
Juiced.GS

🍏 February, 2002

Volume 6, Issue 4

Inside

this issue ...

**The transition
begins ...**

Page 2

**Shareware
Spotlight:**

AutoDialer v1.0
gets the call

Pages 13-14

**A long road
for emulation**

Page 6

***And much,
much more!!***

Reviews to use!

**Siemens router
good networking
solution for IIGS**

See Page 8

**New double-CD set
makes you one of
the MOD squad**

See Page 10

***Egg for the ages: An
Easter present from SIS***

See DumplinGS, Page 17



My Home Page

It's time for the transition to begin

Sometimes, all too frequently in fact, ambition overruns reality. At least it does for me. And my efforts to get the final issue of 2001 actually published during 2001 slipped away in the waning weeks of the year like sands through the hourglass. Or something like that.

When it became apparent, despite the best efforts of staff contributors, that putting the final issue to bed before year's end was impossible, I relaxed and decided to set the project aside until January.

Well, here we are, well past January, with spring bearing down on us, and I'm just now getting this thing to the printer. There is really no excuse for the lateness of the issue. But let me just say that the concept of "spare time" has become my favorite oxymoron.

The untimely delay in V6I4 did more than deprive readers their quarterly newsletter. It has also delayed the renewal period for the 2002 subscription year. That's not a good thing, since Syndicomm is taking over as publisher of Juiced.GS after this issue and is poised and prepared to carry on the magazine's mission into the future.

The transition will be an important period, and I fear that my tardiness will make it less smooth.

But I know the gang at Syndicomm will recover, and I'll do everything I can to help. As I told you last time, I intend to remain an associate editor with Juiced.GS and contribute as much as possible to the magazine's content.



Because of the transition of publishing responsibility occurring between this issue and next, the subscription renewal period is an even more important time than usual for those of us involved in Juiced.GS.

First of all, I urge you all to renew your subscriptions for 2002, and I encourage you to get those renewals in to Syndicomm quickly. Having that process go smoothly will help immensely.

There is an advertisement containing all the crucial renewal information on Page 7, but I will touch on it briefly here as well.

Renewals for 2002 remain at \$16 in the U.S., Canada and Mexico; \$22 elsewhere in the world. Checks

should be made payable to Syndicomm and mailed to:

Syndicomm
Attn: Juiced.GS
1852 W. 11th St. #439
Tracy, CA 95376

As you will notice in the Page 7 ad, renewals can also be paid by Visa and Master Card. And you will be able to renew online at the Syndicomm online store when the time comes as well. Keep your eye on:

<http://www.juiced.gs/subscribe>



Planning is already under way for the next issue. Editor Ryan Suenaga will be assisted by Ken Gagne, and you will be treated to some of the same quality writing you've enjoyed from our contributors in the past.

An exciting development still being worked on is a new Web site.

Syndicomm's Eric Shepherd was able to obtain the rights to the "juiced.gs" domain name, and plans to build a new Juiced.GS site using the address www.juiced.gs. Cool, huh?!

The .gs suffix is one reserved for use by a foreign country, but that does not preclude others from using it as well. That's a great address for the magazine, and I congratulate Eric for putting it to good use.



Juiced.GS is entering an interesting and challenging time, and I am so hoping that all of our faithful subscribers through the years will stay on board in 2002. I am confident that things will go well, and am looking forward to remaining an important part of the publication.

Thank you all so much for all you've done to help make Juiced.GS a success. It's been a great ride, and it's not over yet.

Apple II Forever!

— Max Jones, editor and publisher

Letters from the Land of Rom

Dear Juiced.GS ...

Over the years I've collected a huge amount of Apple II hardware and software. Family health problems make a move to a smaller residence probable. I was just starting to catalog everything when the problem struck. I would like to see it go to those who would appreciate it and be able to expand their Apple II equipment.

I would be interested in trading it all for a used iMac.

It would have to be picked up and all by one person or party, as it would be impossible for me to ship individual items, due to health. I have several IIGS systems (including one with a ZipGS 8 MHz, 4 megs of RAM, and a RamFast SCSI card), IIE's, a IIC+ with LCD panel, several ImageWriter II's, hard drives (including a Focus 210 meg internal), over 100 software titles, most in original boxes with manuals, etc., and even a few early Macs.

I would be willing to pay for an ad in Juiced.GS once I get it all cataloged. Do you have any thoughts or ideas on my dilemma?

Thanks in advance and thank you for your years of support for the Apple IIGS.

You may provide my e-mail address to anyone that you think may be interested.

Richard A. Brown
Oakville, Connecticut
rbrown43@optonline.net

Richard,
I'm so sorry to hear about your health problems. Our thoughts and prayers are with you.

You certainly have an extremely valuable collection of hardware and software, at least to the diehard Apple II users. The accelerator, memory card, RamFast and Focus hard card are themselves valuable items on their own.

I encourage you to get things catalogued and send us a list. We'd be happy to let the community know what you have available and how they might obtain it from you.

Meanwhile, I have tacked your e-mail address onto your letter, just in case one of our readers decides you have something in your collection they just cannot do without.

I wish you good health and best wishes.

And Apple II forever. — Max



I am a longtime subscriber to Juiced.GS. I am looking for the original "Wolfenstein" game for the Apple II, not the 3D version for the IIGS.

Do any of your software collections contain this? If yes, can you indicate item descriptions and price?

With kind regards ...

Bill Cohen
Binghamton, New York

Bill,
Oh man. I hate it when this happens. I'm afraid I have nothing but bad news.

The original Castle Wolfenstein game for the Apple II is no longer available, despite the best efforts of the Lost Classics Project some time ago. Attempts by Lost Classics to get the game released by the author as freeware were unsuccessful. Therefore, I cannot release it through the Juiced.GS Collection.

Sorry we can't help you with this title. Your only hope is to find a previously owned copy that someone will sell or give you.

I wish we could get a copy of it for you. If we run across a copy of it in the



Juiced.GS

February, 2002

Volume 6, Issue 4

Editor and Publisher:

Max Jones
2217 Lakeview Drive
Sullivan, IN 47882

Juiced.GS is a quarterly magazine produced entirely on an Apple IIGS. Contents copyright 2002 by Max Jones. All rights reserved.

2001 subscriptions available for \$16 in the U.S. or Canada, \$22 elsewhere.

Single copy price: \$5
Make checks payable in U.S. funds to Max Jones. Sorry, no credit cards.

E-mail, Web contacts:

Internet:
juicedgs@earthlink.net
<http://www.wbwip.com/juiced.gs>



Juiced.GS

was produced with
Bernie II the Rescue v3.0,
GraphicWriter III 2.1,
ShadowWriter/Hermes,
NiftySpell 1.0,
Platinum Paint 2.1,
and a Hewlett-Packard
DeskJet 600 printer
using Independence and
Harmonie drivers

Juiced.GS Index

Volume 6, Issue 4 — Feb., 2002

DumplinGS	17-20
Juiced.GS advertisements	7-11-12
Juiced.GS Collection	14-15-16
Esprit de Apple Corps ad	5
Letters	3-5
My Home Page	2
Reviews	8-10
Syndicomm advertisement	9
Shareware Spotlight	13-14
The Virtual GS:Emulation	6

Letters from the Land of ROM

future, we'll certainly let you know. — Max



The Juiced.GS Collection's quarterly two-disk sets are not, at this point, as useful to me as in the distant past. I keep on purchasing them, however, because I believe that eventually they will be.

The reason? I'm not online. And I do not have hardware beyond my 800K drives.

Even after I purchase my Mac, I plan to continue using my IIGS, as it still fascinates me. I am challenged as to how many ways it can be used, many of which I have not yet discovered.

I know the changes in the Juiced.GS publication personnel will not affect its quality. You would never allow it.

Thanks for hanging in there.

Fred Krolopp
Girard, Ohio

Fred,

We've definitely seen a drop off in orders for the quarterly disk sets the past couple of years. It wasn't uncommon for each set to sell well over 50-60 copies when the Juiced.GS collection first got started in 1996.

