

Shareware Solutions II

An Exciting Apple II Journey Into The Future

Volume 4, Issue 2

Post-KansasFest, 1998

KansasFest '98

Countdown To Kfest

In the weeks and months that led up to KansasFest '98, the Apple II development community literally worked around the clock preparing for the annual Apple II midsummer conference that has been held each year since 1989 in Kansas City. As July approached, many IIGS programmers and developers worked many long hours and had many sleepless nights while trying to complete their many projects in time to stun the assembled masses at Avila College. Many of those programmers succeeded beyond anyone's wildest dreams or expectations.

The pace of Apple II development has never before reached quite such enthusiastic heights as it did during the early Summer; beta test teams were assembled and new versions of software were compiled at a dizzying rate. The Internet was abuzz with quite a few private and highly secretive mailing lists and listservs dedicated to the testing of new or updated Apple II software. While Ewen Wannop directed a Spectrum update beta test, Richard Bennett assembled a team to beta test an updated Marinetti, and Geoff Weiss managed a Spectrum Internet Suite team of beta testers. Mike Westerfield conducted field tests of GSoft BASIC, while Eric Shepherd supervised a team to test his brand new WebWorks GS HTML editing program. Shareware Solutions II even got into

the act, borrowing Ewen's group of Spectrum testers to put NiftySpell through its paces.

The Apple II development community's hard work paid off for the 60 Kfest attendees who were treated to more product demonstrations and previews of upcoming releases than in any previous KansasFest. As confirmed by the events at Kfest '98, the Apple II is alive and well and continues to flourish in its third decade of service!

There were basically two different types of sessions that were conducted at Kfest '98: demonstrations and/or hands-on tutorials of already existing products, and new product introductions. The demonstration and tutorial sessions of existing products were conducted by programmers, electronic technicians and "power users" who enthusiastically shared their intimate knowledge of the inner workings of the products they demoed. On the other hand, the many new product demos were conducted by the actual programmer or publisher of the new software, and it was these sessions that were most responsible for setting the overall tone of Kfest '98 as a dazzling showcase for new and exciting Apple II software; at least a dozen new IIGS products made their debut at KansasFest '98.

The Planning Committee

The planning sessions for Kfest '98 were different from those

held for any previous Kfest in at least one very significant manner. In prior years, no one aside from the small Kfest Coordinating Committee had much input into the planning of the event, and certainly, no one outside of the committee was involved in setting up the schedule. But, in the Spring of 1998, the Kfest Coordinating Committee set up an Internet-based Kfest mailing list to which anyone with the ability to receive e-mail could subscribe. And subscribe they did!

The Kfest mailing list not only made it easier for those who needed a ride from the KC Airport to Avila to become matched with those offering rides, but it provided an open forum in which each and every participant's input was solicited and ultimately valued. As an example, planning for the first ever Kfest programming contest, dubbed HackFest, was conducted via the Kfest mailing list and that proved to be participatory democracy at its finest. Additionally, many of those who conducted sessions at Kfest were able to determine in advance just what people were interested in learning, and were able to tailor their sessions in order to meet the stated needs of the Kfest attendees.

The Kfest Coordinating Committee – Cindy Adams, Jerry Cline, Steve Gozdziwski, Max Jones, Stan Marks, and Ryan Suenaga – acknowledged all the help they received by printing

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the following proclamation on the cover of the Kfest program guide: "Special thanks to the publishers, writers, and all those who have worked so hard to make this year's KansasFest a reality, and to Syndicomm for the use of their RTCs on Genie and Delphi. The Kfest '98 mailing list was maintained by Devin Reade."

Preliminary Events

On Wednesday afternoon, July 22, 1998, Apple II owners from such far away places as Great Britain, Australia, the Netherlands, and Sweden joined their American and Canadian brethren to check in at Avila College. Although an overwhelming majority of those checking in had attended previous Kfest conferences, first time attendees were treated as if they were visiting dignitaries, especially in light of the fact that several of them had traveled more than 5,000 miles to attend the greatest Apple II event ever held.

That first night, almost 40 of us attended the traditional, yet very informal and unofficial opening ceremonies at the world famous KC Masterpiece restaurant. In addition to enjoying heaping platters of barbecue ribs, chicken and beef, many of us were simply delighted when we were joined by one of those responsible for KansasFest becoming an Apple II institution: the former editor of Resource Central's beloved Open-Apple publication, Dennis Doms.

After dinner, we returned to the Avila dormitory to renew old friendships, make new friends, and to see what Apple II goodies people had brought with them. Wandering through the corridors that first evening, one

thing quickly became abundantly clear: one of the true superstars of Kfest '98 was Bernie][The Rescue.

As I strolled in and out of people's dorm rooms, I was literally dumbstruck by the number of speedy Macintosh PowerBooks that were spotted in dozens of rooms. At first, it was more than slightly disconcerting to see all those Macs at an Apple II event, but it didn't take long for it to dawn on me that those PowerPC Macintosh systems were in reality, the next generation of the Apple IIGS computer!

Bernie][The Rescue is the IIGS emulator from the Swiss programming team of Andre Horstmann, Henrik Gudat and Urs (Cody) Hofstrasser and a month before Kfest began, they had released the v1.3 update that signaled Bernie's transition into a nearly full-blown IIGS system whose capabilities and speed surpassed those of a real IIGS system. Watching Bernie boot up into System 6.0.1 in 2 to 3 seconds was indeed a wondrous sight to behold!

According to Henrik Gudat, running Bernie][The Rescue on the latest Macintosh G3 systems can result in IIGS system speeds of up to 50 Mhz. Compared to a stock IIGS running at less than 3 Mhz, a standard TransWarp GS operating at 7 Mhz, or a souped up modified Zip GS running at 14 Mhz, Bernie][The Rescue really has taken the IIGS to speeds that were simply unimaginable and unattainable before. So, as disconcerting as it was at first to see dozens of Apple IIGS fanatics running Macintoshes, it was like a dream come true to see those computers running GS/OS seven times faster than

even my “speedy” TransWarp GS equipped Apple IIGS.

Bernie [The Rescue has become, according to many of those with whom I spoke at Kfest, so stable and so powerful that it’s no wonder that a large percentage of the hands-on sessions offered during Kfest ’98 were actually conducted using Mac computers running GS/OS, courtesy of Bernie [The Rescue.

Day One

Mike Westerfield of the ByteWorks has the unique distinction of being the only person who has attended each and every KansasFest to date, and he is also the only Apple II developer who has been honored for his work with the Apple II by being asked more than once to deliver the conference’s opening Keynote Address.

Since Mike really needed no introduction, Kfest organizer Cindy Adams instead offered thanks during her brief opening remarks to those individuals who had been most responsible for envisioning and setting up an official KansasFest site on the World Wide Web at the following URL:

<http://www.kfest.org>

Cindy thanked David Kerwood for taking on the responsibility of being the Kfest site’s webmaster, Jawaid Bazyar for securing the Kfest domain name, and Eric Shepherd for hosting the site on his Sheppyware server. Since this was the first public announcement of the Kfest web site, thunderous applause greeted the announcement, and Kfest was officially underway.

Mike Westerfield described how

he first became interested in computers when he attended the Air Force Academy in the mid-1970s. Although his primary tool at the time was a slide rule, and his first programming projects were created using punch cards, his (and our) world changed with the introduction of the microcomputer.

Mike’s introduction to microcomputers was in the form of a Wang Computer, which he described as being essentially a programmable calculator. During his stint at the Air Force Academy, Mike took one computer class, but apparently that one class convinced him that slide rules would eventually be replaced by personal computers, and by 1978, Mike owned his first Apple II computer. He waxed nostalgic as he described that state-of-the-art computer which had a whopping 48K of RAM memory, a cassette deck for program storage and retrieval, and he fondly reminisced how easy it was to connect to his black and white television set.

Soon after acquiring his first Apple II, Mike decided that his first serious programming project would be to create an assembler, and by 1982, a DOS 3.3 version of ORCA/M was born. He described how he’d sent out evaluation copies to 20 or 30 different software publishers before deciding in 1984 to self-publish ORCA/M; the ByteWorks was off and running, and it didn’t take too many more years before the ByteWorks became the central clearing house for Apple II programmers.

During the remainder of Mike’s talk, he shared some fascinating anecdotes with us. He told us how Bill Mensch originally designed and built the

65816, the chip that is the heart and soul of the IIGS computer, for use inside the human body, as its low power consumption was ideal to use in medical devices such as Pacemakers.

He told us that the first time he had ever seen an Apple IIGS computer, it was merely a big circuit board with wires sticking out everywhere. He was proud to point out that he did receive the seventh IIGS that Apple built. He told stories of his early dealings with Apple, and how Apple discouraged him from distributing a IIGS program switcher utility, because “Apple IIs weren’t supposed to do that.”

Mike confided in us that by the early 1990s, sales of Apple II development tools and programming languages had fallen to such a point that the situation at the ByteWorks had become “very dark.” But, soon after that low point, Mike teamed up with Roger Wagner Publishing to create the LOGO language for HyperStudio, and the financial situation at ByteWorks has now substantially improved.

Mike admitted that it is the software he writes for other computer platforms that literally pays his salary, but in closing, Mike assured us that as long as that other programming work puts food on the table, he will continue to produce Apple II products as a labor of love. Before the day was over, Mike would have an opportunity to show us that his assurances were not just hollow promises.

Spectrum Scripting

During the past 18 months, I have personally been involved in quite a few Spectrum related beta tests, so I was especially

interested in attending Ewen Wannop's session entitled: "First Steps In Spectrum Scripting – Spectrum Scripting For Dummies." Unfortunately, there were several other fascinating sessions being offered during that first time slot, including Geoff Weiss's session on "UNIX Shell Programming" and Max Jones's session on "Desktop Publishing With Graphic-Writer III." But, considering that such sophisticated applications as Crock O' Gold and Spectrum Internet Suite were both created using Spectrum's built-in programming language, I was more than just a little curious to learn what I could about Spectrum Scripting from the programmer who was responsible for both the Spectrum telecommunications program itself and the man who was the driving force behind those other Spectrum add-on programs.

