this country has the newfound capability of being an online mentor. As a volunteer activity, the mentor can devote as much or as little time as he or she pleases. Given the emotional rewards of being able to interact with a growing mind, chances are that mentors would allocate just a bit more time than they really should to online mentoring activities.

The above examples all cited mentoring possibilities in the sciences, but the possibilities for online mentoring in the arts are equally tantalizing. Imagine the thrill of an aspiring violist in receiving e-mail from one of the world's virtuoso violin players. Or an aspiring fine artist receiving feedback on his or her art from someone known internationally for their creative work. Or an aspiring writer receiving writing pointers from someone who spent a few months on the New York Times bestseller's list.

When two minds communicate, the result can be magic. After all, the most fertile field for any mind to grow in is a field of other minds.

--Phil Shapiro

[*][*][*]

The author takes a keen interest in the social and psychological dimensions of online communications. He can be reached on the information superhighway at: p.shapiro1@genie.geis.com; and pshapiro@aol.com.

[EOA]
[ASA]////////////////////
ASCII ART GALLERY /
////////////////////
Holiday Art
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS

ASCII art graphic consisting of various symbols like %, @, #, \$, and S arranged in a grid-like pattern to form a picture.

1. Putting the Internet to Work for You
 2. Getting Connected: Your Ticket to Ride
 3. Risks and Realities
 4. Doing Business on the Internet
 5. Marketing Do's and Don'ts
 6. The Electronic Schmooze
 7. Dialing for Data
 8. Connecting the World with Internet E-mail
 9. Customer Support
 10. The Virtual Corporation
 11. Internet Cybermalls
 12. The Commercial Online Services
 13. The Future of Internet Business
- Appendix A: Internet On-Ramps
Appendix B: How to Start Your Own Usenet Newsgroup
Appendix C: The World According to the Internet
Appendix D: Working with the World Wide Web: Tips and Tools
Appendix E: The Full Scoop on Gopher

Restrained Hype When covering a subject such as business possibilities on
"*****" the Internet, there is a temptation for books to hype the
possibilities of everything and anything. While you'll find the occasional
hyped comment in this book, for the most part the authors exercise
commendable restraint. (And Resnick and Taylor keep exclamation marks to a
merciful minimum. Perhaps they had advance notice of the Congressional
bill proposing to place heavy taxes on the use of exclamation marks in
books about the Internet.)

After all, people do not read a business guide to the Internet to
help them make up their minds about whether business possibilities exist on
the Internet. They read such books to unearth practical information about
how such business possibilities can be developed and implemented.

The Blessings of Electronic Mail You hear so much hype about the
"*****" multimedia possibilities for the
Internet that you might well forget how gosh-darn useful regular old E-mail
can be. E-mail is sure to remain one of the most useful of all business
tools. The authors of this guidebook reiterate this point when they say:
"Much of the traffic on the Internet is electronic mail. Indeed, it's been
estimated that well over 4000 messages are sent each second of the day on
the Internet. Being able to send messages in seconds to a user anywhere in
the world is probably the single most important reason so many companies
find the Internet so appealing." (p. xxv)

And bucking the trend to wax poetic about the capabilities of Mosaic,
Resnick and Taylor tell it like it is: "Graphical browsers such as Mosaic
can be difficult to install, and as Rosalind knows from her experience in
accessing Mosaic through a 486 PC and a 14,400 bps modem, the program can
be as slow as molasses when retrieving large amounts of graphics." (p. 115)

Bravo. Score one for candor and honesty. Mosaic has great potential
down the line, to be sure. But 1994 will not be the year it becomes widely
used.

E-mail Technical Support Computer manufacturers and software publishers

..... have frequently been the first businesses to put the Internet to use. In the chapter titled "Customer Support," the authors cite the example of Sun Microsystems' overwhelmingly successful online support project: "In August, 1993, Sun Microsystems, a Mountain View, California, workstation manufacturer, launched a program called SunSolve to answer its customers' technical questions through Internet e-mail.... In the year since SunSolve was introduced, use of the toll-free telephone support line has dropped by 90 percent, and the company has cut support costs by \$1,000,000 a year." (p. 234)

Don't you love it? The Internet has helped Sun slice toll-free phone costs by 90 percent. That's a sizable savings by any measure. And the saved money can go directly into providing improved online technical support (or to otherwise provide better value/dollar to customers).

There's a small company in Cupertino that would do well to take note of such facts. Apple Computer apparently receives an average of 11,000 phone toll-free phone calls per day to their 1-800-SOS-APPLE phone line. Apple refuses to disclose how many persons it employs to answer these phone calls, but you can make an educated estimate that at least 100 persons are employed at Apple's Austin, Texas facility.

(Here are my rough calculations: 11,000 calls times 5 minutes per call is 55,000 minutes. 55,000 minutes is the same as 916 hours. Divide 916 hours by an 8 hour work day and you get 115 technical support workers.)