The past year, we sold about a dozen copies per disk set, if we were lucky. The demand just isn't there for the service like it used to be.

Part of the reason, of course, is the smaller IIGS market. Many of those remaining in the community are online, so they have ready access to most of the items the Juiced.GS Collection provides.

Also, there isn't all that much new material coming available that can be placed on the disks. In fact, most of its contents these days are former commercial products reclassified as freeware. While those are great items, lots of folks already have them in their Apple IIGS libraries.

Overall, the Juiced.GS Collection has had a good run and the proceeds from the disk sales allowed us to keep on course in this amazing journey.

Thanks for your continued support of

Juiced.GS and all its products, and someday you'll find out just what great treasures there are on these disks. And if you do get that Macintosh, you might want to pick up the Friends for Life and Friends II CDs to use in any IIGS emulator (such as Bernie][The Rescue) that you decide to use. — Max



While not in attendance at KFest 2001, I eagerly awaited the "KFest Issue" of your magazine.

One of my fond memories of KFest is of the HackFest demo session, which is always filled with drama, mystique, and plenty of laughter.

Would it be possible to expand on what kind of creations, whether successful or valiantly attempted, came about at the completion of HackFest?

Paul Zaleski
Columbus, Ohio

Paul,

Good to hear from you, friend. You were sorely missed at last year's KFest.

I would be happy to elaborate on the HackFest 2001, since I gave it a bit of a short shrift in my reporting on KFest activities in the last issue.

Margaret Anderson has turned into a skilled hacker, and everyone really looks forward to what she can produce in a short time. Margaret's entry won this year's HackFest and brought her an awesome prize.

Margaret's entry consisted of an AppleWorks data reader for HyperCard GS, created in HyperTalk. Very impressive.

Placing second this year was Ken Gagne. You may remember that Ken burst onto the HackFest elite scene during Y][KFest with the way-cool program Maxster (named after yours truly). Ken's Spectrum script created the illusion of an MP3 player for the IIGS, and his presentation took on the air of stand-up comic rather than programmer.

We almost had to re-name the contest "HoaxFest" in his honor.

But that was 2000. This was 2001. And, believe it or not, Ken went geeky on

us. No fun and games from him this year. No way. He tried to regain (or establish) a new reputation as a serious programmer. He created a bunch of Spectrum script code that the experts in the group tell me simulated a computer operating system. Of course, they could have all been hoaxing me again, for all I know. But Ken's mish-mash of numbers of coding won him second place for what it could do, which to me didn't look like much.

As a judge, I just went along with the others in awarding him second place and applauded his enormous accomplishment.

I wish I could be more precise in telling you what Ken's program was all about.

But I have no idea.

Geoff Weiss, the reigning HackFest champion, created a tar program from the IIGS using Spectrum's script language. It looked like a bunch of Unix to me. He got third place.

Jamie Hodges made his second appearance in HackFest and did his usual nice job creating a game using AppleSoft. Jamie's a teen-ager who has a good command of Basic and has a good time creating entertaining programs. He's a rising star. We better keep an eye on this guy.

There's the detail (at least some it) that was lacking in the last issue.

If you need to know more, well, then get your butt back to KFest 2002 and see for yourself. I sure hope to see you in July. — Max



As a new subscriber to Juiced.GS, I'm overwhelmed at the software available for the IIGS. Your December 2000 issue has an article by Howard Katz in which he mentions the program DiversiTune v1.1. I don't find it listed on your Web page and there are problems with the Lost Classics site. Do you have this item available?

I'm a musician, my children are learning keyboard as well, and this has piqued my interest. Any information you can give me on this or any other

Letters

MIDI programs for the IIGS would be greatly appreciated!

Jeff Carlson
Dover, Illinois

Jeff:

DiversiTune is a relative newcomer to the freeware ranks, so the Juiced.GS Collection hasn't yet included the program on its disk. We'll try to remedy that. It's a large archive, but we'll try to find room on the disks this quarter.

That said, the biggest and best DiversiTune music collection I've ever seen is available on Tony Diaz' A2 ROMulan CD-ROM. The program is also included in that collection. So, if you have a CD-ROM drive for your IIGS, I highly recommend that CD. In fact, you can order it through Juiced.GS. See the advertisement on Page 12.

If music software is what you want, the IIGS offers many, far too many to

list here. But no collection is complete without SoundSmith, which is available on the Juiced.GS Collection Shareware '98/Winter two-disk set. (Of course, that means it's also included on the Friends for Life CD-ROM, if you'd rather go that route and get greater value for your investment.)

Meanwhile, let's invite our readers to offer their advice to you on what MIDI software you should strive to obtain. — Max



A friend told me he had an original Steve Wozniak/Steve Jobs creation I saw today. It looked like a IIe but had Apple IIGS printed on the case. It comes with the typical IIGS RGB monitor, an ADB keyboard, has a memory expansion card and a Disk II access card and a Disk II drive.

I don't know if it actually works, but he says it did last time it was plugged in. This unit seemed rare, but since I recycled all my IIc's and IIe's, I wasn't inspired to own it right away. (We didn't even discuss price.)

Should I be? What is the significance of this machine? I'm sure it is pretty

cool. What is the performance on this machine? What is it worth to a collector type?

Mike Rivers
Waldport, Oregon

Mike:

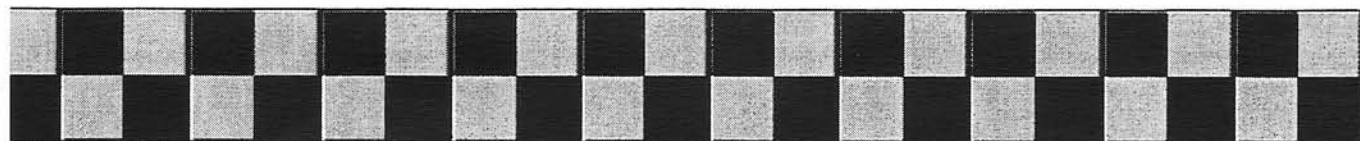
I can't be exactly sure what your friend has, but I can hazard a guess, based a story I once heard Mike Westerfield (Byteworks founder) tell during KFest.

It seems as though Apple Computer tried very hard to keep creation of the IIGS a secret. When prototypes were sent out to developers, such as Westerfield, they came disguised in Apple IIe cases. Apple didn't want unauthorized people tipped off to the new machine, and hiding it inside the IIe case was one way to keep things confidential.

As I recall, Westerfield still has his prototype, and I suspect it would look a lot like the one your friend has.

It's also possible early models came in IIe cases until the new IIGS case was created.

Hopefully, some of our knowledgeable readers will pitch in with info about this machine and perhaps offer an idea as to its worth to a collector. — Max



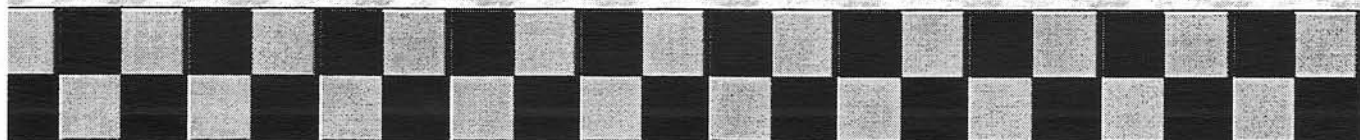
Esprit de Apple Corps



Over 1 Gig of multimedia files,
exclusively for your Apple II!

This massive collection of music, graphics, games, animations,
and more, has been compiled onto two convenient CD-ROM's

The total price is \$25 with shipping. Email your order to sales@gamebits.net
and send payment or order to Gamebits, P.O. Box 703, Leominster, MA 01453



Emulation has been long, winding road

By Ryan Suenaga

Emulation News, 2002 edition

No real news to report. We continue to anxiously await the Bernie][The Rescue 3.0 upgrade from F.E. Systems. Bernie co-author Henrik Gudat has been unusually tight-lipped regarding the upgrade, although he did let it slip that a single feature — the “saved state” feature that functions like the pause button on a video game — is holding up final completion of the project.