"If you don't use scripts, you have only really seen the tip of the Spectrum iceberg." Ewen said that scripting gives Spectrum users the power to create what the Spectrum program itself doesn't already provide. He said that scripting within Spectrum can help with repetitive tasks, but because it is a powerful yet easy to master programming language, it has been used to create a web browser and several offline readers.

Ewen delineated a three step process that could aid those who wanted to create their own Spectrum scripts:

- 1) Define what is is you are trying to do.
- 2) Break it down into its elements.
- 3) Get your data ready; if you are going to create a script to automate logging on to an on-

line service, knowing in advance what information is needed will simplify the task at hand.

After Ewen's introductory remarks, he spent much of the next hour describing the elements of a script and what those various elements can control. At times, his descriptions were quite technical and detailed. He talked about how scripts can alter Spectrum's basic appearance by adding, for example, new Pull Down menus and he described how scripts can even alter various personalized settings for such functions as file transfers, port settings and online displays. Ewen talked about how to alter on-screen displays through commands, defined the commands which direct flow control, described using scripts to perform GS/OS file functions, and related how to call up Spectrum's External Commands.

Ewen offered his tutorial session in hopes of demystifying scripting and to motivate and encourage even more Spectrum users to create their own custom-made scripts. After all, Ewen himself has become involved in every single major Spectrum scripting project to date, as there just aren't too many other people who have mastered the programming language that Ewen has provided in Spectrum.

Although many in the audience would remain more than happy to let Ewen continue in his capacity as the grand master of Spectrum programming, it's always possible that Ewen's talk sparked some interest and motivated one or more Kfest attendees to create the next great Spectrum add-on. As much as Ewen enjoys pushing the Spec-

trum envelope, I'm sure he'd be thrilled to be sitting in the audience at Kfest '99, as a proficient and expert Spectrum programmer described how he or she created the next great Spectrum "killer application."

Marinetti v2.0

After lunch, attendees had to choose whether to attend Dave Carey's session on "Print Shop and Print Shop Companion" or to listen to Richard Bennett, Ewen Wannop and Geoff Weiss during their three hour marathon session: "IIGS Communications – What's New For 1998."

The vast majority elected to attend the telecommunications session, and almost all eyes were on the programming wonder from Down Under, Richard Bennett, as the lights dimmed and the overhead projector displayed the first public views the Apple II community had ever seen of Marinetti v2.0.

The introduction of Marinetti v1.0 at Kfest '97 had caused quite a commotion, as it gave people a glimpse of the future of the Apple II on the Internet. That initial version of Marinetti allowed IIGS modem owners to make TCP/IP connections to the Internet from dial-up SLIP access accounts, freeing them from the constraint of needing an increasingly difficult to find Unix Shell account.

Marinetti v2.0, when released, will provide Apple IIGS owners with even more Internet access options than ever before. The most prevalent method to access the Internet is via a PPP (Point to Point Protocol) dial-up connection, and Marinetti v2.0 will greatly expand the horizons of the Apple IIGS by providing

TCP/IP connections to the Internet from a PPP dial-up account.

Richard stated that 70% to 80% of the Marinetti code has been completely rewritten since v1.0 was released in 1997, and from observing the Marinetti v2.0 demo, it appears to be much easier to set up, configure and use than version 1.0, while at the same time providing many more connection options.

According to Richard, Marinetti v2.0 will be supplied as an Initialization file. Additionally, there will be a Marinetti Control Panel Device and it will be through that Cdev that users will be able to configure Marinetti. At the heart of Marinetti v2.0 lies a brand new GS/OS Toolset: Tool054.

Marinetti 2.0 will not require any type of registration password, as did v1.0, nor will it include any type of "annoying dialog box" as did v1.0. It will, however, remain freeware!

Among some of the many new features and/or options offered in v2.0 are plug-in link layer modules, a script debugging facility, new special variables in both SLIP and PPP scripts, and Domain Name Resolution.

Richard also told us that there will be many new features included that will make it easier for other developers to create software that will make use of Marinetti and TCP/IP. As Richard reiterated, he is providing to IIGS programmers the necessary tools that will enable them to create Internet applications much faster and easier than if they had to do everything on their own. He is, in essence, laying the cornerstone for increased TCP/IP connectivity and

providing the building blocks upon which other programmers can base their work.

Although Richard stated that he will be including a Telnet program with Marinetti that will allow users to remotely log on to any computer connected to the Internet that permits inbound Telnet access, he really hopes that additional Internet applications will be created by others, using the new toolset provided with Marinetti v2.0.

In passing, Richard mentioned that he has been working on a Marinetti add-on application called Casper that would allow an Apple IIGS to perform as a network server connected directly to the Internet. He also dropped a hint that Geoff Weiss has been working on Marinetti v2.0 aware versions of Finger, FTP and Ping, but that all these other add-on programs had a lower priority than completing Marinetti itself and the several commercial programs that will provide direct support for Marinetti v2.0, such as the one that was described and demoed by the next presenter, Ewen Wannop.

Spectrum v2.2

Since retiring as a college professor, Ewen Wannop has been working nearly nonstop on updating the Spectrum telecommunications program and creating new versions of Spectrum add-on products. For many, many months before KansasFest, Ewen devoted much of his time to create Spectrum v2.2, an update which he said he hopes to release by the end of September.

Ewen started out his session by saying that v2.2 would correct

any problems that had been discovered in v2.1, and for that reason, he requested that Spectrum users report any problems that they've encountered, because if he doesn't know about a problem, he can't fix it.

He also said that v2.2 could store the Spectrum Preferences file within the Spectrum folder instead of in the System folder, and that would make it much easier for people to have multiple copies of Spectrum installed on their hard drives. He also said that support will be provided for the newer Hierarchic Control Panel. He additionally said that there would be some built-in support for Babelfish, a freeware universal file transfer utility from Seven Hills that he planned to demonstrate the following day.

It was then that Ewen finally revealed the update option that would forever change the way in which IIGS users use their modems: Spectrum v2.2 will fully support Marinetti v2.0! It will be possible, he said, to use Spectrum v2.2 to establish a TCP/IP connection to the Internet using PPP, and once that connection is established, to use Spectrum to institute up to 32 active TCP/IP sockets. He explained how IIGS users will therefore be able to dial in to one system and access, via Telnet, up to 32 other systems at once, all with just a single PPP initiated phone call!

He went on to state that v2.2 will include 73 new Script commands, and that 35 of those would be related directly to TCP/IP and Marinetti v2.0. As an aside, he said that because of all the new TCP/IP related commands and options, he would also be releasing an updated

version of Crock O' Gold (COG) that would automate inbound Telnet sessions to Delphi that were initiated by a PPP connection to an Internet Service Provider.

Although that was the most earth shattering news, Ewen went on to describe many other improvements to Spectrum. The editor will be able to load in Data as well as extended Resource forked files. He said that the mouse would be supported in the Super Hi Res chatline. He said that modem initialization strings could be chosen from a long list of modems displayed in a Popup menu. Ewen also said that he added more support for what are commonly known as "signature files" and for XCMD files. He then went on to describe many of the new Script commands and the new XCMDs that would be available in v2.2.

Although Ewen had no idea what Seven Hills planned to charge for a Spectrum update, he did stress how critical it will be for all Spectrum owners to update to v2.2 for at least three reasons:

- Older versions of Spectrum do not have Marinetti support integrated into the program.
- All future versions of Crock O' Gold will only work with v2.2.
- If and when Marinetti support is offered by Spectrum Internet Suite, it would only work with Spectrum v2.2.

Ewen then turned the floor over to Geoff Weiss.

Spectrum Internet Suite v1.1

Because the upcoming v1.1 update of Spectrum Internet Suite

had been described in Shareware Solutions II in such detail, Geoff was one of the few Kfest presenters who was not able to drop a bombshell on an unsuspecting audience. Nonetheless, there's a big difference between reading about a software product and actually seeing it in action, so even though there was very little element of surprise present, Geoff dazzled the audience with a demonstration and guided tour of the upcoming update to the Spectrum Internet Suite web browser.

Geoff started off by saying that although only those who had a Genie account or a Unix Shell account could use SIS v1.0, there would be a greater number of network architectures supported in v1.1, including use of SIS from Vax/VMS systems and from the Delphi online network.

Geoff then explained that SIS v1.1 would incorporate several features that are available in Netscape, including support for Netscape style cookie files. Cookies are small and unobtrusive files that can contain any arbitrary information, but that are generally used by web sites and web browsers to keep track of whether you have visited a site before. As an example, when logging on to the Delphi online system via the World Wide Web, Delphi stores a cookie that contains your user ID and password, so that you do not have to re-enter this data each and every time you access Delphi. For those people who don't want any information about them stored on any computer system, there will be an option to turn off Cookie support.

A Bookmark file will be built

into SIS v1.1, and it will include a flexible Bookmark editor that will allow entries to be cut and pasted into it. It will also support importing of Lynx, Netscape, and Internet Explorer Bookmark files.

Additionally, there will be a new toolbar button that takes you to a site which offers several search engines, and there will be support to include a previously created signature as part of your outgoing e-mail messages.

Geoff also showed how double clicking on selected elements in the SIS browser window will provide a new information window that will display, for example, the full URL for a graphic icon, or the full URL for any other link.

Out of respect for my desire to drop a dramatic bombshell the following morning, Geoff did mention that the e-mail editor in v1.1 would contain a button whose function was still top-secret. He did imply, however, that the button's function would be revealed within 24 hours.

In conclusion, Geoff stated that he hoped to have the Spectrum Internet Suite v1.1 upgrade available by the end of September, and that as much as he would have liked to add support for Marinetti v2.0, it might just have to wait until SIS v1.2.

GSoft BASIC

At Kfest '97, Mike Westerfield offered attendees a special sneak peek preview of GSoft BASIC, the ByteWorks' upcoming GS/OS implementation of the BASIC computer language. After dinner, Mike followed up on the earlier session by hosting an exciting product

introduction session which celebrated the greatly anticipated release of GSoft BASIC!