If Apple were to set up a free Internet e-mail tech support service, they might be able to slice their toll-free bills in a major way as well. Apple is hoping that their new online service, eWorld, will serve this function. But with fewer than 30,000 subscribers, eWorld might be more accurately described as eGhosttown (or eEerie).

Marketing Do's and Don'ts When you breach the rules of business etiquette in the real world, you risk temporarily losing a few customers. On the other hand, when you breach the rules of business etiquette on the Internet, you risk alienating 20 million persons. In the chapter titled "Marketing Do's and Don'ts," Resnick and Taylor explain how to not put your foot in your mouth at 14,400 bps: "On the Internet, the traditional rules of sales and marketing are turned upside down. Not only does junk mail fall on deaf ears on the global network, but it often drives away customers it was meant to attract. Slick ad copy with little or no informational content just doesn't fly..." Actually, in this day and age slick ad copy can alienate in hardcopy form as well as in electronic form. The rules of business etiquette are changing for the better -- both online and offline.

FAQs: The Answers to Most of Your Questions The concept of the frequently asked question had its birth in the technical fields of the computer world. But the concept has grabbed hold in areas far astray from hardware and software. The whole idea behind FAQs is to anticipate commonly asked questions so as to provide quick and useful responses. The nifty thing about FAQs is that they save work for everyone, allowing a company's technical support staff to concentrate their time on answering the most difficult, uncommon questions.

The authors of this book suggest that one of the best ways of making use of FAQ's in a business setting is to set up a "mail reflector" that

automatically sends out your company's FAQ text file to anyone who requestions it via e-mail. The person inquiring about your company's products or services can obtain detailed information about your company's products or services for the slight effort of sending an empty e-mail message. (How much effort is required to send an empty Internet e-mail message? About five seconds of your time. If you're a slower typist, maybe ten.)

From the consumer's point of view, mail reflectors are like instant karma.

The book then goes on to describe the benefits for companies specifically in the computer hardware or software business to set up a company FTP site. Doing so provides an easy way to distribute upgrades for application and system software. Larger companies also benefit from the USENET newsgroups that are set up for people to share ideas about the company's products.

Tread Softly and Carry a Fast Modem A recurring theme in this guidebook is that businesses who seek to create a presence on the Internet would be well advised to tread softly: "The Internet is no different from any other community, and those companies that 'go native' by brushing up on the network's culture and mores will gain a competitive advantage in the electronic marketplace. Taking time to learn about the Internet now can pay big dividends in the future. If the current growth rate is sustained, more than 50,000,000 people will be accessible through the Internet by the turn of the century."

It's refreshing to see this enlightened point of view expressed so well. Sensible businesses on the Internet would do well to heed this advice.

Conclusion All in all, The Internet Business Guide delivers commendably on its promise. Businesses interested in galloping onto the Internet might do well to lay down their reins briefly to read this book. A comprehensive guide of this sort ought to appeal to the general reading population, as well.

--Phil Shapiro

[*][*][*]

The author works as a freelance writer and educational computing consultant. He can be reached on GENie at: p.shapiro1; on the Internet at: pshapiro@aol.com

[EOA]

[HAR]////////////////////////////////////
HARDVIEW A2 /
////////////////////////////////////

News from RezTek

by RezTek
[REZTEK]

>>> THE TURBOREZ PROJECT STILL ALIVE! <<<

November 8, 1994

It would be an understatement to say it's been awhile since there's been news from us about the status of the "fabled" TurboRez product. As some of you may know, since the previewing of a prototype at the last two Apple Expos, we elected to do an entirely new design based on the use of custom gate array technology. Even though underestimating project completion time seems to be a tradition with computer hardware/software development, let's just say that even we've been amazed at the degree of difficulty involved here. This project has had an appetite for resources (like TIME) that has to be experienced to be appreciated.

The current status is that, after more than a year of design and simulation of the virtual chips, we've got actual hardware up and running. This happened just in the last 5-6 weeks and the debugging process is proceeding steadily. So far, the video is looking good and the circuits seem stable.

Our apologies for not being online with some news sooner. With the pre-announcement situations we've created in the past, it seemed prudent to wait until there was new hardware actually in operation before making any public statement. Normally though, given the incomplete state of the project at this point, we probably would have waited awhile longer. The announcement of the Second Sight card (by Sequential Systems) has altered the marketplace however, hence some earlier information from us.

On this note, we'll briefly discuss the two products. Operation in a GS with the stock RGB monitor reveals similarities such as 256-color pixels, in both 320 and 640 resolution and 400-line interlaced modes. The TurboRez card has a Display List CoProcessor and a high-speed blitter, while Second Sight has a microprocessor that does blitter emulation. Now, what about the particular strengths of the two cards?

Comparing The Two The Second Sight card's strongest suite is when it's
"*****" coupled to an external SVGA monitor. Here it offers
some pretty high resolution, up to 1076 by 768 pixels. Of course, to
effectively take advantage of this, you'll really need a 17 or 19 inch
monitor to avoid eyestrain (price a monitor this size next time you're at a
computer store). Second Sight does not offer overscanning.