As we conclude our long look at emulation over the last couple of years of Juiced.GS, let's review what we've learned to date.

Emulation Anyone?

The idea of emulation — one computer acting like another — is not new. In fact, the Apple IIGS emulates the older 8-bit Apple II (if it didn't, so much for those fun DOS 3.3 and ProDOS 8 programs). Emulation based solely in software hasn't been around that long for the general computer user; the first packages to make emulation popular in the general computer market were SoftWindows and Virtual PC for the Macintosh.

Today, you will find many software programs that run on a number of computer platforms to emulate any number of other computers or gaming consoles. Of course, we here are most interested in emulation of the Apple IIGS, and the winner out of all the various packages we have found for Apple IIGS emulation is Bernie][The Rescue by F.E. Systems.

Bernie, Ernie, Gus, and whom?

To be fair, there are several other Apple IIGS emulation programs out there. They include Bernie's cousin Ernie, aka Sweet16, which runs on computers that use either the PowerPC or x86 incarnations of the BeOS; Gus, the apparently abandoned Power Macintosh program that was a side

project of some Apple employees, last seen at KansasFest 1996; KeGS, aka Kent's Emulated GS, which runs on Windows32 systems and various UNIX and UNIX-type systems; and XGS/iGS, the multiplatform IIGS emulator.

While Gus is still amazingly fast, especially given its cobwebs, and KeGS brings quality emulation to the masses, Bernie][The Rescue still is more complete in terms of features than any of the other packages.

Self Esteem, Self Concept, Disk Image

Those of you who plan to make use of an emulator really need to familiarize yourself with the concept of the disk image. In short, a disk image is a file that's an exact replica of a disk. To your emulator, a disk image file looks exactly like a disk.

If you want a couple of programs to make managing your disk images simpler, you can check out Eric Shepherd's DiskMaker and ImageMaker programs and NinjaForce's Asimov program. These utilities will help you make disk images out of real disks and real disks out of disk images with very little fuss.

Fair Trade

One of the biggest challenges of emulator users is the exchange of data between their physical GS and their emulated GS. Last issue we spent some time on covering the ways to get data from one computer to another. To summarize, they included floppy disks, null modem connections, networking, and large removable media. Please refer to that issue anytime you need to figure out how to move data from one (physical) GS to another (that's not so physical).

If I Only Had A ROM

A computer's ROM (Read Only Memory) is like its brain, and except for Gus, all of these emulators require the

user to provide it with a ROM image from their actual Apple IIGS. This once was a daunting task for the beginning emulator user, but Sarah Shepherd's GSRomGrabber program has greatly simplified the process. You can obtain this shareware program at:

<http://sarah.sheppyware.net/>

The Great Debate

A debate has been waged between users of emulated Apple IIs and those who are using physical ones as to which is better. Extreme views have claimed that using an emulator is detrimental to the future of the Apple II. I highly disagree with that view, but in the end, does it matter? I don't know if one has to be better than the other, but both can exist in harmony. It's certainly not unusual for me to use both a physical and a virtual GS the same day, the same hour, or even at the same time. I certainly would have difficulty dragging a physical Apple II to the local coffee shop while I went about writing an article, but lugging a PowerBook running a superfast emulator is not much of a problem at all. Some Apple II programmers note that the faster compile speeds of emulators make them more productive than they would be on a physical (even accelerated) GS.

Why force a choice? Let's have our cake and eat it too. There's no reason I can see to have only one and not both.

The Long and Winding Road

The long, winding road that has been the Virtual GS has been a fun time for me, and, I hope, for all of you as well. We will continue to have the occasional column on emulation in the future as we have more to say, but for now I think we've gotten everyone up to speed in the emulation arena. In the meantime, I have a bigger fish to fry as the editor in chief of Juiced.GS.

Apple II Forever, and Forever in Emulation!

It's time to renew for another year of ...

Juiced.GS

The Apple II world's premier IIGS-specific magazine is alive, well, and preparing for another great year supporting the IIGS and the community that keeps it alive. The magazine is entering its seventh year because people like you have been so loyal and enthusiastic. This year, Syndicomm will be taking over publishing duties. It will be managing the business operation and handling subscriptions.

Please join us for another great year of Apple IIGS publishing..

The subscription renewal rate for 2002 is \$16 in the U.S., Canada or Mexico; \$22 elsewhere in the world. Send a check, money order or credit card information to:

Syndicomm
Attn: Juiced.GS
1852 W. 11th St. #439
Tracy, CA 95376

Juiced.GS 2002 subscription/renewal form

Name _____

Address _____

City _____ State _____ ZIP _____

Phone (Work) _____ (Home) _____

E-Mail address: _____

If using a credit card, specify what card? Visa _____ Master Card _____

Credit Card No.: _____ Expiration Date (Month/Year) _____

Signature: _____

Now you can renew or subscribe to Juiced.GS online!!

Just visit the Syndicomm Online store at:

<http://www.juiced.gs/subscribe>

For more information, contact subscriptions@juiced.gs

Siemens router fills the bill

By Ryan Suenaga

**Siemens SpeedStream 2-Port
DSL/Cable Router
(model SS2602)
\$79.99 (sometimes available
with rebate offers for less)**



*Efficient Networks, Inc.
(A Siemens Company)
4849 Alpha Road
Dallas, TX 75244
1 877 823 6722*

*support@speedstream.com
[http://www.support.
speedstream.com/](http://www.support.speedstream.com/)*



*Tested on: Apple IIGS ROM 3
with 5 megabytes RAM 8/16
ZipGSx accelerator, 500
megabyte Focus Drive, LANceGS;
cable modem connection;
generic 10 Base T cable;
PowerBook G3.*



The LANceGS card from ///SHH Systeme has opened whole new worlds for Apple IIGS users. Those of us who are early adopters in the home broadband generation with cable modems or digital subscriber line (DSL) access now have an easier way of using their Apple IIGS computers with the Internet.

But "easier" doesn't necessarily mean easy. While the 10 Base T

connection provided by the LANceGS makes the hardware compatible with home Ethernet networks, the software provided with the LANceGS card isn't always up to speed. For those of you who need more flexibility to connect your LANceGS'd Apple II to your home network, a router may be in order.

Think of a router as an interpreter. In this case, the router interprets the protocol used by the cable modem or DSL (usually either Dynamic Host Configuration Protocol (DHCP) or Point to Point Protocol over Ethernet (PPPoE) and lets it speak the simple manual settings that the LANceGS can speak. The router, of course, can also serve other functions, as a firewall and a connection splitter.

There are many routers on the market that can serve this function. What makes the Siemens unique is the price — \$79 before rebate, but a \$50 rebate from the manufacturer brought the router down to \$29, the lowest price I've seen for a product like this. Price alone, of course, does not make a product, but this router would be a fine tool for your LANce'd GS even at twice the price.

Easy Setup

The Siemens router comes with a power cord, a Category 5 Ethernet cable, and a CD-ROM of documentation (the documentation is also available on the Internet). Simply connect the LANceGS card to one of the two LAN ports on the router with a 10 Base T cable, any other computer connects to the other LAN port. If you need more ports, just hook a hub or switch onto one of these LAN ports.

The WAN port plugs into your cable modem or DSL connection. Like most routers, you must use a World Wide

Web browser to configure the settings (unfortunately, Arachnid did not work for this; I had to use one of the Macs to set it up). Still, it was a very easy configuration, simply setting up the connection through the WAN port for DHCP (others may need to use more complicated settings, which are documented in the manual), and the LAN port to deactivate the local DHCP server. Once that was done, it was a simple matter to set up the LANceGS to the appropriate settings, and I was off, surfing the Internet as fast as any IIGS out there. All of the ports on the router are auto switching 10/100 Base T, although you don't need anything faster than 10 Base T for your IIGS.

