

April 1990 Edition

# Apple Bug

the newsletter of Apple-QL Inc.

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• Includes a full Disk of the Month Liftout

\$1.50

P.O. BOX 721, SOUTH BRISBANE, QUEENSLAND 4101

THE BRISBANE APPLE USERS' GROUP

# Apple-Q Inc. Information Page

## This Month...

### General Meeting

Sunday 15th April 1990

Hours: 11.00 am to 4.30 pm

### Committee Meeting

Monday 16th April 1990

Starts: 7.00 pm

## Next Month...

### General Meeting

Sunday 20th May 1990

Hours: 11.00 am to 4.30 pm

### Committee Meeting

Monday 21st May 1990

Starts: 7.00 pm

All meetings are held at: **Hooper Education Centre, Kuran Street, Wavell Heights**

## Coming Events...

### April:

**Build your own Hard Drive.** We will show you how and how to manage your Hard Drive.

### May:

**Ann White** will be demonstrating educational software. Ann is a teacher and uses computer software in her classes. She is an expert on the subject.

### June:

We are still planning our demonstration for June. Keep reading Apple-Bug for details.

## Membership Fees

### Joining Fee:

**Adults:** \$10.00 (add to Membership Fee when first joining)

**Students:** \$5.00 (under 21 years & on production of Student Card)

### Annual Subscriptions:

**Adults/Students:** \$25.00

**Corporate Membership:** \$50.00

**Associate Membership:** \$10.00 (BBS only)

*At the discretion of the Executive Committee*

## Contributions to Apple-Bug

We are always looking for articles for publication in Apple-Bug. You can send your article to **The Editor, P.O. Box 6375, Gold Coast Mail Centre, Qld. 4217** or hand it to a Committee Member during the General Meeting. If possible, send the article on disk. The disk will either be posted back to you or handed to you at the next meeting. The deadline is the Committee Meeting following the General Meeting. Disk contributions can be accepted on:

**Apple II** - Dos 3.3, CP/M, Apple Pascal & Prodos Text files. Also Appleworks and Zardax files.

**Mac** - Text file on a 400K or 800K disk (also MacPaint pictures). Other word processing files can be translated.

## Executive Committee

Vince Crosdale	President	(07) 351-3090
John Finch	Vice-President	(07) 260-5218
Bob Godbehere	Secretary	(07) 808-3892
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## Bulletin Board - Apple-Q Inc. BBS

**On-line:** 24 hours a day

**Telephone:** (07) 851-1711 (Bulletin Board)

(07) 351-3090 (Voice)

**Baud Rates:** 300, 1200/75, 1200 & 2400 (CCITT & BELL)

**Data Specs:** 8 Data bits, 1 Stop bit, No Parity, Full Duplex

**Synops:** Vince Crosdale, Graham Black

## Copying Fees

Apple-Q Inc. has a wide selection of Public Domain, Shareware and Demonstration software available to members. We charge a copying fee so the group can obtain more software to expand the library. The copying fee for 5.25 inch disks is 50 cents a side with a minimum charge of \$2.00. For the 3.5 inch disks, the fee is \$3.00 per disk. See the Software Librarian at the next Meeting for a catalogue. Also see the "Disk of the Month" section for more great Public Domain software. On the inside back page you will find a software order form. This form can be filled out if you wish to order by mail or you can order and pick it up at the meeting. For mail orders, remember to add \$2.00 for postage and packaging.

## More Info...

- The copying of Commercially produced software is not sanctioned by Apple-Q Inc. and members who do so risk expulsion from the group.
- Application for membership or Renewal of membership and all other mail, should be sent to **Apple-Q Inc., P.O. Box 721, South Brisbane, Queensland 4101**. Articles for Apple-Bug can be sent to **Editor, P.O. Box 6375, Gold Coast Mail Centre, Bundall, Queensland 4217**.
- No one is allowed behind the Trading Table counter except the Committee members and anyone appointed to work at the Trading Table.