The TurboRez card will accept an adaptor that allows attaching a VGA monitor and sending out a 640 by 480 image, so it appears we come in second in the resolution department. TurboRez is capable of doing overscan, however (vertical and horizontal, together or separately).

Pictures That Move Where TurboRez does shine is in the area of multimedia
"*****" animation. It's nice to be able to show pictures on
the GS that have enhanced color and resolution, but what about bringing
them to life? In other words, making them move and flow. Well, the
TurboRez card enhances animation on the GS with a host of features. First,
of course, the high-speed Blitter for drawing shapes and objects to the
display very quickly. Add to that its Multi-Plane Overlay capability and
Line Drawing (w/Scaling). Let's talk about those last two.

Multi-Plane Overlay Technology The Multi-Plane hardware on the TurboRez
"*****" card is similar in concept to the
multi-plane techniques used by commercial film animators. Basically, it
means having the various elements of the picture, both moving and still, on

separate "layers". In TurboRez, this means that moving shapes can be placed in separate image layers (or planes) and pass over or under each other (or in front of or behind foreground/background objects) without "interfering" with the other picture elements. In a single-plane video card (like Second Sight), an animated scene consisting of stacked shapes and objects is very slow and messy to update fast enough to present a smoothly flowing image. To alter a shape in the "middle", means not only erasing and redrawing that particular shape, but also anything that appears above or below it onscreen. To change that one shape requires massive amounts of erasing and redrawing even though the neighboring shapes and objects are not due to change yet. All of this activity translates to SLOW screen updating.

TurboRez, with hardware Multi-Plane technology, doesn't suffer from these limitations. With separate image planes, the update process is confined to just those shapes and objects that need it at the time. This means no wasted time redrawing things that don't need it! The result: Efficient and FAST animation on your GS (even without a Zip accelerator).

Texture Mapping via Line Drawing w/Scaling The other major animation
 "....." enhancer is the Line Drawing
 w/Scaling hardware. Here we take a common operation like plotting a line
 of pixels and couple it with Scaling logic. Scaling allows magnifying or
 shrinking a bitmapped shape or object as it's being drawn. The scaling
 operation can be done by the plotting software but that approach is never
 as fast doing it thru hardware. By using Scaling along with Line Drawing,
 it's easy to not only alter the drawn size of a source shape but to rotate
 it as well. Similarly, a drawing technique known as Texture Mapping is
 enhanced using the TurboRez hardware.

Texture Mapping lets us manipulate a source texture map, which is a
 rectangular, bitmapped image of something, say a picture of woodgrain or
 red brick siding or whatever. The effect is that it's being stretched
 across the face of some 3D object that's in the onscreen image. The
 woodgrain might be applied to the floor of the scene and the bricks to a
 fireplace. Where before there might have been a collection of 3D objects
 with solid-color shaded faces, we would now have objects with realistic
 textures "pasted" onto them.

To get a good idea of how effective this technique is, find somebody
 with a 486 PC (50 or 66 mhz) that has the popular program "Doom" and have
 them run it for you. Now, we at RezTek aren't advocating that all games
 should imitate the shoot-em up premise of Doom, but our purpose here is to
 examine the implementation of a realtime, 3D texture mapped universe in
 which the user can move about freely and interact with. The effect is
 quite impressive and realistic. Now imagine something similar running on
 your GS, running at fullscreen size and animating smoothly. How's that
 going to happen? Only with a TurboRez GS card, using its hardware enhanced
 Line Drawing w/Scaling.

While we're talking about features, we'll also mention that
 page-flipping is no problem and there's also support for the GS's NTSC
 video port and planned GenLocking support (for instance; the Apple VOC
 card).

What, Where, When OK, by now the questions are when and how much. Well,
 "....." we've still got quite a bit of work to do to get this
 ready for production, so don't worry about ordering a TurboRez card just

yet. There will be more news posted at the first of the new year (here, on Genie for sure, and possibly in one or more publications). At that time we should have a better handle on release time and pricing, etc.

Please understand that we're a dedicated but small company (i.e. understaffed and overworked) and that we'll be needing to apply all of our energy to completing the TurboRez product. Therefore, for the near future, answering the phone will probably have to take a backseat to the production effort. If we're slow in replying to E-mail and stuff, just take comfort in the thought that it was time diverted to a good cause. Also, thanks in advance to folks volunteering for beta test duty but we're doing just fine in that regard presently.

Thanks for your interest in this product. And stay tuned for more news about TurboRez GS, the video card that'll bring powerful and dynamic animation to your IIGS! (..and the company bringing it to you, RezTek, of course.)

Current contact info

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Internet: RezTek@Genie.Geis.Com

[EOA]
[HUN]////////////////////////////////////
 THE TREASURE HUNT /
////////////////////////////////////

Yours For the Downloading

by Charlie Hartley
[C.HARTLEY3]

Welcome back to the Treasure Hunt! This month we will take a look at Sonobox, a nifty New Desk Accessory (NDA) MOD player created by Tony Morales, and several nice MODules for it. Let's get started. :)

[*][*][*]

SONOBOX.BXY File #23533 22272 bytes GS NDA Amiga MOD player
.....