Quick Performance

Like the other routers I've used (both hardware routers and hardware/software combinations), the Siemens gave quick performance. The router was transparent to the IIGS and any other computers attached to it. You would be hard pressed to tell that the speed of the cable modem connection was being shared by as many as 8 computers.

Good, Fast, Cheap: Pick Three?

Usually, when you evaluate a product for purchase, you can get good and fast, good and cheap, or fast and cheap. It is a rare product indeed that can have all three sides of the triangle: good, fast, and cheap. In this case, the Siemens SpeedStream exceeds expectations. Its low cost combined with easy setup, versatility, and fine performance make this a great product to buy. While it has to be set up using another computer, it makes a fine complement to any LANceGS'd system on a cable or DSL connection.

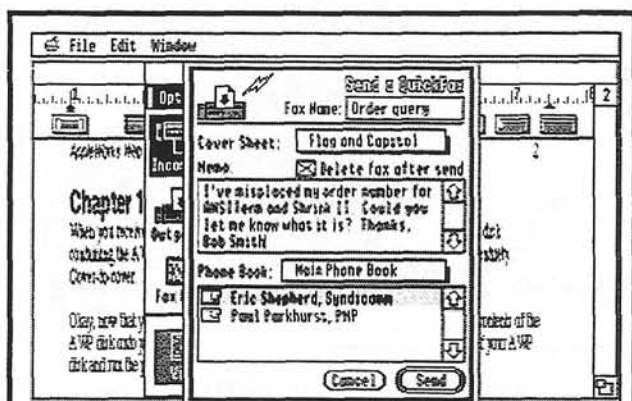
Apple II Products from Syndicomm™

In the summer of 2001, Syndicomm obtained exclusive licenses to distribute a number of exciting Apple® II products, including a number of products that haven't been available for several years. See <http://www.syndicomm.com/products> for a complete catalog!



The Byte Works

Syndicomm carries the entire Byte Works product line, including both individual products and the massive Opus II compendium CD-ROM. All at new reduced pricing!



PMPFax™ by Parkhurst Micro Products

A complete fax solution for the Apple II GS computer. Fax from any desktop application!

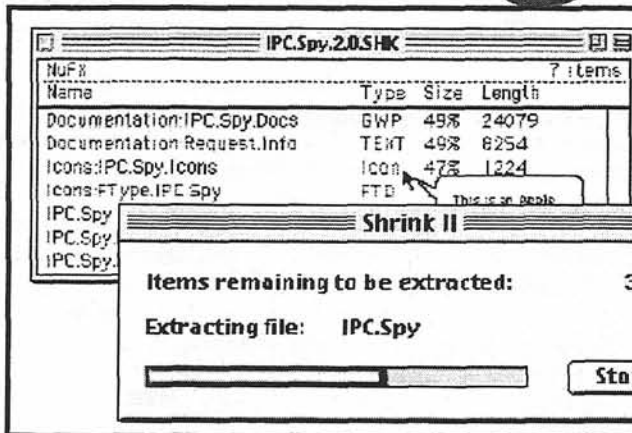
\$35!



ANSITerm™ by Parkhurst Micro Products

The ultimate telecommunications program for the Apple II GS computer.

\$40!



Shrink II™ by Josef Wankerl a Ross Falconer Product

Shrink II lets you create and unpack ShrinkIt archives on your Macintosh®. You can also manage Binary II files, BinSCII files, and other Apple II archive file formats. A must-have utility for Apple II users that also have a Macintosh, and for Bernie II The Rescue users.

\$35!

Syndicomm

Syndicated Communities

1852 W. 11th St. PMB 439
Tracy, California 95376

<http://www.syndicomm.com>
Fax: (520) 244-6350

CD set captures spirit of the IIGS

By Max Jones

New products for the IIGS take on a different look than they used to. Rather than flashy software, the products tend to put large personal and sometimes eclectic collections of files and titles on display.

Such is the case with *Espirit de Apple Corps*, a two-CD set from longtime Apple II enthusiasts Russell Nielsen and Ken Gagne.

Nielsen was an active member on the old Genie Apple II forums. Among his major contributions was compilation of a vast collection and music files in MOD format. In addition to uploading his many MOD files to Apple libraries, he eventually stuffed them all on ZIP disks and made them available for sale. That was nice, but expensive. There were more than 20 ZIP disks in the collection.

Enter Ken Gagne, who had long admired the Nielsen collection and was looking for a way to make it more accessible and affordable. Gagne pitched the idea of putting the collection on CD-ROM, which would take less media and cost only a fraction of what was required for the ZIP disks.

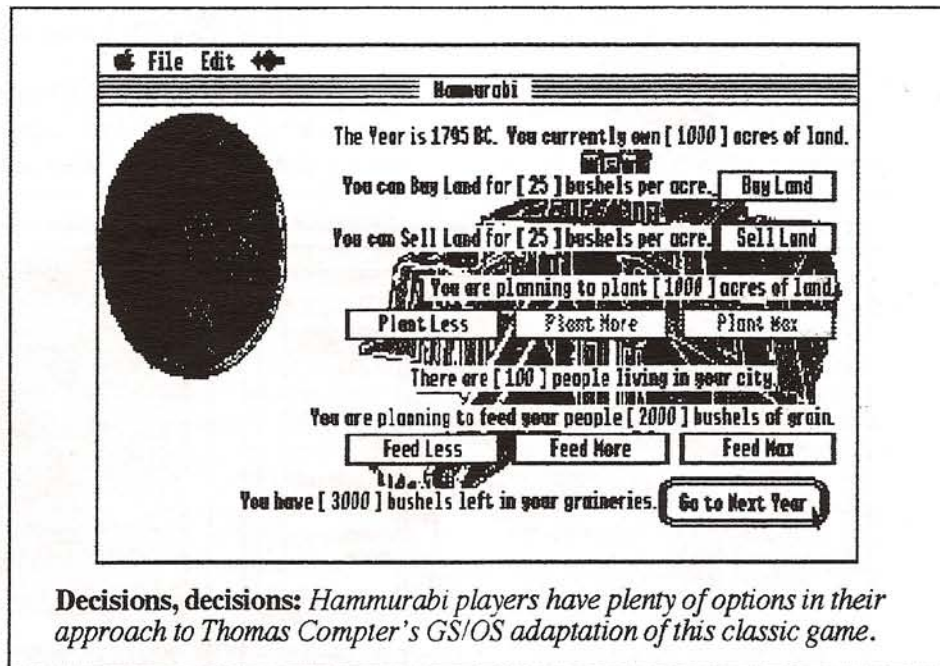
Nielsen agreed, and *Espirit de Apple Corps* bore fruit.

Fully loaded

Disk One is devoted exclusively to Nielsen's collection of MOD music files and various MOD players. MOD is a cross-platform music format, so with a MOD player loaded on your system, just about any MOD file you can find can be played.

With this collection, however, you won't need any more MOD files. It will take you quite a while just to hear most of these.

In fact, the MOD collection is so large it won't fit on one CD. A sizable portion of Disk Two contains the



Decisions, decisions: *Hammurabi* players have plenty of options in their approach to Thomas Compter's GS/OS adaptation of this classic game.

balance of the collection.

The rest of Disk Two contains a large collection of graphics and animations files and games, a nice change of pace to the music archives.

Buried Treasure

Espirit de Apple Corps, in all its musical and graphical beauty, does offer at least one item you won't find anywhere else. It's a new game by Thomas Compter, who rewrote and retooled the classic game *Hammurabi* into a IIGS desktop program.

Hammurabi, a role-playing game in the SIM City mode, is Compter's first serious attempt at writing IIGS software. Owners of this collection can appreciate the effort.

Previous versions of *Hammurabi* were presented as 8-bit text games. Compter has written his own 8-bit version, but it is the GS/OS version that is most fascinating.