Since the late 1970s, the BASIC computer language has been one of the most widely used and popular programming languages available for the Apple II computer. Ever since the Apple II was first released, one BASIC variation or another has been built into the ROM of every single Apple II model sold. And over the years, Apple included various manuals with all new Apple II computers sold that taught how to use, and program in, BASIC. The original Integer BASIC, written by Steve Wozniak, was eventually replaced by Applesoft BASIC. Although Applesoft is built into the IIGS, aside from very minor changes, it remains essentially unchanged from the implementation of Applesoft BASIC that was first offered on the Apple II+.

Mike had been working on his GS/OS implementation of GSoft BASIC for more than a year when, in the Spring of 1998, he was finally ready to assemble a group of accomplished Applesoft BASIC programmers to serve as the GSoft BASIC beta test team. Mike conducted the ensuing beta test in a highly structured environment. He sent out drafts of the program manual for proofreading, and he provided problem report forms that required the team to furnish detailed, repeatable and verifiable bug report information. Generally, when one team member reported a potential problem, Mike asked the rest of the team to confirm and reconfirm that similar problems were encountered on their systems. By demanding such exactitude when reporting problems, Mike was

able to efficiently track down the cause of each problem.

Just before Kfest, one of the beta testers shared his overall impressions of GSoft BASIC with the rest of the team: "GSoft BASIC feels like home to anyone who knows Applesoft, but it's also an escalator that carries you beyond anything that BASIC could do on a GS before: larger, more elegant programs, Super Hi-Res graphics, more accurate calculations, Toolbox programming, Desktop programs, and even the Internet. Wherever you want to go today, you can go with GSoft."

Mike introduced GSoft BASIC by saying that it is the first and only implementation of BASIC for the IIGS that supports Toolbox programming directly, with records and pointers. Mike stated that all previous BASIC implementations for the IIGS required programmers to use clumsy and error prone PEEK and POKE statements to access the Toolbox. By providing programmers with direct and complete GS/OS Toolbox access, it will be possible, for example, to write GSoft-based word processing applications using Apple's TextEdit Tool, graphic-based applications that use QuickDraw, or Internet applications that use the Marinetti v2.0 related Tool054.

Mike stressed that, unlike Applesoft, GSoft BASIC has a full screen editor that makes it so much more convenient than Applesoft to make alterations to the code being worked on.

Mike apprised us that GSoft BASIC can import programs created in Applesoft BASIC, and that these programs will run nearly twice as fast under

GSoft BASIC. He declared that most of the older Applesoft commands were still available for use in GSoft BASIC, but that GSoft BASIC also sported many new commands, features and data types.

Mike told us that GSoft BASIC has all of the extensions you'd expect in a modernized BASIC implementation, such as optional line numbers and structured statements. He also informed us that GSoft works with other utilities that are part of the ByteWorks' ORCA series of programming tools, including debuggers and editors. He said that GSoft even supports user tools for adding subroutines written in other computer languages. Best of all, Mike told us that you can turn your completed GSoft programs into applications that launch from the Finder, because GSoft includes a utility that adds a run-time module to your program; this means that even those who do not yet own GSoft BASIC can run the software.

Immediately after the session, people started lining up to purchase GSoft BASIC at a special discounted Kfest price, and before Kfest was over, Mike proudly proclaimed that 50% of those in attendance had purchased GSoft BASIC.

Desktop Publishing & AWGS

Due to a scheduling conflict with a session that I really wanted to attend, the desktop publishing session that I planned to present had to be rescheduled, and it was sandwiched in between the GSoft BASIC product introduction and HackFest.

Although I have conducted numerous sessions at each of the

eight previous Kfests that I have attended, in recent years those sessions were primarily devoted to product introductions. As fun and rewarding as introducing new Apple II products in front of a live audience can be, I yearned to once again roll up my sleeves and show people how to do what supposedly can't be done on an Apple II. Several years before, I had conducted a Kfest session that was a buyer's guide type of session that discussed all aspects of purchasing an inkjet or laser printer and using it with an Apple II, and I was really eager to offer a follow up session during which I could show fellow Kfest attendees how to produce some of the wondrous creations that can be output to those high quality printers.

My session had the fanciful title "The IIGS As A Printing Press; Or Gutenberg Is Jealous Of My IIGS" and it was planned as a hands-on session devoted to showing people how easy it is to use a desktop publishing program to create such practical and/or artistic items as greeting cards, post cards, brochures, booklets, letterhead stationery, mailing labels and disk labels.

Although AppleWorks GS has gotten somewhat of a bad reputation from many Apple IIGS users, it is the Page Layout module of this program that I use for all of my desktop publishing projects, so I hoped to show that the Page Layout module of AppleWorks GS is as capable of producing dazzling creations on paper as any desktop publishing program available for any computer platform.

As I started out, I stated that when using a desktop publishing program, any desktop

publishing program on any computer system, the very first thing that has to be done does not take place using the computer. Instead, the desktop publisher has to fire up his or her imagination and mentally anticipate exactly what it is he or she wants to accomplish and has to visualize what the completed project will look like. Whether the creation is to be a greeting card, a newsletter, or a brochure, the entire process will be much more efficient and tranquil if you know exactly what it is you want to do and have a good idea, in advance, of what steps will need to be taken to achieve the desired results.

I also admitted that as often as I use a desktop publishing program, I am often unable to visualize the entire process in advance and have to rely on tools and visual aids to assist me. In order to illustrate how to plan out the creation of a Print Shop style greeting card, I folded a blank sheet of paper into fourths and then wrote "front cover" on the front cover of the folded sheet, and "inside message" where a message would appear when the card was opened.

It was then that I opened the folded sheet, and all could see the four quadrants of the page. The bottom right quadrant showed "front cover" and the upper left quadrant showed "inside message" which, of course, was upside down. Rotating the sheet 180 degrees, the previously upside down message appeared right side up, and was conveniently located in the now bottom right quadrant. Because of that positioning, I explained that both the outside and inside messages could be created using only the bottom right quadrant

of the page layout document. I then revealed that the easiest way to create the greeting card is to run the sheet of paper through the printer twice. The outside cover is printed first, and then the sheet of paper is rotated 180 degrees, and the inside message is printed on the second pass through the printer.

At that point, I went to the computer to demonstrate the simplest and easiest way to create a greeting card using the AppleWorks GS Page Layout module. To assist those of you who didn't attend that session, it would be educational to list the steps:

- 1) The first step to take is, unfortunately, often the last step that novice desktop publishers take. It is critical to first go to the Page Setup menu and to define the size of the page that will be printed, and whether the page will be printed vertically or horizontally.

- 2) The second step can be taken within the same Page Setup menu, and that is to set the Aspect Ratio. The Condensed option is, in my humble opinion, the best looking Aspect Ratio to use when text is involved; on the other hand, I further stated that the Normal Aspect Ratio looks much better when printing graphics. But, no matter which Aspect Ratio is chosen, accessing the Page Setup menu first is critical.

- 3) The next step is to click on the Master Page Icon and to set the guides that will be used on both pages of the desktop publishing document. For a greeting card, choose .5" for left/right and top/bottom margins, 1" for column spacing and the final option is to choose two columns. With these settings, the greeting

card will be centered after folding the completed sheet into fourths.

4) Since we'll be working in only the bottom half of the document, it is best to define the top of the greeting card. Since an 11" sheet of paper, when folded in quarters, is 5.5" high, drag a horizontal guide from the ruler at the top of the document, and place it 6" from the top. We now have our bottom right quadrant outlined on screen, with a .5" margin on all four edges.

5) Now that the Master Page is set up, we can access the Edit Pull Down menu and choose the Insert Page option. Add one page after the current page.

6) With your mouse, click on the Text Tool in the Tool Palette; that's symbolized by the letter "A." Your cursor will change to the I-beam text insertion cursor. Click anywhere in the bottom right quadrant and a text box will appear that is perfectly sized to take up the entire quadrant.

7) Go to the Font Pull Down menu and choose your font, pick the point size and indicate what type of stylized text you prefer. Next, go to the Text Pull Down menu and click on "Center" to center your text so that it will be symmetrical and evenly spaced between the edges of the folded sheet of paper.

8) Once you've finished with the cover of the card, click on the number 2 Page Icon and follow the same steps as above. When you're done entering your text, choose the Print command from the File Pull Down menu, and when the print dialog box appears, choose the highest resolution setting possible (300

DPI if using a DeskJet or LaserJet) and choose to print both pages. After page 1 rolls out of your printer, simply reposition the sheet in your paper tray, making sure to first rotate the sheet, and then sit back and wait for your first greeting card to be completed.

As I stated after that portion of my demo, the steps taken to print a greeting card are similar to the steps that are taken with any desktop publishing project. I further stated that once you've gotten some experience, using the desktop publishing program becomes quite routine and mechanical. What never becomes routine, however, is the planning and visualization process.

To illustrate that point, I held up a booklet style 5.5" x 8.5" program manual that I had just written, designed, laid out and printed on my IIGS only days before Kfest. As impressive as that completed manual must have looked, I admitted that it took quite a few attempts to get it to look exactly the way I'd wanted it to look.

Before I ever touched the Page Layout module in AppleWorks GS, the text content of the manual was prepared in AppleWorks Classic, a program I joke about as being a writer's best friend. After the text was written and edited, it was loaded into the AppleWorks GS Word Processing module, largely to determine just how many 8.5" x 11" sheets of paper would be needed when the time came to print the completed manual.

Still unable to visualize how everything would work out, I noted how many sheets of paper would be needed and then took

the same amount of blank sheets of paper, folded them in half sideways, and ended up with a 5.5" x 8.5" booklet. Just as I had with the greeting card, I grabbed a pen and made visual cues to follow. The front sheet was labeled "cover," the inside front cover was marked "inside front cover," the next sheet was labeled "Title page," and the next sheet was marked "Page 1." When all pages had been marked, I then spread the pages out flat, in order to illustrate a very important point: when using a desktop publishing program to create a booklet, four 5.5" x 8.5" mini-pages are printed on each sheet of 8.5" x 11" paper; two on the front and two on the back. However, the mini-pages cannot be laid out in a sequential, linear fashion. Instead, the front and back covers must be printed on the same sheet of paper, and the first and last pages must similarly be printed on the same sheet of paper, and so on.