Sonobox 1.0
Copyright 1994 by Tony Morales, All Rights Reserved
Freeware

Sonobox is an Apple IIgs New Desk Accessory that allows the playing of Amiga Music MODules (MODs) from within any desktop application. Sonobox features adjustable tempo and volume controls, a play list which can contain songs from any number of on-line disk volumes, and the ability to play songs in the background while you work. Sonobox primarily recognizes songs that comply with the Amiga Protracker MOD standard, though support is also provided for Noisetraacker/Soundtracker MODs and for 4-track Startrekker MODs.

Sonobox requires an Apple IIgs running GS/OS 6.0 or later. A hard drive and at least 2MB of memory are highly recommended, though are not necessary to use the program. To install Sonobox, copy the file "Sonobox" from this archive into the Desk.Accts folder inside your System folder and restart your computer.

To use Sonobox, select it from the Apple menu. When you first install Sonobox, its play list will be empty. You may add songs to the play list. Doing this makes it easy to play songs regardless of where they are stored. Sonobox keeps track of your play list between uses of the program by storing a small file in your Desk.Accts folder named "Sonobox.Data". Each time you open Sonobox, it tries to load this file.

To add a song to the play list, click the "Add" button. You will then be presented with a dialog box, asking you to select a song. If the "Play Only" checkbox in this dialog is checked when you open a song, rather than adding the selected song to the play list, Sonobox will attempt to load and play that song.

If you do not want a particular song to remain in the play list, you may remove it by highlighting it and clicking the "Delete" button.

To play a song, double-click on an entry in the play list. Alternatively, you may highlight the song and click the "Play" button. Note that if you want to play a song from disk without adding it to the play list, click the Add button and check the Play Only checkbox. See the section on adding songs for more information. To stop the currently playing song, click the "Stop" button.

When you click on the "Options" button, a dialog box will appear with all of the player options Sonobox allows you to modify.

Normally, Sonobox uses a default timing rate of 50Hz while it is playing MODs. This is due to the fact that most MODs ever created were written using trackers which ran at a 50Hz clock rate. However, some MODs have been written to run at 60Hz. With older MODs, there was no easy way, short of listening to the song, to tell which clock rate the song should be played at. Sonobox allows you to select from a default playing speed of 50Hz, or an increased speed of 60Hz. You may toggle these settings by clicking on the appropriate radio button, either "50Hz" or "60Hz".

Sonobox normally plays all songs in stereo. You may listen to Sonobox's output in mono, if you wish. When the "Stereo" checkbox is checked, output is in stereo, otherwise, it is mono.

You may select from one of four different volume settings while listening to songs with Sonobox. The settings you may select from are expressed in percentages of the maximum possible output Sonobox produces. The available options are 25%, 50%, 75%, and 100%. Simply click the appropriate radio button. The default is 100%.

One of Sonobox's most exciting features is its ability to continue to play songs, even after you have closed the Sonobox window. This is known as background playing. You may turn on background playing by clicking the "Yes" radio button next to the "Background playing:" heading. Turn off background playing by clicking the "No" radio button.

When background playing is on, Sonobox will shut off the player when you quit the current application, rather than when you quit Sonobox.

I highly recommend that all Apple GS owners get this NDA, especially if you enjoy the sound qualities available with the GS.

The following Modules are recommended by Tony Morales. I've downloaded each of them and listened to them. I like what I hear, but then I'm probably not the best judge of good music.

[*][*][*]

DRAGONSFUNK.BXY File # 19506 140800 bytes Amiga Music Module File
.....

This is an Amiga Music Module (MOD) file entitled Dragons Funk. It is one of the favorite 12 recommended by Ian Schmidt. According to Tony Morales, it has lots of good effects.

[*][*][*]

UNDERSTANDG.BXY File #21860 37504 bytes Amiga Music Module File
.....

Tony Morales uploaded this file. It is a remix of "Understand This Groove" by Sound Factory. According to Tony, "this is probably the first Amiga MOD created on the IIgs. Very good samples. If you like house, download this MOD. For its size, it can't be beat."

[*][*][*]

BEYONDMUSIC.BXY File #23587 351104 bytes Amiga Music Module File
.....

According to Tony Morales who uploaded this file, "This is a really nice sounding MOD file, which you can play with Sonobox or any other MOD player. Give it a listen. Very nice effects!"

[*][*][*]

ENJOYSILNCE.BXY File #20974 144000 bytes Amiga Music Module File
.....

This MOD, titled "Enjoy the Silence," was uploaded by SNIPER who described it this way: "This is the most real sounding MOD I have ever heard! If you don't believe me, just listen to it. You'll be amazed!" Tony Morales describes it as "a bit overly synthesized, but is still good."

[*][*][*]

PUMPTHEJAM.BXY File #17190 132992 bytes Amiga Music Module File
.....