Cool collection

Espirit de Apple Corps is a valuable compilation of Apple II material and well worth the meager investment of \$25.

In all, there is more than one gigabyte of multimedia files on the two disks, and they are very convenient to access, either with your IIGS CD drive or via an emulator.

The disks can be ordered by sending a check to Ken Gagne at Gamebits, P.O. Box 703, Leomister, MA 01453, or you can e-mail your order to sales@gamebits.net.



Espirit de Apple Corps was reviewed on a ROM 3 IIGS with an Apple CD150 CD-ROM drive. It was also tested using an iMac and the Bernie [The Rescue Apple IIGS emulator].

NEW!!!! From the Juiced.GS Collection ...

The 'Friends II' CD

A new, up-to-date CD-ROM software compilation for the Apple IIGS

The Juiced.GS Collection "Friends II" CD-ROM, a compilation of shareware, freeware and public domain software and files made available to the Apple II community in 2000 and 2001, is now available. The new CD-ROM serves as the second volume of "Friends for Life" CD released in 2000. "Friends II" takes up where FFL left off, offering all recent disk compilations and graphic images of back issues of Juiced.GS. In addition to our compilations, we have made available some specialty titles of Apple IIGS software, some of which were formerly commercial products reclassified and released by their authors. Examples of specialty titles are Bret Victor's flashy game Operation Lambda and cool startup utility Opening Line.

**Order your copy
of this CD today!**

\$15

Now Shipping! Now Shipping!

Here's how to order!

Send a check or money order (US funds) to:

Max Jones, Juiced.GS

2217 Lakeview Drive, Sullivan, IN 47882

Or, now you can order online via credit card:

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

Still available ...

The 'Friends for Life' CD

The most up-to-date CD-ROM software compilation available for the IIGS

Since 1995, when the seeds of Juiced.GS were beginning to sprout, we began collecting freeware, shareware and public domain software and files. This scavenging turned into the Juiced.GS Collection, and two-disk sets have been compiled every quarter since, in addition to some special disk offerings. Now, the entire Juiced.GS Collection is available on CD. Some software titles never before offered by Juiced.GS are also included, as are the latest versions of emulators Bernie][The Rescue and Sweet16. You'll also find graphic images of back issues of Juiced.GS, scanned and stored on the CD in .GIF format.

**Order your copy
of this CD today!**

\$30

Now Shipping! Now Shipping!

Here's how to order!

Send a check or money order (US funds) to:

Max Jones, Juiced.GS

2217 Lakeview Drive, Sullivan, IN 47882

Or, now you can order online via credit card:

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

Now available from Juiced.GS ...

The 'Time in a bottle' CD

A complete CD-ROM compilation of the Genie Apple II Roundtable Library

Time in a Bottle is a two-CD compilation based on the Syndicomm Apple II and Apple II Programmers Roundtable libraries housed on Genie, the center of the Apple II universe for many years. The forum finally shut down in early 1999, but the thousands of library files — almost 15,000 in all — were preserved by Syndicomm and are now available exclusively through Juiced.GS. The files were sorted, organized and prepared for distribution by Ryan Suenaga. The set of two labeled CDs is shipped in a jewel case and contains more than 1.1 gigabytes of freely distributable material. The CDs are in HFS format.

**Order your copy
of this CD set today!**

\$50

Now Shipping!

Here's how to order!

Send a check or money order (US funds) to:

Max Jones, Juiced.GS

2217 Lakeview Drive, Sullivan, IN 47882

Or, now you can order online via credit card:

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

CD-ROM products also available from Juiced.GS ...

The Compleat Lamp!

Get every issue of every version of the digital, online newsletter which began as GenieLamp A2 and currently thrives on Delphi as The Lamp. Created and perpetually updated by Ryan Suenaga.

\$15

Send a check or money order (US funds) to:

Max Jones, Juiced.GS

2217 Lakeview Drive, Sullivan, IN 47882

Or, now you can order online via credit card:

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

A2 ROMulan

An eclectic collection of diverse files and source code that will greatly complement your personal Apple II archives. This compilation was created by Tony Diaz, longtime Apple II hardware guru. It contains a freeware release of Switch It!, the cool IIGS program switcher by Procyon

\$29

Send a check or money order (US funds) to:

Max Jones, Juiced.GS

2217 Lakeview Drive, Sullivan, IN 47882

A simple, powerful dialing assistant

AutoDialer v.10 New Desk Accessory by Art Coughlin

There sometimes seems to be no limit to what a dedicated user can do with a powerfully equipped Apple IIGS.

Programmer and enthusiast Art Coughlin has spent considerable time and effort through the years helping us push the limits of creativity. He is best known for his X10 home appliance system control adaptation for the IIGS, but he has done a number of other cool things as well. But all of his efforts have merits in their own way, large or small.

Among the smaller pieces of software Coughlin has developed is a New Desk Accessory he calls AutoDialer, a nifty program that does exactly what its name indicates; it dials a telephone.

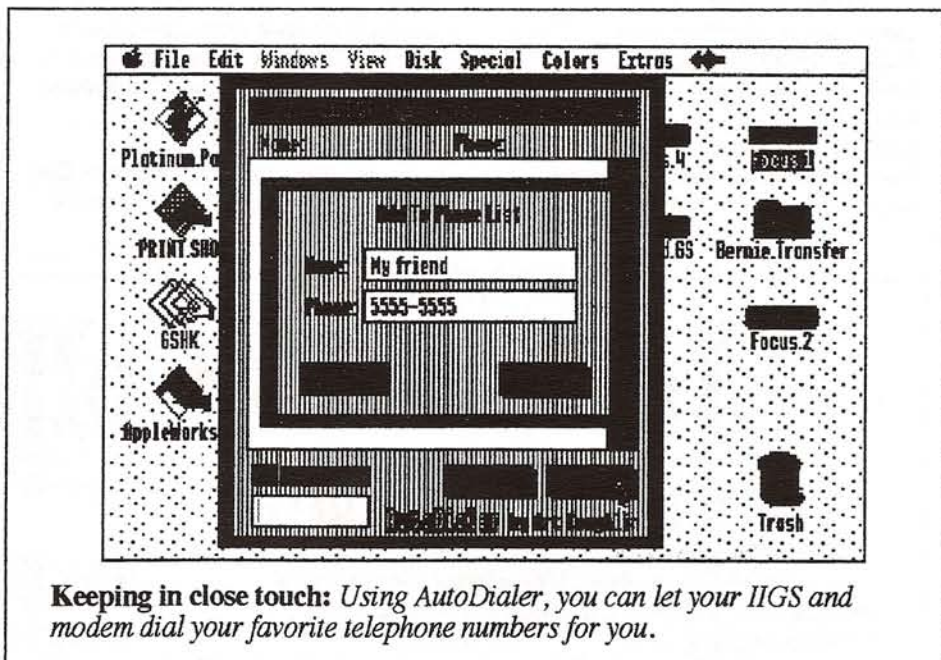
Actually, it's even smarter than that. AutoDialer lets you dial telephone numbers from a customized list of numbers that the user creates.

In order to do its job, AutoDialer requires the user to have an external modem attached to either IIGS serial port, and the Control Panel properly set to match the modem connection.

Once installed, AutoDialer is launched in Finder from the Apple pulldown menu which lists NDAs in alphabetical order.

When launched, AutoDialer displays a window with a scroll list of names and phone numbers. (The program actually lets you maintain a list of up to 50 phone numbers.)

The user can add, update and



Keeping in close touch: Using AutoDialer, you can let your IIGS and modem dial your favorite telephone numbers for you.

delete names and numbers from the list. All the commands are intuitive and simple to use. And the window is about as colorful as you'd ever want a program's window to be.

AutoDialer is equipped with a handy function to let you specify when a number needs to be used as an area code prefix for a long-distance call.

There are plenty of programs that do this type of thing, many of which are contained within other NDAs or telecommunications software. But AutoDialer is small and requires little overhead (38K is all that's taken from your storage space).