Desktop Publishing programs allow you to flow text from one text box to another, and from any one page to any other. When printing up a manual or booklet, the goal of course is to have the completed manual open up like a book, with page 2 following page 1, page 3 following page 2, and so on. But, in order to end up with a manual whose numbered pages appear sequentially, you really do have to plan it out so that you know in advance into which text box on which page to place and flow your text. When printing two mini-pages on each desktop publishing screen, the page numbers that are displayed within the desktop publishing program do not correspond to the actual page numbers in the printed booklet. So, much more planning

is needed than when printing out a one sheet greeting card.

After I explained the planning process, I then displayed the first draft of the manual and described how I went through that manual, looking for obvious mistakes. Several visual problems were spotted, such as a headline appearing at the bottom of a page. After the problems were fixed, yet another draft was printed. When that one met with my approval, the final manual was printed out.

Just as I was gearing up to describe how to create other types of designs and projects with a desktop publishing program, I ran out of my allotted time. As people were getting up to leave, I stressed again that many of the steps taken when creating a greeting card or booklet are the same steps that are taken when designing a sales brochure, letterhead stationery or disk labels. As long as you have charted out the entire process in advance, the use of the desktop publishing program really does become routine and easy. So easy, in fact, that if Gutenberg, the inventor of the first printing press, were alive today, he would be jealous of my IIGS.

That point was brought home to me the following morning, when one of the Kfest attendees who'd never used a desktop publishing program before, handed me a greeting card that he'd designed, laid out and printed following my session. And, that greeting card alone made the long trip to KansasFest worthwhile.

FontPimp

As people started streaming into the room to take part in HackFest, I realized that be-

cause I'd run out of time, I had not had a chance to demonstrate and release FontPimp, as I'd promised program author Tom Larsen of Lysergic Software I would do. So, for much of the evening, I went from room to room, demoing the program and forcing a copy of FontPimp on anyone and everyone who uses TrueType Fonts on a IIGS.

As described in the previous issue of the newsletter, FontPimp is a IIGS utility program that converts IBM Windows' TrueType fonts to IIGS TrueType fonts. Originally released in a semi-functional demo version, the completed 1.0 release version is fully functional and was released as CharityWare. A counter has been added to FontPimp which counts the font conversions in 10 cent increments. Lysergic Software suggests donating the amount shown in the counter to a charity of your choice. What an admirable sentiment that is!

What Kfest attendees saw that night was an easy-to-use program that worked fast and efficiently and did an excellent job of converting fonts from the PC to the IIGS. They also got to hear more than a few jokes about the name of the software and the group that created it.

HackFest

Four programmers set up their computers at a long table, and pounded out computer code for much of the night. The participants were Mike Hackett, Ken Gagne, Pim Blokland and Geoff Weiss. Of the four contestants, only Mike Hackett used a IIGS; the others used PowerBooks running Bernie][The Rescue.

Mike Hackett wrote "Word-

Works Pro Unplugged," a utility which removes a promotional display for Softdisk GS that is shown when quitting Softdisk's WordWorks Pro word processor.

Pim Blokland worked on two programs. One program tried to find an easier-to-remember combination for the locked entry door to the dormitory in which we all stayed, and the second program would allow you to change the color of the startup splash screen in System 6.0.

Ken Gagne bravely attempted to write a Boggled style word game using GSoft BASIC, a program which he'd owned for all of an hour. Unfortunately, programming a complete game takes much more than the allotted 12 hours of HackFest.

Geoff Weiss worked on code that would let you run Applesoft programs under a 16-bit environment by copying the Applesoft ROM into another bank of memory under GS/OS and running Applesoft code under it, one line at a time, by directly calling parts of Applesoft's interpreter.

And the grand prize winner was Mike Hackett, who took home \$50 and a complimentary copy of GSoft BASIC. Other prizes awarded to other contestants included all three volumes of the IIGS Toolbox Reference Guide.

NiftySpell

After too few hours of sleep, Day 2 was upon us, and while some Macintosh owners went to hear a representative from Apple talk about the upcoming iMac computer, I braced myself for a session that would forever change the IIGS world.

Several weeks before Kfest was

to begin, Shareware Solutions II contacted the KansasFest Coordinating Committee, via the Kfest mailing list, to request that a session be scheduled for a new product demonstration.

At the time, I was incredibly vague about the new product and went as far as to admit, "it's all under wraps because I want to experience the joy of demoing it in front of an unsuspecting audience. I want to watch as 40 or 50 sets of jaws hit the floor. And, believe me, jaws are going to hit the floor!"

That session was listed in the Kfest program guide simply as "New From Shareware Solutions II."

In the weeks leading up to Kfest, I was very well aware that the software product I was going to demo would knock the IIGS world on its collective ear, as nothing like it had ever been seen before. But, in order to achieve the maximum dramatic effect, I started out my session with the following introduction:

"Two years ago, Geoff Weiss attended Kfest for the first time. Aside from a few people who knew Geoff from Usenet's comp.sys.apple2 newsgroup, he was virtually unknown. A year later, when Spectrum Internet Suite was announced, Geoff became an Apple II hero. Now, at his third Kfest, everyone will surely agree that Geoff is an Apple II programming god. I'd now like to tell you about the newest Apple II hero and soon to be IIGS programming god: Chris Vavruska."

During the Spring of 1998, I had received a number of extremely cryptic e-mail messages from Ewen Wannop, telling me that

he was involved in an amazing programming project and as it neared completion, I would also become involved. He refused to answer any questions and provided no details. I just assumed that he was involved in yet another Spectrum related project; instead, he'd become involved with Chris Vavruska as a volunteer consultant, alpha tester, and programming advisor to Chris as Chris strived to complete his first commercial IIGS programming project.

Ewen finally told me in early Summer all the details of Chris Vavruska's project, and I was literally stunned beyond all belief. I was invited to join Chris's project, and we worked out the arrangements whereby Shareware Solutions II would publish Chris's work.

A ListServ was set up, and for the following several weeks, a lot of testing of the software occurred. A week before Kfest was to start, in the middle of printing up program manuals, we decided to assemble a small team of beta testers. Ewen offered to let us use the same beta test team that he had assembled for Spectrum 2.2, and since they were all experienced as quality assurance inspectors, my instructions to them were simple and to the point: "Ewen, Chris and I feel that the software is stable; please try your hardest to find any problems."

The day before I was scheduled to leave for KansasFest, a report came in from one member of the beta test team that described a very serious problem that he had encountered. Several other people on the beta test team tried but were unable to recreate the problem, but when confirmation from a sec-

ond beta tester was received, it was decided that it would be wise to demo the software at Kfest, but it would be prudent to hold back the release until the cause of the problem, and a solution to it, had been found.

Despite the small problem that had been discovered, the demo of the program went off without a hitch, and my wish did come true: I got to watch a roomful of astonished people as their jaws dropped.

I started off the session by mentioning that Chris's program would forever change the way that people used their IIGS. I said that although Chris's software is revolutionary, he was not the first IIGS programmer to come up with the idea. As a matter of fact, I had spoken at previous Kfests with Mike Westerfield of the ByteWorks and Joe Wankerl of GS+, and know that both of them had started very similar projects that, for one reason or another, had not borne any fruit. Likewise, Softdisk GS's highest priority had been placed on a program that would perform the same function as Chris's software, but that project never got off the ground.

Seeking as much dramatic effect as possible, I finally said: "Chris Vavruska has created Nifty-Spell, a Universal Spell Checker that works with any standard GS/OS software! With Nifty-Spell, you'll be able to check your spelling while using GS/OS based word processors like Hermes, WriteIt, or WordWorks Pro. You'll also be able to spell check the contents of a label field while using Quick Click Calc, or you'll be able to consult an online digital dictionary while playing yet another round of Freecell. If you can use a

mouse, you can spell correctly!"

It was then that I finally got around to revealing all the details of NiftySpell!

NiftySpell is a flexible and easy-to-use New Desk Accessory (NDA) that automatically loads whenever your system starts up. Once installed, NiftySpell adds a new menu item to the Apple Pull Down menu, allowing you to spell check documents from any standard Apple IIGS program that supports New Desk Accessories. With NiftySpell installed, you can spell check documents right from your Finder Desktop or from within such diverse programs as WebWorks GS, Teach, Hermes, Freecell, or HyperStudio.

In addition to the NDA, there is also a special Spectrum XCMD included that seamlessly integrates NiftySpell into the Spectrum telecommunications program, making it very convenient to spell check your outgoing e-mail and forum messages while using Spectrum. It is that XCMD, I finally revealed, that powers the new "Spell Check" button that will be an integral part of the e-mail editor of Spectrum Internet Suite v1.1.

NiftySpell includes two main dictionary files: the US dictionary is for use by those who use the variety of English spoken in the US; the UK dictionary is for use by those who speak The Queen's English.

The main dictionary files, only one of which can be used at any one time, contain a standard set of words that cannot be changed by the user. While these dictionaries in no-way reflect the complete English language, they are more than sufficient to be

used in a spell checker environment. The US dictionary contains over 47,000 words and can be used on a system with 512K of free and available RAM memory. The UK dictionary has more than 125,000 words and requires a system with 1.25 megabytes of free and available RAM memory.

A user dictionary is a set of words that the NiftySpell user can build to his or her liking as words are encountered that are not found in the currently selected main dictionary. It is very important to remember that words which are added to the user dictionary are case sensitive. A custom dictionary will be included with NiftySpell that includes hundreds of Apple II related words. But, NiftySpell allows you to create as many custom dictionaries as you want, and you can swap which one you want to use with a simple click on your mouse. With NiftySpell's ability to use multiple custom dictionaries, you can have one custom dictionary that, for example, includes only words related to your occupation, and a second one that includes only the names of your family members.

NiftySpell is an incredibly versatile program that offers several different spell checking methods or options. When NiftySpell is accessed, you'll immediately notice four different spell checking buttons: Check Word, Check File, Check Clipboard, and Check Window. Each button, when clicked with a mouse, performs a different spell check function or method.