According to P.BENSON1, who uploaded this MOD, "This song is the rap song Pump Up The Jam, and even has spoken lyrics! Pretty neat."

Tony Morales describes this dance MOD as "not that great, but worth listening to a few times."

[*][*][*]

TECHNOCON.BXY File #20504 252928 bytes Amiga Music Module File

According to A.TAN who uploaded it, TechnoConcerto by SideWinder was written for but never made it to the Euro song-writing competition. Tony Morales says "Creative sequence, but some samples sound bad."

This is archived from an HFS disk, so if you unpack it to a ProDOS disk you will have to rename it. This can be done easily with GS ShrinkIt.

[*][*][*]

INSPECT.MOD.BXY File #21569 31744 bytes Amiga Music Module File

Ken Gagne uploaded this MOD which is a slightly modified version of the theme song to the classic cartoon, INSPECTOR GADGET. Tony Morales says it has a few effects, not much else. For what it's worth, I like it.

[*][*][*]

LETSPARTY.BXY File #20917 65536 bytes Amiga Music Module File

According to A.TAN, who uploaded it, "Let's Party! is a very well done MOD tune. Easy to listen to." Tony likes it too.

[*][*][*]

ESMEMOD.BXY File #23591 190976 bytes Amiga Music Module File

According to Tim Kellers, who uploaded it, "Blue-Esmeralda, scent of Spanish Pleasure, is a MOD file that has been tested with SonoBox the MODplayer NDA by Tony Morales. It sounds great on my internal speakered GS. It is probably awesome in Stereo on a GS with a sound card installed."

[*][*][*]

Tony Morales also recommends the following MODs located in other Roundtables:

| RT | # | Name | Size | Comment |
|-------|-------|-----------------|--------|--|
| AMIGA | 17268 | MODHOUSEOUT.LZH | 224000 | "Eat Your House Out", very good samples, nice arrangement. |
| AMIGA | 21916 | A-T-S-W.LHA | 284672 | "All That She Wants", timing's a bit off, but still OK. |
| AMIGA | 21873 | 12DAZE.LHA | 292992 | "Twelve Days of Christmas", very good song. |
| MIDI | 4436 | ECHOING.LZH | 30336 | "Echoing", very European, nice. |

| | | | | |
|-------|-------|----------------|--------|--|
| ST | 23995 | DEADJIM.LZH | 138112 | "He's Dead Jim", set to the tune of "You Can't Touch This". A definite winner. |
| ST | 29086 | BEY2000.ZIP | 80896 | "Beyond 2000", very calm, decent. |
| MIDI | 4744 | DIEAGAIN.LZH | 307328 | "Die Again", evil sounding song, lots of interesting samples. |
| AMIGA | 22115 | SPEEDRACER.LHA | 367488 | Very upbeat techno MOD. |
| MIDI | 3677 | ALFTHEME.LZH | 55296 | Nicely done, bad "laugh" sample though. |
| MIDI | 6568 | HOUSE.LZH | 86144 | An OK house MOD. |
| ST | 29398 | AXELF.ZIP | 76416 | Pretty cool MOD. |
| ST | 22795 | BLUEMOND.LZH | 35584 | |
| ST | 20642 | CHICAGO.LZH | 71168 | |
| MIDI | 3706 | AMEGAS.LZH | 46080 | |

[NOTE: These files are packed with utilities not commonly found in the Apple II world. Instead of using ShrinkIt to unpack .LHA and .ZIP files, try Tony Marques's freeware program Angel, available in the A2 library: file #20501.--Ed.]

[*][*][*]

That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]

[SPC]////////////////////////////////////

SPECIAL NEEDS /

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Computers in Hospital

by Phil Shapiro

[P.SHAPIRO1]

>>> APPLE II IN CHILDREN'S HOSPITALS <<<

It makes a lot of sense to provide hospitalized kids with microcomputers. Kids in hospital have loads of free time on their hands. They desperately need activities to occupy their minds as the hours tick by. What better way of engaging their minds than by giving them access to educational and recreational software?

A few months ago, I sent out letters to about 70 children's hospitals

around the country to find out how they might be using computers for educational and recreational purposes. Among the several replies that came back, two hospitals described computer projects glistening with excitement. The Children's Hospital of Oakland, California, has a lab of six computers that get intensive use. And Boston Children's Hospital has set up a highly unique computer project.

What's Happening at the Children's Hospital of Oakland The computer lab
 at the Children's
 Hospital of Oakland has two Apple IIc's, two Mac Classics, a 386
 IBM-compatible, and a Socrates video game system. Children at the hospital
 use these computers each and every day for instructional and recreational
 purposes. Since the computers are part of the "school program" at the
 hospital, educational software is emphasized more strongly than
 recreational software.

As you might expect some of the most popular programs are The Print Shop and The Children's Writing and Publishing Center. School program coordinator Patricia (Patty) Coffin explains that getting kids involved with creative expression helps them keep their minds focussed away from the other routines of hospital life. Computers are also essential writing tools for the many children who's arms are connected to intravenous (IV) boards. These children are unable to hold a pen in their hand, but can manage to peck out words on a keyboard.