All in all, AutoDialer is a decent option for dialing numbers while keeping your system lean and mean.

AutoDialer is freeware and can be accessed on the Internet from

Coughlin's Web site:

<http://www.concentric.net/~artcough>

The NDA is also available on the Juiced.GS Collection Shareware 2001/Fall two-disk set. See Page 14 for details on obtaining the collection.



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

... Silvern Castle upgrade, freeware by Jeff Fink. This former 8-bit shareware program, magnificently

Shareware Spotlight

written in AppleSoft BASIC, keeps getting better and more powerful. This version is a stand-alone upgrade, meaning you don't have to have any previous version in order to install it on your system. Among its improvements is a more powerful level mapping function.

... SOAR (Spectrum Offline Automated Reader), freeware by Ewen Wannop. This is an upgrade to the powerful offline reader scripts for Syndicomm Online. Spectrum is required to use these scripts. SOAR is based on the popular offline reader scripts known as Crock O' Gold (COG)

for the former Delphi text-based service. When configured properly, SOAR goes online, collects messages from the Syndicomm forums of your choosing, then disconnects so you can read and post messages at your leisure.

... GS Font Editor, freeware by Mark Simonsen and Beagle Bros. This is a recently released program rescued by the Lost Classics Project. It is an 8-bit IIGS font editor. The archive unpacks to a bootable ProDOS disk.

... DiversiTune v1.1, freeware. One of the most intriguing and powerful

Apple II MIDI music programs of all time. Allows input to the IIGS from a MIDI keyboard for creation of original music. It also allows you to add lyrics to your compositions with an animated bouncing ball as well as a player piano display. A virtual recording studio for MIDI keyboards. You can record multiple tracks with different voices (instruments), re-record when you make flubs, and so on. For users not interested in composing their own songs, there are numerous song collections available. Some sample songs are included in the original DiversiTune v1.1 archive. The archive unpacks to a bootable ProDOS disk.

Juiced.GS Collection

Shareware 2001/Fall

The Juiced.GS Collection is once again offering a new two-disk set of shareware, freeware and public domain software and files.

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

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

GS Font Editor; AutoDialer; DiversiTune v1.1; Silvern Castle upgrade; Spectrum Offline Automated Reader (SOAR); KFest logo 2002; graphics/animations; The Lamp!; A2 News and Notes.

Shareware 2001/Fall is available for \$7 in the U.S., Canada or Mexico, \$11 elsewhere in the world. Send checks or money orders in U.S. funds to:

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



Shareware 2001/Summer

Platinum Paint; Operation Lambda; Opening Line; Spectrum Offline Automated Reader (SOAR); KFest memories; graphics/animations; The Lamp!; A2 News and Notes.

Shareware 2001/Spring

Spectrum Automated File Exchange (SAFE); Spectrum Offline Automated Reader (SOAR); Chameleon; X10 House and X10 Doctor; TelnetNDA; EasyOS; Samurai; The Lamp!; A2 News and Notes.

Shareware 2001/Summer and Shareware 2001/Spring are available for \$7 in the U.S., Canada or Mexico, \$11 elsewhere in the world. See previous column for ordering instructions.

See Juiced.GS Collection
Back Issue Index for 1999, 2000
and Winter/2001 on next page

The Juiced.GS Collection Catalog

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

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

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

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



Shareware 2000/01 Back Issue Index

Shareware 2001/Winter

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

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

Shareware 2000/Fall

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

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

Shareware 2000/Summer

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

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

Shareware 2000/Spring

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

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

Shareware 2000/Winter

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

Shareware '99 / Back Issue Index

Shareware '99/Fall

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

Shareware '99/Summer

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

Shareware '99/Spring

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

Shareware '99/Winter

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

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



Shareware/freeware titles from Juiced.GS ...

Animasia 3-D — \$12 (\$15 overseas)
A 3-D manuals on disk — \$3 (\$5 overseas)
Wolfenstein 3D — \$12 (\$15 overseas)
ProSel-16 Y2K fix — \$5 (\$8 overseas)
Twilight II 2.0 (Beta) — \$8 (\$10 overseas)
BeagleWrite GS — \$5 (\$8 overseas)

The Juiced.GS Collection Catalog

The Juiced.GS Collection has been offering two-disk sets of shareware, freeware and public domain software and files since it began in 1996. Files are compressed into GS-Shrinkit archives to get the most out of available disk space. GS-Shrinkit v1.1 (available on Shareware '95) is required to unpack.

All two-disk software compilations are available for \$7 in the U.S., Canada and Mexico, \$11 elsewhere in the world. Send checks or money orders to:

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



Shareware '98 / Back Issue Index

- The 12th edition of the Juiced.GS Collection, Shareware '98/Fall, offers these files:

GSHisen; Alarm Clock NDA; TimeZone Control Panel; Opening Line Pictures; WWPro Unplugged; movie sounds; TrueType fonts; HyperNotes (Catcher in the Rye); AWGS templates; The Lamp; press releases, and more.

- The 11th edition of the Juiced.GS Collection, Shareware '98/Summer, offers these files:

Lilan; BabelFish, Fontpimp; Opening Line Pictures; The Lamp; EasyOpen; MouseTrap; Disk2File; PixMix; TicTacToe3D; AlarmCDA; InstantAccess; Kfest '98 photos; movie sound clips; Print Shop GS graphics

- The 10th edition of the Juiced.GS Collection, Shareware '98/Spring, offers these files:

Opening Line Pictures; The Lamp; SciCalc NDA; File Manager; GSOKID; Whirlpool — Twilight II module; SpeedRead 3; Lizard demos; TrueType fonts; movie sound clips; games; Print Shop GS graphics; more of Nathan Mates' FAQ files; and more.

- The ninth edition of the Juiced.GS Collection, Shareware '98/Winter, offers these files:

SoundSmith; WaveLab; AudioZap; MidiConvert; GUPP 1.07; Nathan Mates' FAQ collection; TrueType fonts; movie sound clips; LaserForce GS and other games; AWGS templates; The Lamp; graphics; and much more.

Shareware '97-'96 / Back Issue Index

- The eighth edition of the Juiced.GS Collection, Shareware '97/Fall, offers these files:

FreeCell GS; MUG; BoinkGS; MineField GS; GUPP 1.06; Bubbles screen blanker; fonts; Hypernotes; games; AWGS templates; GenieLamp A2; complete transcript of Ewen Wannop interview; and much more.

- The seventh edition of the Juiced.GS Collection, Shareware '97/Summer, offers these files:

SlixSecurity; FreeK; StolenBASE NDA; Cleaner Cleanup; Tsukue; MenuWiper; SmartRestart; BisQuit; Don't Fret; MemoPad NDA; TopCat XCMD for Spectrum; GWFinger and GWPing; a collection of Bill Tudor's system extensions; TrueType fonts; graphics; hyperstacks; GS animations; graphics; GenieLamp A2.

- The sixth edition of the Juiced.GS Collection, Shareware '97/Spring, offer these files:

Shifty List v2.0 demo; StolenBASE; SIS Bookmark Editor; CD Remember; Finder Flipper; Finder Refresher; WorkSets; OpenIt; DrillDown; Virtual.Data; File-A-Trix; CalendarNDA; HyperCard IIGS stacks; TrueType fonts (Salter, SaintFrancis and Sapirsalters); Games (Battleship, Solitaire and more); back issues of GenieLamp A2 newsletter; DeskSets upgrade; desktop screens; MidiSynth music; Foghorn rSound; and more.

- The fifth edition of the Juiced.GS Collection, Shareware '97/Winter, offers the following:

Defender of the World game demo; DeskTop2 and desktop files; Uselessware series by Bret Victor including Boinger and SlixLaunch; Skip 'Em; IR NDA 2.0; AccentIt; Calendar Crafter IIGS; TrueType fonts (Psychedelic, Premium and others); MidiSynth songs; Desktop and MODS; graphics; an icon collection; to-do list template for AWGS; and Monopoly game.