The Check Word method permits you to determine if a single word is spelled correctly. You can manually type in a word, or

you can simply highlight the word in your document, and NiftySpell's Check Word option will automatically show you if that word is spelled correctly or not. If the word is misspelled, click on the Suggest button, and NiftySpell will display a list of possible alternative words. If one of the suggested words is the one you want to use in your document, NiftySpell will graciously offer to paste the correctly spelled word back into your document, replacing the word which was spelled incorrectly.

NiftySpell can also spell check ASCII text files which are saved on disk. When the Check File button is clicked, the standard GS/OS file dialog box appears, and you can choose which file you want to spell check. Once NiftySpell loads in the file, the spell check interface appears in a window, and when NiftySpell encounters a word that it does not recognize, it can offer suggested alternate spellings. When a suggestion is clicked, the Suggest button changes to the Replace button, and by clicking on it, NiftySpell will replace the misspelled word with a correctly spelled word.

NiftySpell can also spell check the contents of an open TextEdit Window. Apple's Tool034 is the TextEdit control tool and it is this Toolset upon which many IIGS programs that provide a multiple line text input field most probably use. A TextEdit control is merely a simple text editor that too many to list GS/OS programs make use of to display text in a window. So, if you are using a program that relies on Tool034, you can easily spell check documents as you are working on them.

The last spell check method of-

ferred by NiftySpell is Check Clipboard. GS/OS reserves a special part of the system memory to temporarily store text or other items that have been cut or copied from one application to another. When using cut and paste or copy and paste procedures in GS/OS software, the information that is cut or copied is automatically and invisibly copied to the System Clipboard.

Not all GS/OS programs support the TextEdit control tool, and not all programs save data as ASCII text files, so by providing the ability to spell check words found in the System Clipboard, you can spell check a wide variety of files. For example, you might use this method if you are using the Quick Click Calc spreadsheet program and you want to spell check the contents of a label field within Quick Click Calc. In that case, you would simply highlight a word with your mouse, copy it to the System Clipboard using Open Apple-C and then access NiftySpell's Check Clipboard method of spell checking. If corrections are made, you can then paste (Open Apple-V) the corrected word from the System Clipboard back into the Quick Click Calc label field.

In addition to the four spell check methods available from NiftySpell, there's a fifth button found in NiftySpell: Edit User Dictionary. By clicking this button, you can view the contents of your custom dictionary, add new words, or delete words that are no longer needed.

Upon conclusion of the NiftySpell demo, Kfest attendees were informed that NiftySpell's retail price would be \$20, including postage, and that it would be available exclusively

from Shareware Solutions II. Furthermore, attendees were told that they could pre-order NiftySpell, and when it was released, they would be assured of being among the first people on the planet to be able to spell check documents on a IIGS while playing Mah Jongg or Freecell. More than 25% of those in attendance expressed support in Shareware Solutions II and in Chris Vavruska by pre-ordering NiftySpell.

Marinetti Programming

At the same time that Gina Saikin of Scantron Quality Computers conducted a session on Macintosh fundamentals, Richard Bennett and Geoff Weiss offered information, hints and tips to assist programmers who were eager to create applications that could be used over the Internet using Marinetti.

Richard explained that technical documentation for Marinetti would become available at some point in the near future, and mentioned that on-going technical support would also be available to programmers via an Internet mailing list.

For the next hour, Richard explained in detail all of the commands used by Marinetti v2.0 and its associated Tool054.

Afterwards, Geoff explained the inner workings of his Marinetti compatible version of a Finger utility that he was able to write in one hour, thanks to the tools provided by Richard Bennett.

Tony's Hardware Emporium

For the past several years, Tony Diaz has dazzled the Kfest audience with his vast collection of rare Apple II prototypes and

one-of-a-kind hardware projects. At the past few Kfests, Tony has offered numerous hardware sessions during which he has exhibited an Apple II Ethernet card, a Mark Twain ROM4 IIGS, an Apple IIx computer, and he has shown us how to build our own Apple IIGS portable computers. What could he possibly do at Kfest '98 to outdo his previous sessions?

This year, during "Tony's Hardware and Software Emporium" session, Tony taught us something practical! He taught us how to completely disassemble, clean, and reassemble an Apple 3.5" disk drive!

Tony speculated that up to 90% of all problems encountered with malfunctioning 3.5" disk drives can be traced to dirt, and that only 10% of serious problems can be attributed to actual mechanical misalignment or outright failure. Tony did not attempt to show us how to fix mechanical problems, as he said that replacement 3.5" drive mechanisms can be found for as little as a few dollars each. He advised that the best place to locate replacement 3.5" drive mechanisms is from a Macintosh "for sale" online forum, as most Mac users have long since abandoned 800K drives in favor of the higher capacity SuperDrives, and so 800K drive mechanisms are both plentiful and inexpensive.

Equipped with just a Phillips head screwdriver and a spray can of residue free cleaning solution such as Liquid Wrench, it's possible for anyone to perform a complete internal cleaning operation in 30 minutes or less. To prove his point, he completely disassembled a 3.5" disk drive, cleaned up every single part, and

reassembled it in less than 30 minutes.

Although Tony made it seem so easy to disassemble and clean a disk drive, he realized that it would really help everyone if he made available some instructional materials and photographs that could guide people through the entire process, in a step-by-step fashion. So, prior to leaving for Kfest, Tony took photographs and typed up instructions, and made those available on his World Wide Web site, which can be found at the following URL:

<http://www.apple2.org>

Since Tony had so much time to spare, he used the remaining time to officially debut a newly updated IIGS game: Brutal Deluxe's Return of Cogito.

Cogito itself is not a new game, having been released originally by Brutal Deluxe back in 1994. The original release displayed the game board in grayscale; Return of Cogito displays the game board in 256 beautiful colors. The original Cogito works on any IIGS; Return of Cogito only works on a IIGS equipped with a Second Sight video card.

Cogito, like many of Brutal Deluxe's other games, is a thinking person's strategic puzzle solving game. As the game begins, 81 tiles, appearing on a 9 x 9 grid, are displayed. Superimposed on top of the tiles is a geometric pattern. Cogito gives you a few seconds to study that pattern, and then it scrambles the pattern, in sliding number puzzle fashion. By clicking on arrows that appear at the top and bottom of each of the nine columns and at the sides of each of the nine rows, it's the goal of the

game player to reassemble the original graphic pattern.

We learned from Tony that the Return of Cogito, like the original Cogito, was created by Brutal Deluxe as freeware. Thanks to Olivier Zardini and Antoine Vignau and their Return of Cogito, the Second Sight owners of the world have one more reason to be thrilled with their purchase.

New From Seven Hills

Although neither of the owners of Seven Hills Software attended Kfest '98, several of the programmers whose work is published by Seven Hills conducted a session to discuss and demo new software that had been released or updated by Seven Hills during 1998. During this session, Ewen Wannop and Richard Bennett talked briefly about the SuperConvert v4 update issued earlier in the year, informed us of some of the particulars in the just released GraphicWriter III update, and offered demos and detailed information about Disk Access II and Babelfish.

- SuperConvert has been, for many years, one of the most popular graphic conversion utility programs available for the Apple IIGS, and the upgrade to version 4.0 that was released early in 1998 should make the program more popular than ever before.

SuperConvert has the ability to convert graphics to the Apple IIGS from Apple II, Mac, IBM, Atari ST, Amiga, Commodore 64/128, and even computer independent electronic formats such as GIF. GIF format graphics can be viewed on any computer, and SuperConvert has always had

the ability to save IIGS graphics as GIF format graphics.

In recent years however, the newer JPEG graphic format has gained in popularity, and many sites on the World Wide Web now employ JPEG graphics. Unfortunately, JPEG graphics have only been supported by two IIGS programs, one of which displays JPEGs in grayscale only, and the other one takes up to 12 hours to process and display a JPEG graphic on the IIGS.

SuperConvert v4 supports JPEG graphics! It can display them on the IIGS screen, in color, in as little as a few minutes. That feature alone makes SuperConvert v4.0 a must-have utility for every Apple IIGS user who uses an Apple IIGS to access the World Wide Web.

- GraphicWriter III v2.1 was released at KansasFest '98. According to Richard Bennett, v2.1 was essentially a bug-fix release that corrected a number of problems that had been encountered by users of v2.0. He told us that the latest version runs much faster than the previous one.

- Almost seven years before Kfest '98, Dave Hecker of Seven Hills Software came up with an idea to create a program that would be a universal file import and export utility. He envisioned a utility that could allow IIGS users to load almost any type of foreign format file into any IIGS program. He also envisioned a tool that would be flexible and expandable, so that it could, at some point in the future, support filetypes that don't even exist yet.

In 1992, Seven Hills hired Bill Tudor to program the nucleus of the Babelfish utility. Bill began

the project in June, 1993 and in a few months, he delivered the core of the Babelfish code, a file conversion NDA, a testing application, and several translators. Unfortunately, Babelfish was never completed, and so it just languished in the Seven Hills vaults for many years.

However, when work began in earnest on the SuperConvert v4 upgrade, contract programmer Ian Brumby quietly added support for importing graphics through Babelfish into SuperConvert v4 and he wrote a number of Babelfish graphic add-on translators. Then with the development of Spectrum Internet Suite, a need arose for a utility that could export HTML files, so Richard Bennett wrote a Babelfish add-on translator for HTML. Finally, Ewen Wannop decided to finish Babelfish, and he was able to convince Seven Hills to release it at Kfest '98 as freeware!

Babelfish provides software applications with a standard way to import data from and export data to a variety of file formats. By supporting a single import/export format, applications can instantly support many file formats, and any application's import/export capabilities will be increased whenever a new add-on translator is released. Babelfish isn't useful all by itself; applications must be written to use it. Seven Hills has provided one application with Babelfish: a New Desk Accessory named Convert File. You can use this NDA from any desktop application to select a file for conversion, then save the file in any compatible format. As an example, you could be playing a game of Freecell while also converting a IIGS font to a Print Shop GS font, or creating a HyperCard

stack and at the same time, converting a HyperStudio sound to an rSound format file.