## Advertising

Classified advertising is **Free** to all Financial Members. For non-members, the charges are **\$18.00** for a Half Page and **\$30.00** for a Full Page. For more information, contact the Editor on (075) 38-6942 (after hours).

## Production Information

The Apple-Bug was written with AppleWorks. AppleWorks GS was used for the Page Layout and the original copy was printed on a LaserWriter.

## Editorial

by Dale Rodgie

Welcome to another issue of Apple-Bug. If you could not make it to last month's meeting, we invited Rob Neary to demonstrate the CD-ROM to the group. It was an excellent demo and I would like to thank Rob for the work he put into it. Rob handed out a article on the CD-ROM at the meeting. I have reprinted it in this edition for those who could not make it.

Also I would like to thank Computer City and especially Todd Dixon for his help for this edition of the Apple-Bug. Thanks to Todd we have another 8 megabytes of public domain software for the Macintosh.

Apple have just released a swag of new products and I hope to bring you the press releases in the next issue. Todd tells me that the new Dataflow catalogue is coming out soon. It will cost about \$5.00 and you can contact Todd at Computer City for more information.

### April Demonstration

Vince and myself will build a Hard Drive before your very eyes. We will look at formatting a Hard Disk and Hard Disk management. What utilities are available for both the Apple IIe and Apple IIgs. With programs getting larger and prices for Hard Disks falling, it is a good time to think about buying a Hard Drive. Find out all the ins and outs before you buy. The demonstration starts at 12.30 pm at this General Meeting.

### AppleWorks SIG

Learn from an expert - how to use the most useful integrated software package available for the Apple II's, AppleWorks. See Bernie for more information at the General Meeting.

### Beginners Special Interest Group (SIG)

Are you new to computers or the Apple computers. Ann

## Apple-Q Inc. Meeting Format

**11.00 am - 12.00 pm - Informal period including:**

- Trading table open.
- Registration of members (new and renewals).
- Disk of the Month sales.
- Raffle Tickets sold.
- Public Domain Software available.

**12.00 pm - 12.30 pm - Lunch**

The Trading table, etc continues during this period.

**12.30 pm - 2.00 pm - Demonstration**

Invited speaker to give demonstration and follow up with organised question and answer session relating to the demonstration.

**2.00 pm - 2.30 pm - Afternoon tea break**

Draw raffle prize and door prize.

**2.30 pm - 4.00 pm - Special Interest Group meetings:**

- Communications
- Appleworks
- New Users (Beginners)
- Apple // Computers
- Apple //GS Computers
- Macintosh Computers

**4.00 pm - 4.30 pm - Open for Business**

Trading Table, Software Library etc. open for business.

**4.30 pm - Close the day.**

will guide you in those first steps to become an expert. The meeting starts 2.30 pm at the General Meeting.

### Apple IIgs SIG

After many calls from members, I will be looking at the GS Finder at this meeting. How to use the Finder and the icons as well as System Software 5.0 will be covered.

## Disk of the Month

Another first this month for Disk of the Month is the Macintosh Disk of the Month. Thanks to Computer City who donated over 8 megabytes of Mac public domain software. For the Apple II's we have Germ Lab. This is an interactive novel that takes up two 5.25 inch disks (or one 3.5 inch disk). And for the Apple IIgs we have three disks of courses for the game Mean 18.

### JumpStart Upgrade

We now have version 2.4 of JumpStart for the Apple IIgs. JumpStart is a program launching program that also contains file utilities. It now comes on a System Disk 5.0 and is PC Transporter compatible. New features include the handling of

GS/OS resource forks and the ability to enable and disable CDAs, NDAs, INITs and Device Drivers. JumpStart will be available from the Software Library at the General Meeting. We will copy the new version onto your original disk for just \$5.00.