- The fourth edition of the Juiced.GS Collection, Shareware '96/Fall, offers the following:

Tonight's Sky GS; CoolWriter 3.0; jpeGS 1.1; DeskJet Stack; HyperStudio Runtime Player; HyperNotes; !Help! NDA; Curlyiser for GW III; FixFinderWindows; AWGS calendar and to-do list templates; custom icons; TrueType fonts; screen module for Twilight II; and more.

- The third edition, Shareware '96/Summer, offers:

Operation Lambda Demo; Grand Unified Patcher Program (GUPP) for System 6.0.1; Computer Keyboarding series; Scavenger Hunt series; flying toasters Twilight II module; trash icons; rSounds; three TrueType fonts; graphics; three games (Concentrate, Electronic Poker and Daleks); MidiSynth songs; Music Composer 4.0 demo; and Apple II press releases.

- The second edition, Shareware '96/Spring, offers the following:

GS Entertainment; PuyoPuyo; Diamonds-GS; II Not Disturb; LetItRide; Keyboard NDA; jpeGS 1.0; Gview (for Second Sight); comet photographs; other graphics and photos in APF; TrueType fonts; Songs; and more, including the transcript of interview with Derek Taubert.

- The first edition, Shareware '95, offers this compilation of files:

Swatterdisk 1.0; CoolWriter 2.0.2; rSounder 3.0; MegaBox 2.0.1; SoundIt! 1.0; Hermes (ShadowWrite) 1.3.4; Zoetrope; HFS FST patch; Songs; TrueType fonts; a 1996 calendar AWGS template, and much more.

After all these years, an egg hatches

There have been strange but interesting developments in the Apple II world in recent months. Sort of remarkable for what is supposed to be a "dead" platform. Want to learn more? You've come to the right place. Please join us for our latest serving of DumplinGS ...

Apple IIGS Easter egg hunters failed to uncover a rather cool and colorful hidden treasure in Spectrum Internet Suite v.1.1.

Never fear, SIS co-author Geoff Weiss, the master Spectrum scripter whose script-writing prowess brought SIS to life, has decided not to let the egg remain hidden forever in

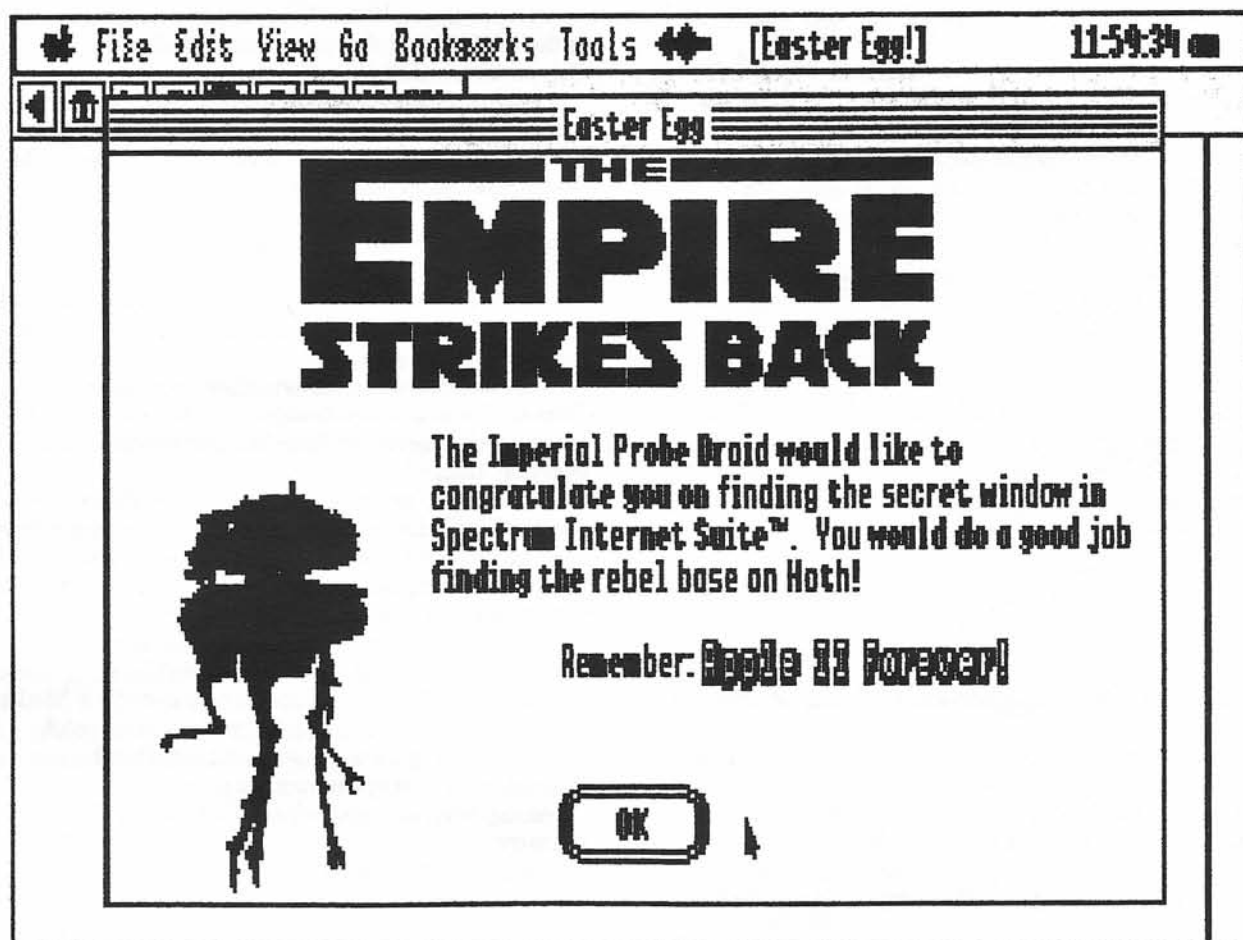
the depths of the Web browser's complex coding.

For those of you only marginally familiar with Easter eggs, they are small, undocumented and normally useless features written into the program by the software author. They frequently are used to convey personal comments or messages, and simply give the author some means of personal expression the program itself does not allow.

In other words, Easter eggs are fun to find and even more fun to look for.

But Weiss apparently made this one a little too hard to find, or at least didn't have the luxury of having many users in the hunting mood.

We'll reveal how to find the egg shortly. Meanwhile, here's what Weiss had to say about his SIS v1.1 Easter egg and



Egg-drop: No SIS? Here's what Geoff Weiss' Easter egg looks like. SIS owners, go see for yourselves.

Dumplings: News from the Apple II world

why he decided to reveal its whereabouts now:

"This Easter egg was written early in the development of SIS 1.1. I wanted to make sure that SIS 1.1 had something special in it to uniquely identify that piece of software. It also had to show a little bit of who I am.

"SIS 1.0 didn't contain any Easter eggs that were unique to itself. It did pay homage to several Netscape Easter eggs, such as "about:mozilla". Netscape, for several releases of their Web browser, did change the content of the "about:foo" URL. The three released versions of SIS also changed the page that was displayed, but that isn't the Easter egg for SIS 1.1."

Weiss said the Netscape Easter eggs were pretty easy to identify since they all could be read in one of the SIS script files.

"I knew that to make an Easter egg effective, it had to be hidden from view. The only sign that an Easter egg even exists is by the file that gets installed with every copy of SIS. And since this Easter egg had to be backwards compatible with Spectrum v2.1, it couldn't take advantage of any of the advance features in later versions of Spectrum. So I was faced with a challenge to implement an Easter egg that wasn't obvious to figure out."

With this restriction, Weiss couldn't take advantage of special keypresses, use an "about:something" URL, or allow clicking any special links.

"What I did do was to take advantage of standard resources in the Start.SIS script. The code to access the Easter egg would be in the encrypted scripts at which point it could be activated," Weiss said.