Provided with Babelfish are a number of translators that work with various graphic, text, font and sound files. And, as time goes by, more translators are expected to become available.

- Ewen Wannop took everyone by surprise when he announced that he had completed an update to Disk Access II. Long a staple of Seven Hills' catalog, Disk Access II is a New Desk Accessory that provides a number of sophisticated and powerful disk and file utility functions that can be performed from within standard GS/OS software programs which display the Apple Pull Down menu.

With Disk Access II installed, you can perform disk functions from within programs such as AppleWorks GS which were previously impossible. As an example, you can format, verify, erase, or catalog a disk. You can create new folders on that or any other disk.

Once a disk has been formatted you can copy files to it without being forced to return to the Finder. Files on any disk can easily be renamed, locked or hidden. You can even change filetypes and AuxTypes, or alter the creation and/or modification date of any file.

There's a sophisticated Find File function included. Disk Access II also has the ability to display the contents of any file. Disk Access II is quite flexible, and there are several user preferences available that control how data is displayed in the various windows employed by Disk Access II.

Ewen's demo clearly showed that Disk Access II is one of those programs that, once installed, you wonder how you lived without it. It's definitely a must-have GS/OS utility!

The Roast

After a buffet in the Avila cafeteria, it was time to roast yet another Apple II celebrity. The object of good natured ridicule was Tony Diaz.

As the master of ceremonies, I first thanked Tony for all he has contributed to our Apple II world through all his hard work at Alltech Electronics. Then I pulled out a prop; an advertisement that I had received in the mail just a few days before. The ad was for All-Tech Termite Services, and I satirically explained how Tony's company had fallen on hard times and had to branch out. I jokingly explained that because of Tony's "bug busting" of Apple II software, he was a natural to head up the new termite extermination division of Alltech.

The other roasters included Eric Shepherd, Geoff Weiss, Richard Bennett and Paul Zaleski. Most of the jokes had to do with the fact that Tony had recently gotten a pilot's license and had flown a small plane from California to Kfest. Before landing at a local airport, Tony's airplane, dubbed the Apple II Airlines, actually buzzed the Avila campus and that was cause for endless jokes. Richard Bennett was a passenger on Apple II Airlines, and he jokingly described the flight as terror filled.

Tony's roast ended on a slightly off-beat note. Paul Zaleski, aware of an inside joke that no

one else was privy to, dumped a box of hundreds of golf balls onto Tony's lap. Although no one really understand why, it was a hilarious sight to behold.

Day 3

For the past several years, the final day of Kfest has been like a mini AppleFest trade show, with new product demonstrations held during the morning and a Vendor's Fair conducted in the afternoon. Without further ado, let's watch the cavalcade of products, both old and new, that were demonstrated.

Convert 3200

One day, while reading the Kfest mailing list, I did a double take when I saw a message from Martin Landhage offering to lead a Kfest tutorial session about Brutal Deluxe's Convert 3200 graphic conversion program. After all, as the publisher of that software, my first thought was that it would be only proper for me to lead such a demo. But, I remembered the several disks that Martin had sent to me a year or two before, and quickly realized that he was the perfect person to teach about using Convert 3200. After all, he had accomplished something I hadn't even dreamed about; Martin figured out how to convert photographs taken with a standard 35mm camera into a IIGS graphic format.

Martin had traveled all the way from Sweden to attend his first Kfest, and I have a feeling that it won't be his last. Martin likes to travel, and wherever he goes, whether it's to Moscow, Estonia or the Netherlands, he brings along his camera.

At one point, Martin heard

about a photo processing company named Seattle FilmWorks that offered a new and unique option; for just a few dollars more than it cost to get film developed and printed, they would also supply 3.5" disks with digital images created from the processed film. Seattle FilmWorks offers only two types of disk formats – Macintosh and PC – but that didn't deter Martin from sending in a roll of film to be developed.

Supplied on the Seattle FilmWorks 3.5" photo disk is graphic conversion software for the Mac or PC. Martin got access to an IBM PC, and noticed that several of the available graphic formats were the same graphic formats that are supported by Convert 3200. So, he tried an experiment that turned out to have glorious results. He used the supplied PC PhotoWorks software to convert all of the graphics to PCX format. He then took the PC formatted disk, inserted it into the SuperDrive connected to his IIGS via a SuperDrive Controller card and launched Convert 3200, in order to load and convert the graphics into 3200 color format. As he showed those 3200 color IIGS graphics, audible "ooohs and aaahs" were heard from the audience. Martin's travel photos were one of the highlights of Kfest '98.

As Martin explained, the process is incredibly simple. All it takes to convert the graphics is a few mouse clicks. He simply loaded the PCX graphics into Convert 3200, clicked on the Convert button, and that was it!

But, to show off the true power of Convert 3200, Martin then took a CD-ROM disk that was formatted for use on an IBM

PC, and inserted it into a CD-ROM disk drive attached to the IIGS. On that disk were thousands upon thousands of GIF format clip art images. After converting a single graphic and saving it to disk, he then clicked on Convert 3200's Convert All option. Convert 3200 sprang into action, and every 10 seconds or so, Convert 3200 saved a newly converted IIGS clip art image to the IIGS hard drive. Since the Convert All option needs no human intervention, Martin continued to talk as one beautiful image after another was saved to disk on the IIGS.

As the publisher of Convert 3200, I had been using the program for at least a year before it was officially released, and although I never questioned that it offered superior conversion capabilities or that it was a true speed demon, watching Martin's demo was truly awe inspiring.

Based on the large number of copies of Convert 3200 that I sold during Kfest, it's clear that I wasn't the only one to be impressed by Martin's demo.

WebWorks GS

In the early summer, Eric (Sheppy) Shepherd started work on a GS/OS program whose original working title was AppleWorks Web Publisher (AWP). Sheppy's plan was to provide a tool that allowed IIGS users who maintain sites on the World Wide Web to create, prepare and format within AppleWorks Classic all of the files that would eventually constitute the contents of an entire web site.

But, from those original aspirations, many new ideas sprouted, and many more features and options were added before Shep-

py eventually unveiled his masterpiece at KansasFest.

As first envisioned, AWP was simply going to be a utility program whose sole function was to convert AppleWorks Classic word processing files into HTML format. The earliest version of AWP that Sheppy programmed displayed a Standard File dialog box that let a user pick an AppleWorks Word Processing file, then a second dialog box was displayed which prompted the user to choose a location where he or she would save the converted HTML file. AWP would then convert the file and save it to disk.

From those humble beginnings, Sheppy decided to expand upon his original concept. He first added to AWP a GS/OS based text editor/word processor into which the formatted AppleWorks Classic word processing files would be imported and all of the special AppleWorks formatting commands would automatically be converted into HyperText Markup Language (HTML) commands (commonly referred to as tags). The resulting HTML document could then be further manipulated or edited in the word processor before being uploaded to the Internet, where the HTML document would be used as a page on a World Wide Web site.

In June, Sheppy assembled a small team of beta testers, but because AppleWorks Web Publisher was remarkably bug-free and worked so well from the outset, the beta test team took it upon themselves to offer suggestions about how to make the program even better. As happened many times during the development cycle, a beta tester would suggest adding a new fea-

ture or option, and within hours, Sheppy would have a new bug-free version of the program available for testing.

Several of the beta testers suggested that AppleWorks Web Publisher would be even more helpful if it could load in straight ASCII text files and Teach word processing files. So, after Sheppy added those import capabilities, AppleWorks Web Publisher was renamed WebWorks GS.

The beta test team stayed in touch with each other via a mailing list, and it was stressed to everyone on the list that WebWorks GS was top secret. Sheppy was determined to complete WebWorks GS so that it could be demoed and released at KansasFest, and he wanted more than anything to take the IIGS world by total surprise. It was for this very reason that Sheppy's demo was imprecisely listed in the Kfest program guide as "Product Demonstration - Mystery A2 Demo."

"WebWorks GS is an easy to use HTML editor for Apple IIGS users. Using the wide assortment of HTML-specific editing commands provided, you can quickly and easily design web sites, directly editing the HTML code that represents your web site while at the same time saving you time. Instead of hunting through an HTML reference manual, simply choose menu options which insert the HTML tags that make up your web site."

For much of the next hour, Sheppy demonstrated how WebWorks GS automates the process of setting up and maintaining a site on the World Wide Web. To stress just how easy

WebWorks GS is to use, and to illustrate the sheer power that the program delivers to users, Sheppy essentially gave a long guided tour of the program, explaining the finer points of each of the many options that can be chosen from each Pull Down menu.

Sheppy demonstrated how Pull Down hierarchical menus make it easy to apply stylized formatting of text by simply highlighting portions of the text and choosing options such as Bold-face or Italics from a menu. He showed how WebWorks GS supports such sophisticated HTML options as Tables, and he guided us through the process of using Tables and Lists, both Ordered and Unordered, to line up text on the screen so that it would appear orderly when viewed in a web browser. He showed how easy it is to apply color to a web page by typing in the name of the color you'd like to use for text, backgrounds, and links. He demonstrated how to add GIF graphics to a page. He showed how to add simple yet artistic flourishes to a web page by adding thick or thin horizontal lines. He pointed out just how easy it is to set up e-mail links and links to other sites.

In short, Sheppy demonstrated how WebWorks GS can be used by both novice and experienced webmasters to set up and maintain a site on the World Wide Web using only an Apple IIGS computer. As if that alone wasn't good enough news, Sheppy ended up his demonstration by announcing that WebWorks GS was completed, and that it would go on sale after lunch at the Vendor's Fair. He then turned the podium over to the publisher of WebWorks GS, for some concluding remarks.

As the programmer, Sheppy's demo went into quite a lot of detail, and lots of technical web terminology was used. So, as the publisher of WebWorks, and an end-user of the program, I directed my remarks to those aspiring webmasters who might have been overwhelmed by the multitude of options available in WebWorks GS, or confused by all the technical terminology and jargon used by Sheppy.