Older children in the hospital are excited about writing for the hospital's bi-monthly Teen Newsletter. They use AppleWorks and other word processors to compose the text. Originally this newsletter was planned as a quarterly publication. But the response to the first few issues was so positive that the publishing schedule was accelerated to a bi-monthly.

An interesting facet of this hospital's computer use is that the computers reside on carts and are frequently moved around to the children's bedsides. The computers are even shared with children in the intensive care unit. Children who are too sick to even speak often perk up when a computer is wheeled to their beside, commented Patty Coffin.

"People consider the Apple IIc's real old, but they serve our purposes real well," she went on to say. "They don't have a lot of fancy features, but they run so many different types of educational programs. I particularly like the volume control knob on the Apple IIc's, which allows me to turn down the volume when the programs get too noisy. Have you ever been in a small room with excited children and noisy computers each playing a different tune?"

The most popular software programs used on the hospital's Apple II's include Reader Rabbit, Writer Rabbit, Print Shop, Children's Writing and Publishing Center, and the Carmen Sandiego series. The most popular programs on the Mac's are Number Maze, Outnumbered, and Math Blaster. And the favorites on the IBM compatible include Express Publisher, Mavis Beacon Teaches Typing, and the Isaac Asimov science series.

Most of the computers used in the hospital have been donated or have been acquired from the Apples for the Students shopping receipts project, sponsored by Safeway. Next year Coffin plans to obtain a color Mac with her shopping market receipts. She says she'd love to get a CD-ROM disc drive sometime in the near future, too.

One other item high on Coffin's wish list is a phone line for telecommunicating with the outside world. Many of the older children visiting the hospital have asked if they could telecommunicate with their peers back in school.

Apparently the primary financial hurdle to making this happen is not the price of modems or communications software, but rather the price of installing and maintaining an extra phone line. Coffin has been lobbying for this phone line for quite a while, and is hoping that a combination of individual and corporate benefactors can help make it happen.

Since the Children's Hospital of Oakland is located so near to Apple Computer's corporate headquarters in Cupertino, California, I was naturally curious to find out whether Apple Computer itself has lent any formal support to this project. Coffin relates that Apple has indeed given encouragement to the project, but has offered little in the way of hardware or other contributions. "Apple Computer must get thousands of requests for computer donations each year," Coffin declared, "so it's understandable that they cannot support everyone's pet project. However, considering the immense positive effect computers can bring to the children here in our hospital, we just hope that in the future Apple might consider our requests with that in mind."

What's Happening at Boston Children's Hospital: The "KidBits" Project
.....

Every successful project starts out with a single individual deciding to get involved and make a difference. Back in 1986, George Boggs, an employee at GTE Laboratories, decided the time was ripe to help bring computers to the children at Boston Children's Hospital. His action was prompted by hearing the plight of a friend's child, who was spending several weeks isolated in the hospital's bone-marrow transplant unit.

Boggs, who has since moved on to work for another company, is a specialist in "human factors" engineering. His special expertise is in understanding how human beings can most efficiently and naturally interact with computer technology. His professional training in this field helped lend insight into the immense usefulness of microcomputers in a pediatric hospital setting.

Using GTE's internal electronic mail network, Boggs was able to solicit support for his ideas from 50 to 60 other GTE employees. The group quickly formed a steering committee to approach the hospital with their proposal.

The original idea was that GTE employees could donate their time and expertise to help train both the hospital's "child life specialists" and the children themselves. During the planning stages of the project children in the hospital were consulted as to how they felt the project should be run. Later on, Boggs recalled that moment: "It was very moving. We sat there listening to these children, who were dealing with a fatal illness, tell us how they wanted computers to help them with their future. I was overwhelmed with their courage."

GTE Laboratories helped the hospital acquire some Apple IIe's and some Mac SE's. The volunteer employees spent time during evenings and weekends showing how the computers could be used. GTE Laboratories has even allowed some of these employees to take off daytime hours to volunteer

at the hospital.

To help build enthusiasm for the project, several "computer fairs" were organized. The fairs involved setting up a collection of computer stations with different activities set up at each station. Children were given "computer whiz certificates" for each station they visited. So well-received were these computer fairs that the hospital has planned them as a regularly quarterly event.

When word of the KidBits project got out, other people stepped forward to offer support. The Boston Computer Society, the local user group in the Boston metro area, generously donated copies of their entire public domain and shareware collection. These software programs can be copied and used on the current computers at the hospital, as well as on future computers the hospital may acquire.

A year or two ago the GTE Laboratories employees finished work on a network of Macintoshes in the bone-marrow transplant unit. Making use of their technical expertise, the employees set up a PhoneNet network. PhoneNet is a network which uses standard telephone wires to connect computers. While considered "slow" for use in a business setting, PhoneNet networks are often the network of choice in schools, libraries, and non-profit organizations.