"I decided that a unique URL scheme which was located in the SISXCMD would be the trigger. Since SIS recognizes, but not necessarily supports, a lot of URL schemes (i.e. http://, ftp://, etc.), it would not be inherently obvious to discover."

After nearly four years from being developed, the key to unlock the Easter egg is now revealed. From within SIS v1.1, type into the URL line the following (make sure the colon after "geoff" is included) as if it was a standard URL, and press the Go button:

geoff:

Believe it or not, Apple II hardware development never seems to cease.

Rich Dreher recently revealed details of a project he has been working on for some time — an IDA/CompactFlash interface card for the 8-bit series of Apple II computers.

IDE/CompactFlash? What's that, you say?

Well, it's nothing more than an innovative approach to making CompactFlash storage mechanisms compatible with Apple II computers.

CompactFlash is a relatively small storage device used for digital cameras. IDE is a commonly used interface for

connecting peripheral devices to computers. It has been successfully adapted for use by Apple II computers, the most successful of which is the Focus Drive by Alltech electronics.

Dreher's project was built on the premise that building an IDE interface for the CompactFlash would give Apple IIs reliable storage devices for the future.

The plan calls for support for up to 64 megabytes, which would be two 32-meg ProDOS drives/partitions. It has been tested in a Platinum Apple IIe, and should also be compatible with the IIGS.

To learn lots more about the status, history and prospects for success of Dreher's project, check out his Web site at:

<http://dreher.net/CFforAppleII>

Dreher's work has caused ripples of interest and anticipation in the Apple II community, and even got the attention of Apple co-founder Steve Wozniak.

Dreher wrote to Woz with some technical questions and suggested he take a look at his Web site. Woz did, and responded to Dreher's e-mail publicly.

In a posting on Woz's Web site (www.woz.org), the creator of the Apple II had this to say about Dreher's CompactFlash. IDE project:

"Totally unbelievable," Woz wrote. "Who would have ever believed? ... I wish I could go back and play like that."

That sort of encouragement should make Dreher feel pretty good about his project.

One reason Woz doesn't have time to go back and play with the Apple II is because he's now busy flirting with new wireless technology.

Yep, Woz has come out of semiretirement. In late January, he announced creation of a new company that will make wireless devices to help "everyday people track everyday things."

According to an online article from the Reuters news service, Woz believes the "time is right to develop a new class of consumer electronics to take advantage of advances in satellite tracking, wireless networks and more powerful computer chips."

OK, but just exactly what is it that Woz is developing? Well, he won't say. At least not yet. But he hints that his new company, Wheels of Zeus (or wOz, get it?) is hard at work inventing something new, exciting and useful.

Guess we'll just have to wait and see what happens when Woz emerges once again from the garage.

At any rate, it's good to have Woz back in the tech industry.

A new version of Spectrum Offline Automated Reader, SOAR v1b6 (for Syndicomm forums), is now available for

DumplinGS ...

download from Spectrum author Ewen Wannop's Web site.

Wannop says the main change is that SOAR now accepts up to five-digit page numbers, so you can access some of the new forums (i.e. "WTC Aftermath" Page 1600).

SOAR v1.b6 will also be available on the Juiced.GS Collection Shareware 2001/Fall two-disk set. (See page 15 for details.)

Wannop's Web site can be reached at:

<http://www.btinternet.com/~ewannop>



Syndicomm Online continues to grow and prosper and offer its customers more and varied services.

In addition to its lineup of approximately 16 forums (including one devoted exclusively to the Apple II), Syndicomm has enhanced its service to include the following:

- New prices took effect Jan. 1, 2002. Monthly rates remain the same at \$10, but the quarterly rate has been lowered to \$22. (If you keep a credit card number on file with Syndicomm, the quarterly rate is \$20.) The new annual rate is \$75.

- All forums are now available for Web access. Previously, text-based Telnet access was the only way to reach the service. Users of modern Macs and PCs can now reach their favorite Syndicomm forums from the comfort of their Web browser rather than switching to a terminal program such as ProTerm.

- A digital newsletter, known as Syndicommotion, is now being provided to customers on request. The publication is designed to keep members of Syndicomm Online informed about all that's happening on the service.

To find out more about Syndicommotion and all that Syndicomm Online has to offer, visit the Web site at:

<http://www.syndicomm.com>



Lazarus Long, an Apple II old-timer who aids the cause these days by writing software for the Macintosh that serves those who use both Macs and Apple IIs, is in the alpha phase of an exciting new program.

Apple DOS File System is designed to allow Mac users to mount and manipulate Apple II disk images on the Mac OS desktop. The program will be of particular interest to those who use Apple II emulators such as Bernie II The Rescue on their Macs.

According to Long's Web site, here is some of what he plans for v1.0:

- Mount ProDOS, DOS 3.3, Pascal and CP/M OS disks; any disk image format; any sector order.
- Transfer files between images or your hard disk.
- Create new and bootable disk images of any kind with any supported operating system.

Long says he doesn't plan to stop development there. In his future plans is a sector editor for the program, and support for Shrinkit files, once the Unisys compression patent expires.

When complete, the program will be freeware.

Long has issued a public invitation for alpha testers. Those who contact him can begin using the early version of the program and report back to him how things are working on their systems. When the program goes beta, he plans to make it available for public download from his Web site.

II Be Named Later

This Title Is Six Words Long

By Ryan Suenaga

The end of a ride? No, the beginning.

After six years(!) from bicycles to binaries, Geek to Greek, Christmas to caffiene, and football to floppies, II Be Named Later will finally have what it's lacked:

A name.

With one name comes another — Ken Gagne. Ken's graced these hallowed pages before, but not this way. I hope he brings you insight, outrage, entertainment, laughter, tears, anger, fun, and joy.

The same thing I hope I've brought you for six years. Thanks for all the fish.

Six years worth.

(This column is dedicated to the memories of the overshadowed genius, George Harrison; and the quiet gentleman, Dr. Donald Fox, both of whom passed away in the saddest week of November 2001)



Ryan Suenaga, the Apple II enthusiast who was here when Juiced.GS set out on its long adventure and stayed with us every step of the way, makes his mark on the world as a pediatric social worker in his home state of Hawaii. One could say he's helped steer Juiced.GS to where it is today, but we won't. Those who have ridden in a car with him know better.

DumplinGS: News from the Apple II world

To find out more and keep yourself up to date on development, visit Long's Web site at:

http://www.lazilong.com/apple_II/adfs



A2 News and Notes has a new editor for 2002.

Howard Katz, director of the Lost Classics Project and a frequent Shareware Spotlight contributor for Juiced.GS, has taken over the responsibilities for the monthly digital compilation of Apple II-related news, notes and announcements.

Katz takes over for Ryan Suenaga, who in turn will take over editing duties for Juiced.GS in 2002.

A2 News and Notes is available online by simply accessing the A2Central.com Web site and downloading your copy.



There is a new version of KEGS32 available online.

KEGS32 is an adaptation of the original KEGS that allows the Apple IIGS emulator to be used on Windows 32-bit systems. KEGS was originally developed by Kent Dickey for UNIX.

KEGS32 v0.60 is the third release of the 32-bit version. It

is compatible with Windows 95, 98, 2000, ME, NT and the new XP.

This version fixes a problem with, and now supports, using long file names; disables audio when no sound card is found; supports drag-and-drop in the disk-image loader; supports visual themes of Windows XP; supports variable speed control; and offers full-screen view at 800x600.

There is also now joystick support, improved sound and mouse support.

KEGS32 is available for download at the following Internet Web site:

<http://www.geocities.com/akilgard/kegs32>



Have some news or a cool Apple II Web site you want to share with our readers or publicize?

Juiced.GS wants to know about it!

Send us an e-mail with details to:

juicedgs@earthlink.net

Juiced.GS

Max Jones

2217 Lakeview Drive

Sullivan, IN 47882

**It's time to renew for 2002!!
For renewal information, see Page 7**