I reiterated that WebWorks GS provided a simple yet elegant and sophisticated method for IIGS owners to set up and maintain sites on the World Wide Web without having to become an expert on the HTML programming language. I reinforced Sheppy's claims that WebWorks GS is an aid for those IIGS users who maintain sites on the World Wide Web, and that it could be used by experienced webmasters to save lots of time, and by novice webmasters to spare them from having to learn how to become proficient in the HTML programming language. I proclaimed that using WebWorks GS took all of the drudgery out of routine web site creation and maintenance, and that WebWorks GS was a great time saver and a joy to use. I even acknowledged that WebWorks GS had made the routine maintenance of the Shareware Solutions II web site fun, rather than the ongoing challenge that it had previously been.

I concluded by describing the 50 page WebWorks GS program manual as a tutorial that educates anyone to set up a good looking, visually pleasing web site in a very short period of time.

WebWorks GS was very well re-

ceived by Kfest attendees, as evidenced by what happened during the Vendor's Fair. Although I'd planned ahead and thought that I had brought with me more than enough packages of WebWorks GS to meet the demand, I ran out of WebWorks GS during the Vendor's Fair.

So, it is safe to assume that Sheppy did get his wish fulfilled; with WebWorks GS, he did take the IIGS world by total surprise. And, judging from the reaction of those who attended the WebWorks GS demo, it was a very pleasant surprise indeed.

The TABBS CD-ROM

The Apple BBS (TABBS), a British based electronic Bulletin Board System, ran for nearly 18 years, and Spectrum author Ewen Wannop operated it for the last nine years. Ewen told us that during many of those years, he was also involved with several Apple II user groups, and that TABBS was operated primarily to benefit the members of the two largest Apple II user groups in the United Kingdom – the British Apple IIGS Club and the Apple 2000 User Group (formerly BASUG).

After Ewen shut down his BBS, he decided to archive onto a CD-ROM every file that was ever uploaded to his BBS during its long life. After he copied all of those thousands of files to CD-ROM, he still had so much free space remaining on the disk that he was able to add every single library disk that was ever created for both of the British based Apple II User Groups.

Although Ewen's original intention had been to merely have an archive on CD-ROM for BBS

members after the demise of the board, he realized that quite a bit of the software on his CD had never before been seen outside of the UK, and so it was with that realization that Ewen decided to make the TABBS CD-ROM available to a worldwide audience.

Ewen reserved a time slot, and on Saturday morning, he revealed the existence of the TABBS CD-ROM, and offered an overview of the contents.

He told us that there are nearly 6000 different files and programs on the TABBS CD-ROM, and that the disk is filled with more than 630 megabytes of compressed files. All of the files must be uncompressed before they can be run, and once they are, they represent more than 1 Gigabyte of software. The utilities to uncompress all of the files are also included on the CD-ROM.

In addition to the massive offering of Apple II and IIGS files, there is also some historical Macintosh and IBM PC software on this disk. All told, there are 918 files for the Apple IIe/IIc which total 39 megabytes. There are 1,277 files for the Apple IIGS which total 136 megabytes. There are 2,907 files for the Macintosh which total 356 megabytes. There are 165 files for MS-DOS which total 9 megabytes. Additionally, there are 532 Apple II and IIGS related files that were collected by the Apple 2000 User Group.

Quite a few of the files that are listed as being for the Macintosh can also be used on the IIGS, including GIF graphics, True-Type fonts, and sound files.

As a mild warning of sorts,

Ewen did point out that because the TABBS CD-ROM is intended as a complete archive of all the files that were ever uploaded to the BBS, the disk does contain some graphic files that are not suitable for youngsters. Although there is nothing of an X-rated nature found on the CD, there are some Playboy style nude graphics on the disk.

Ewen offered the TABBS CD-ROM to Kfest attendees for \$25, and it didn't take very long before he sold all the CD-ROMs he had brought with him, except for one. That one unsold disk was given to Shareware Solutions II to be used as a master for the duplication of additional TABBS CD-ROMs.

Digital Session

When ECON Technology went out of business several years ago, Alltech Electronics purchased the rights to the Sound-Meister stereo sound card. Software entitled Digital Session was included with the Sound-Meister card that permitted it to record, playback and edit digitized sounds in full stereo. ECON referred to Digital Session as the "ultimate waveform capture and editing program for the Apple IIGS."

Since then, Tony Diaz has been slowly but surely updating Digital Session, and on Saturday morning, the IIGS world got the first glimpse of Tony's as-yet unfinished update.

Digital Session works with all of the popular IIGS sound digitizing cards, and can load in raw binary sound files (waveforms), rSounds and HyperStudio sounds. Digital Session also includes support for drop-in translators, so it is possible

that the types of sound formats supported will grow. Once a sound file has been digitized directly with a sound card or loaded in from disk, the editor allows for a number of special effects to be applied, including sweep, amplify, fade-in, fade-out and echo. There are even filters provided that can smooth out the sound.

Tony intends to complete Digital Session at some point in the future, and plans to re-release it as freeware.

Vendor's Fair

After lunch, those vendors who had Apple II products to sell set up their sales booths in a large room, and for the next several hours, sold their products to eager purchasers.

In all of my years attending KansasFest as a software publisher, I had never before seen anything quite like what happened at this year's Vendor's Fair. Because I traveled to Kfest by plane, I was somewhat limited in how many different products I could carry with me, but I did have at least several copies of most of the commercial software sold by Shareware Solutions II.

Soon after the Vendor's Fair started, I looked up from my table and was stunned to count 30 people patiently standing in line, waiting to purchase software from me. After just a few hours, I had a hoarse voice, several empty cartons, and a bulging wallet. The outpouring of support was just fabulous, and it was most gratifying to know that people were leaving with the fruits of my labor, and with some truly useful and wonderful software.

Unfortunately for me, by the time I was finished, all of the other software vendors had completely sold out all of their products, so I was unable to purchase a number of new software products that I really wanted to have.

Post-Kfest Activities

Soon after the Vendor's Fair was over, some people started to pack up and leave, and half of those remaining went to dinner at an Italian restaurant and the other half went to Jess and Jim's, a steak house located close to the Avila campus.

After dinner, we returned to the dorm, and had yet another late night of fun and games. We were serenaded by those who knew how to play the guitar and sat for many group photos.

At one point, I found myself in a room with about 15 or 20 others who were trying to see how many consecutive Telnet sessions we could complete before crashing the Avila network. The final night, as always, was a night for unwinding and for some computer fun and games.

After sharing a small dorm with 60 other people who all share a common interest, friendships develop, yet because the Apple II community is spread across the globe, the last night would be the last time we'd see our friends in person for another year. KansasFest may come just once a year, but fortunately for those of us who are connected to the Apple II online forums on CompuServe, Delphi and Genie, the KansasFest spirit lasts all year long!

By noon on Sunday, the dormitory was empty. But the mem-

ories of another fabulous KansasFest will last until at least

July 21, 1999 when the 11th annual midsummer Apple II

conference will be held, once again, at Avila College. 🍏

Beyond Kfest '98: Product Availability

Babelfish

You can order the "Extras & Freeware" disk (which contains Babelfish) directly from Seven Hills Software for \$5, which includes postage to anywhere.

Bernie][The Rescue

In October, Bernie v2.0p3 was released. The most significant improvement in the latest version is that the serial ports have been updated to fully support 56k modems.

If you have access to the World Wide Web, you can always download the latest version of Bernie][The Rescue from the following URL:

<http://www.magnet.ch/emutech>

If you would prefer to get Bernie][The Rescue sent to you on disk, it is available from Shareware Solutions II for \$5.

Beyond Kfest '98

Beyond Kfest '98 is a two 3.5" disk collection that is available from the Shareware Solutions II Library for \$5. The collection consists of Kfest '98 related freeware, shareware and informational files.

Included in the collection are company Press Releases that describe the vast majority of software that was demoed at Kfest. There is also a transcript included from the multi-system online chat that took place 36

hours after Kfest concluded. Rounding out the informational files are all recent issues of the Delphi A2 "Lamp" publication.

Kfest related software in this collection includes Mike Hackett's Word Works Pro Unplugged and Lysergic Software's FontPimp. Also included are programs which update WebWorks GS v1.0 and v1.1 to the current v1.2.

Soon after Kfest concluded, Eric Shepherd updated three of his programs, and the latest versions of Cleaner Clean Up, Pro-Boot and Lotsa Tools are also included in the collection.

Finally, there are also three programs from Kelvin W. Sherlock. One is a translator for Babelfish which converts Applesoft BASIC programs into ASCII text. LILAN (Launch It Like A Nerd) is a IIGS Finder Extra which allows you to easily relaunch any of the last five programs you've run. Lastly is GShisen, one of the most fabulous, incredible, amazing, challenging, fun, and addictive freeware games ever released for the Apple IIGS computer! GShisen is a colorful strategy game that is similar to Mah Jongg or Shanghai, but so much more enjoyable than either of those older board games. GShisen is so wonderful that Eric Shepherd, the author of Wolfenstein 3-D, conceded that GShisen is by far the best game that was released for the Apple IIGS in 1998!

Convert 3200

Convert 3200 is available exclusively from Shareware Solutions II for \$15.

The complete Merlin source code for Convert 3200 is available for an additional \$5 to those who have purchased Convert 3200.

As a special offer to subscribers of Shareware Solutions II, mention Kfest '98 when you order Convert 3200, and you'll receive the 3 disk set of Brutal Deluxe's LemminGS for free!

Desktop Publishing & AWGS

During my desktop publishing session at Kfest '98, I made repeated references to the artistic inspiration I had received from fellow AppleWorks GS users who had submitted prize winning entries to the 1995 Shareware Solutions II desktop publishing contest.

All of those winning contest entries are still available on the two 3.5" AWGS Contest disks, available exclusively from Shareware Solutions II for \$5.

Digital Session

Digital Session has not yet been released, and no firm shipping date has been announced.

Disk Access II

Disk Access II is available exclusively from Seven Hills Software for \$20, plus shipping.

The cost to upgrade from the previous version is \$11.50, plus shipping.

FontPimp

FontPimp can be downloaded from all of the commercial on-line services and from all of the popular Apple II ftp sites on the Internet.