With their PhoneNet network in place, the children in the bone-marrow unit can now send electronic mail back and forth between rooms. They're also able to play interactive games especially designed for use on networks.

One of the most active GTE volunteers in KidBits project, David Fay, says that he'd really like to see a modem and phone line placed on the networked computers. Connecting the kids to the outside world would introduce yet another dimension to the KidBits project.

Since George Boggs's departure from GTE, David Fay has stepped in to help preserve the momentum of the KidBits project. Myra Fox, the director of Child Life Services at the hospital, says that Fay and the other GTE volunteers have shown extraordinary commitment to the KidBits project. "Working on their own time, they have poured their hearts and souls into KidBits. They're a fabulous group of people."

Fox goes on to explain that the "gift of time" is one of the most meaningful gifts the children (and adolescents) in the hospital receive. "Knowing that the GTE employees will be visiting regularly to help with the KidBits project can go far to buoy a patient's spirits."

Myra Fox sums it up all well when she said: "Computers [in hospitals] can help encourage socialization, provide patient entertainment, counteract isolation, promote choices, and offer academic education." All that, and more.

-Phil Shapiro

[*][*][*]

The author takes a keen interest in projects that bring computer technology to those who do not yet have access to it. He can be reached at: (202) 686-5465 (home/office), or via electronic mail

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[Note: The above people are happy to talk on the phone with anyone wishing to donate computer hardware, software, or financial support to these projects. All three of them have rather busy schedules and have asked that people not call just to wish them well with their projects.

Also, it's always thoughtful to include a stamped, self-addressed envelope if you send written correspondence. How can readers of this article help support these projects? Blank floppy disks and printer ribbons are always much appreciated. Both projects use ImageWriter printers.]

[EOA]

[PNL]////////////////////////////////////

PAUG NEWSLETTER /

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December 1994 Report

by GENa Saikin

[A2.GENA]

Introduction PAUG was created over a year ago to help cement the Apple II
..... community, and to provide a place of haven for those who
can't find local support groups in their area.

What's New in A2? The Apple II is still going strong -- in schools and
..... homes across the country. Though not too many new
commercial programs are being written, many, many shareware programs are
finding their way to the BBSes and libraries. A great program has just
been written by our very own Tony Morales. It's called SonoBox, and will
play MODs in the background of any GS/OS desktop application. It works
quite well, and so far, has very few conflicts with existing programs. One
of its positive attributes is the fact that it runs quite well under

Spectrum.

Paul Parkhurst (PMP) of ANSITerm fame is still working away at his fax software, and we'll pass on more information as it's available.

AppleWorks 5.0 will be shipping very, very soon. It's a major upgrade of the old "workhorse" AppleWorks, and information about it can be found in the Apple II RoundTable library, file #23470.

The Main Event Imagine connecting to thousands of computers! Picture
..... traveling from New York to California, on to Australia,
making a stop in Germany and Austria en route...all from the comfort of
your home. It is indeed well-named when it is called the Super Information
Highway. True, there are some potholes in the system, and one can take
wrong turns. But, if you have time, a local connection, and the pioneer
spirit, you can explore to your hearts content!

This is the Internet...a conglomeration of millions of computers,
linked together by miles of phone wire and fibre optic technology. There
are thousands of bytes of information to be gleaned on the Internet.
Interested in Star Trek? Visit a plethora of newsgroups with that as the
subject. Want to see the latest pics from Jupiter? Take a journey to the
NASA computer system, burrowing through the internet's gopher system to get
there, or millions of other locations. Need to get facts on the latest in
medicine? There are dozens, if not hundreds of places to telnet or gopher
to where you will get everything from information about AIDS to the latest
research in cancer. Need a book? Well, you can gopher to the Library of
Congress, or hundreds of other library systems, including university
libraries and public libraries to find out just WHERE the book you want is!
There's even a bookstore online that you can order from -- armed with a
credit card and some patience...for there are thousands of books to search
through!

Files...let there be files! What you cannot find anymore in computer
stores for the Apple II systems can be found in abundance on the Internet
through FTP and/or .binaries sites that have thousands of Apple II
files...from programs to utilities, graphics to music.

How does one go about linking to this Super Information Highway? The
three major online services -- Compuserve, Prodigy and Delphi already have
access to the internet for their subscribers, and GENie is not far behind,
with planned full internet access by the end of 1994. There are also local
Internet Providers, one of the most major ones being NetCom. Some are free
to residents of the state they reside in; but most have a minimal service
charge to the user. Most run \$17 to \$25 per month, unlimited access -- a
real bargain considering how much information you can glean from this
humongous system -- who can buy a ticket to the nearest town, never mind
overseas for that amount? By downloading a file called PDAccesslist from
the Internet RoundTable here on GENie, you can get a list of these internet
providers. There are also freenets around -- one of the more famous being
the Cleveland Freenet. However, most of the freenets allow limited access
to the internet, with many allowing only email access.

There are more features to the Internet, too innumerable to mention
here. However, one of the best roadmaps to use is the World Wide Web
(WWW), which can link you to a great percentage of the services on the
internet. It's a HyperText program -- this means that you'll see
highlighted phrases and words, and if you hit return when your cursor is on

one of these words or phrases, you'll be magically transported to the area that the word or phrase denotes. The best way to learn the internet is gather speed on the onramp, and plunge in! Nothing you can do will "break" the net. You may get cornered, but you can always back out by pulling the plug! Just like someone once told me about how to find yourself around in a strange town -- if you've got a full tank of gas and time...you can do no harm. Same with the Internet. Get ready, set and go!

What's New In A2? September and October saw the Apple II RoundTable gearing up for the influx of AOL Refugees, and we weren't disappointed! Many Apple II users who were no longer able to access AOL via their systems came over to GENie, where they found a home and a warm welcome.

You'll see some new RTC Hosts here. Paul Parkhurst (PMP) will be hosting the 9 pm to 11 pm segment of the Friday Night RTC, and Dave "Binary Bear" Ciotti, will return and host our Saturday night 11-1 segment.

The Library Stack
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- | | |
|------------------------|--|
| +23580 A2.DOM.1194.BXY | A2 Disk of the Month, November 1994 |
| +23579 TURBOREZ.TXT | The latest news about TurboRez GS |
| 23577 TFTD2.BXY | Finder Extra - Thought for the Day v2.0 |
| +23573 A2NDX9411TX.BXY | November 1994 Category/Topic List (TXT) |
| +23572 A2NDX9411DB.BXY | November 1994 Category/Topic List (ADB) |
| 23562 FIXQUIT.BXY | Move Finder's "Shut Down" menu item |
| 23553 POWERGS.NO4.BXY | PowerGS Diskazine Issue #4 |
| +23550 NPS.THNGV.BXY | New Print Shop Thanksgiving graphics |
| 23549 PSGS.THNGV.BXY | Thanksgiving Print Shop GS graphics |
| +23544 GLAMPA29411.BXY | GENieLamp A2, November 1994 (AppleWorks) |
| +23535 ALPHAFIND.BXY | Letter Find puzzle game |
| 23533 SONOBOX.BXY | New Desk Accessory that plays MOD songs |
| +23522 NUM.FIND.BXY | Number Find puzzle game |
| 23521 HAUNT.HOUSE.BXY | Halloween picture of a haunted house |

+ = Works on 8-bit Apples

There are thousands of files available in our library! These are just a few of the best files for the week! Check it out!

Our next meeting will be the second Sunday of December, due to the Christmas holidays. It will feature some of our graphics and music gurus here, to tell us all about our Christmas goodies of songs and pictures!

[EOA]

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////////////////////////////////////// GENie_QWIK_QUOTE //////////////////////////////////
/ Oh, verily we stand here amongst the clouds to bid a /
/ fond farewell unto our beloved data as it passes from /
/ the plane of its disk into the great bit bucket in the /
/ sky; for unto deletion we inter those data, and unto the /
/ freed storage space may there arise again new data, to /
/ carry forth its purpose in the system. /
////////////////////////////////////// POWERPC.PRO //////////////////////////////////

```

[EOA]

[LOG]//////////////////////////////////////

LOG OFF /

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GENieLamp Information

- o COMMENTS: Contacting GENieLamp
 - o GENieLamp STAFF: Who Are We?

GENieLamp Information GENieLamp is published on the 1st of every month
 ***** on GENie page 515. You can also find GENieLamp on
 the main menus in the following computing RoundTables.

| RoundTable | Keyword | GENie Page | RoundTable | Keyword | GENie Page |
|----------------|-----------|------------|---------------|-------------|------------|
| DigiPub | DIGIPUB | 1395 | Atari ST | ST | 475 |
| Macintosh | MAC | 605 | IBM PC | IBMPC | 615 |
| Apple II | A2 | 645 | Apple II Dev. | A2PRO | 530 |
| Macintosh Dev. | MACPRO | 480 | Geoworks | GEOWORKS | 1050 |
| BBS | BBS | 610 | CE Software | CESOFTWARE | 1005 |
| Mini/Mainframe | MAINFRAME | 1145 | Programming | PROGRAMMING | 1445 |
| Data Comm. | DATAComm | 1450 | Windows | WINDOWS | 1335 |

GENieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- o To reach GENieLamp on Internet send mail to genielamp@genie.geis.com
- o Current issues of all versions of GENieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GENieLamp platform (FREQ FILES for names of back issues of GENieLamp IBM):

| Platform | Magic Name To Use |
|---------------------------|-------------------|
| GENieLamp IBM | GLIBM |
| GENieLamp ST | GLST |
| GENieLamp A2Pro | GLA2PRO |
| GENieLamp Macintosh | GLMAC |
| GENieLamp TX2 | GLTX2 |
| GENieLamp A2 | GLA2 |
| GENieLamp Windows | GLWIN |

- o Back issues of GENieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).
- o GENieLamp pays for articles submitted and published with online GENie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com
- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- o If you would like to meet the GENieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).
- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GENie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GENie prompt.

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