If you would prefer to have FontPimp sent to you on disk, it is available from Shareware Solutions II on the Beyond Kfest '98 collection.

GraphicWriter III v2.1

GraphicWriter III v2.1 is available exclusively from Seven Hills Software for \$65, plus shipping.

The cost to upgrade from GraphicWriter II v1.x is \$15, plus shipping.

The cost to upgrade from GraphicWriter II v2.0 is \$6.50, plus shipping.

GSoft BASIC

GSoft BASIC is available from the ByteWorks for \$60, plus shipping.

GSoft BASIC is also available from Shareware Solutions II for \$55, which includes shipping! Such a Deal!

Any subscriber who orders any IIGS software from Shareware Solutions II that is listed in this issue will also receive, free of charge, a very special disk containing GSoft BASIC – The FREE Version!

If you would like to order only GSoft BASIC – The FREE Version! it is available from

Shareware Solutions II for \$5.

Marinetti v2.0

If you are already connected to the Internet, you can download Marinetti v2.0 from the following URL:

<http://www.apple2.org/marinetti/>

If you would prefer to get Marinetti v2.0 sent to you on disk, it is available from Shareware Solutions II for \$5.

Marinetti v2.0 is included on a 3.5" Library disk entitled "Telecomm '98" which also includes the Marinetti-aware version of Crock O' Gold v2.7 which runs only under Spectrum v2.2, information about Spectrum 2.2, a Marinetti-aware TimeZone Control Panel, and a Desktop Alarm NDA which shuts off automatically when Spectrum is launched.

Martin's Travel Photos

Many of the 3200 color converted photographs that Martin Langhage displayed at Kfest '98 are included on this disk, available from Shareware Solutions II for \$5.

NiftySpell

NiftySpell was released in early October, 1998, and it is available exclusively from Shareware Solutions II for \$20.

Return of Cogito

Return of Cogito is freeware, and can be downloaded from Brutal Deluxe's World Wide Web site at the following URL:

<http://www.cyberstation.fr/~zardini>

If you would prefer to get Return of Cogito sent to you on disk, it is available from Shareware Solutions II for \$5.

Spectrum 2.2

Spectrum 2.2 started to ship at the end of September. It is available exclusively from Seven Hills Software.

At least one very significant feature was added to v2.2 after it was demoed at Kfest; the editor now has the ability to display a rendered HTML document so that you can preview what the HTML code will look like when viewed with the Spectrum Internet Suite web browser.

The complete Spectrum v2.2 package costs \$85, plus shipping.

An upgrade to v2.2 from any previous version of Spectrum costs \$25, plus shipping.

Spectrum Internet Suite v1.1

Spectrum Internet Suite v1.1 has not yet been released.

SuperConvert v4.0

SuperConvert v4.0 is available exclusively from Seven Hills Software for \$40, plus shipping.

The cost to upgrade from a previous version of SuperConvert is \$20, plus shipping.

The TABBS CD-ROM

The TABBS CD-ROM is available exclusively from Shareware Solutions II for \$25.

WebWorks GS

WebWorks GS has been updated twice since KansasFest.

The current version has the added option to view a rendered HTML document from right within WebWorks GS. Using the new "View Page" option, you can see exactly what your HTML code will look like when viewed with the Spectrum Internet Suite web browser.

WebWorks GS is available exclusively from Shareware Solutions II for \$20.

If you purchased WebWorks GS v1.0 or v1.1, free updater programs can be downloaded from the following URL:

http://www.sheppyware.net/software/webworks_gs/

If you would prefer to get the WebWorks GS updater programs sent to you on disk, they are both included on the Beyond Kfest '98 collection.

Because Shareware Solutions II is unable to accept payment via credit card, Shappy has made other arrangements for those of you who would prefer to pay for WebWorks GS with a credit card. In order to pay by credit card, you must have access to the World Wide Web! If you do, visit the Sheppyware Online Order Page at the following URL:

<http://order.kagi.com/?QGC>

Ordering Information

• Seven Hills Software
1254 Ocala Road
Tallahassee, FL 32304-1548

850-575-0566 (voice)
If no one is available to take your order, press 7 to leave your order via a voicemail message.

850-575-9445 (fax)

sales@sevenhills.com

<http://www.sevenhills.com/applesoftware/>

Seven Hills Software can accept payment by VISA, MasterCard or Discover credit cards, money orders, and checks drawn on a US bank.

For all orders sent to the US (excluding the "Extras & Freeware" disk), add \$3.50 shipping and handling per order (not per item).

Foreign shipping is the actual airmail cost, minimum of \$3.50, charged to a credit card unless otherwise arranged.

Florida residents add 7% tax.

• Shareware Solutions II
166 Alpine St
San Rafael, CA 94901-1008

joko@crl.com

<http://www.crl.com/~joko>

All prices include shipping and

handling. Shareware Solutions II can accept payment by checks or money orders in US Funds. Sorry, but no charge cards, purchase orders or COD orders will be accepted.

• The Byte Works, Inc.
8000 Wagon Mound Dr NW
Albuquerque, NM 87120

505-898-8183 (voice)
505-898-4092 (fax)

mikew50@aol.com

<http://www.hypermall.com/byteworks/>

The ByteWorks can accept payment by VISA, MasterCard, or American Express credit cards, money orders, and checks drawn on a US bank.

For all orders sent to the US or Canada, add \$5 shipping and handling per order (not per item).

Foreign shipping is the actual airmail cost, charged to a credit card unless otherwise arranged.



Formerly Commercial IIGS Freeware

The Gate And Spacefox

Shareware Solutions II, in association with Seven Hills Software and FE Systems, is very pleased to announce that The Gate and Spacefox have both been reclassified as copyrighted freeware. Both programs are now available from Shareware Solutions II, on 3.5" disk, for \$5 each!

Long before Switzerland-based FE Systems created Bernie II The Rescue, they were known as Bright Software, and their first two commercial products were IIGS games which were published by Seven Hills Software.

The Gate, supplied on two non copy-protected 3.5" disks, is a fast action arcade game that borrows many elements from

role playing adventure games and from strategy games. The Gate is filled with word puzzles that must be solved, and it's filled with hidden dangers and enemies galore. Every room in the castle that you're trying to escape from holds some type of monster to battle, objects to pick up, hidden objects that are necessary for you to find, and perils galore.

Some objects that you may find, if you're persistent, will allow you to complete the game. Others will allow you to elude an invading horde; the lightning bolt weapon will destroy all the enemies in a room. Pick your weapons carefully and don't waste the powers they grant you. If you play strategically and wisely, you'll be doubling your score with each new game. Play foolishly, and you'll be left wondering what you could have been doing differently. If you want to succeed, you'll need to think and you'll need to learn from your mistakes.

Space Fox, supplied on two non copy-protected 3.5" disks, is an old fashioned fast action, outer space shoot 'em up arcade game, designed to take advantage of the superior graphic and sound capabilities of the IIGS. Unlike The Gate, all that counts in Space Fox is a steady trigger finger and the ability to dodge alien spacecraft, space worms, meteor showers, and The Brain.

As the game starts, you have five ships to complete your mission and destroy The Brain. Those ships are barely adequate. As you zoom across star fields at warp speeds, you'll see various bonus objects that you'll try to steer over. Some of the bonus objects can increase your fuel capacity, some can increase

shield capacity, some can add new weapons to your arsenal, and some can make your old weapons more deadly. With enemies constantly scrambling through the unfriendly skies, you may lose quite a few ships trying to steer towards those bonuses, but with the added fire power you'll attain, it'll be worth it when you're successful.

Included with each game is an insert which briefly describes the various commands available in the game.

The actual program manuals that Seven Hills Software shipped with these games can be purchased directly from Seven Hills for \$2 each if sent to a US address, or \$4 each if sent to a foreign address; no additional shipping or handling fees are requested. Purchasing these low cost manuals will greatly enhance your enjoyment of each game!

HardPressed

Until just a few years ago, it was simply inconceivable that a 20 megabyte internal hard drive for the Apple II, such as Alltech's Focus20 hard drive, would cost as little as \$59, or that the smallest capacity SCSI external hard drive available would store a gigabyte or more of data and cost as little as \$100-\$200. Fortunately, in the past several years, the prices for hard drives have dropped so dramatically that they are now mostly affordable to anyone who continues to use an Apple II computer.

In the days when hard drives were prohibitively expensive, several IIGS utility programs were developed to help users eke out just a little more space

on their costly hard drives. HardPressed, programmed by Andy McFadden and published by WestCode Software, is one such popular utility program.

Due to the plummeting prices of hard drives, sales of HardPressed have declined so much that Andy McFadden was easily able to secure permission from WestCode Software to reclassify HardPressed as freeware!

HardPressed is a IIGS utility program that will effectively allow you to nearly double the capacity of your hard disk drive. It is compression software that works behind the scenes to give you up to twice as much disk space on all of your IIGS hard drive partitions! HardPressed will transparently compress and expand files as you use them. Open a file and HardPressed expands it automatically. Save a file and HardPressed automatically compresses it.

Although it takes a new HardPressed user a while to learn which of the various compression methods will work best for him or her, once HardPressed is in operation, you'll barely notice that it's there. When launching programs that have been compressed with HardPressed, it will add, at most, just a few seconds to the startup process, as HardPressed uncompresses the programs "on the fly."

HardPressed is compatible with all hard disk drives, and requires that you have System 6.0 or 6.0.1 installed.

HardPressed is now available from Shareware Solutions II, on two 3.5" disks, for \$5. Disk 1 contains the program files; disk 2 contains the author's documentation. 🍏



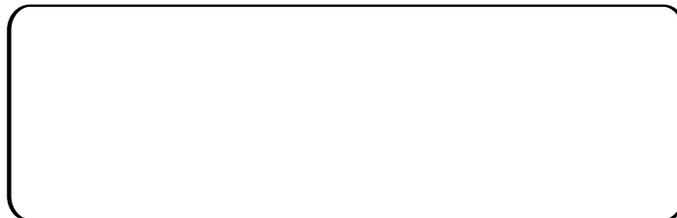
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Game Number 4061

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FIRST CLASS - AIR MAIL