To order, see Sheryl or Dale at the Software Library Table at the General Meeting or fill in the order form on the Disk of the Month Liftout in this edition. This month's disks contains the following:

### Macintosh Disk of the Month

**Hex** - A simple game where you click on squares. A bit like .. but different. Reason tells you that, as you start first, you must win every time. Well - don't believe it. I have yet to win once, and I can't see why I do not win!

**Multiple Ruler** - A on-screen ruler that you can overlay into any document whilst under Multifinder.

**Waiting** - Another Multifinder tool

**Paint Show** - Will show any associated MacPaint picture. There are several other similar programs around, I do not know if this one is bigger and better.

**Sample It** - Like Paint Show, this will display MacPaint, but also PICT files.

**Tank Commander** - A graphic based game where you are a tank commander.

**Fonts** - A batch of new fonts, some of which look very nice. Also another public domain laser font.

**Higher Menus** - An application that lets you tear off hierarchical menus.

**Desk Accessories** - A bunch of new accessories.

**Super Clock** - This is the best clock for the Mac. It is an INIT so that it sits resident and appears in the menu bar at all times.

**RamDisk** - This new RAM disk is an INIT and presumably stays resident. I have not used it yet, but it certainly sounds like a great utility.

Plus some new anti virus programs and info.

### Germ Lab (2 x 5.25" disk set)

Germ Lab is a five part, throat-grabbing, mind-searing adventure game. Will you be the first to figure out how to penetrate the subterranean heart of the North American Biological Initiative Laboratory, one of the deadliest places on earth? Can you be the first to outwit Doctor Crother Turcot,

the insane scientist who plans to purify the earth by destroying mankind? Do you have the right stuff to compete with the finest mind of his generation? If you want to find out and test yourself to the max, join us and play Germ Lab. The goal in this interactive novel is to find the insane Dr. Crother Turcot who's hiding in the heart of the North American Biological Initiative Laboratory. Turcot plans to kill humanity by releasing into the atmosphere the deadly mutated virus known as Procrox-s. This game comes on two 5.25 inch disks or one 3.5 inch disk for the price of \$8.00.

### Mean 18 Disk #1

You will require the game Mean 18 to use the golf courses on this disk.

**Golf Courses** - Geen.M18, Dodadunc.M18, Island.M18, Jax.M18, Rockwood.M18, Jimclay.M18 and RRiver.M18.

### Mean 18 Disk #2

You will require the game Mean 18 to use the golf courses on this disk.

**Golf Courses** - Monarch.M18, Makaha.M18, Ottawa.M18, Kayak.M18, Ocenhill.M18, Bugaboo.M18 and Burrfoot.M18.

### Mean 18 Disk #3

You will require the game Mean 18 to use the golf courses on this disk.

**Golf Courses** - Beach.M18, Beach2.M18, Beach3.M18, Autumn.M18, Calcutta.M18, Summer.M18 and Swope.M18.

## What is a CD-ROM?

by Rob Neary

*"CD-ROM represents an exciting breakthrough in information storage technology. It is a new publishing medium, the centre of a new genre of computer applications, and an educational tool of unprecedented power" (Laub, 1976)*

The concept of the CD-ROM grew out of the early 1980's audio CD work and, as that industry matured, the feasibility and acceptability of digital encoding became clear. In 1984, after the personal computer market had settled, several prototypes of CD-ROM drives were released. In 1985 the first commercially available CD-ROM drives were released into the market place along with the first of the CD-ROM databases.



The success of CD-ROM is due in part to the development of standards for the audio CD and then their application to CD-ROMs. After the long and bitter struggles to establish the videodisc formats, many companies retired from the optical data field. Philips, the creators of the popular audio cassette, and later SONY, established and agreed upon standards for the optical digital audio disc and then obtained agreement from all

interested companies worldwide before the release of CD product in 1983. By establishing and publishing these standards for CD products, there has been a unified front by player manufacturers and recording companies alike to the benefit of the consumer. The CD standard specifies the following:

- A data format specifying space for data, address information, and error correction codes;
- The basic channel and error correction coding (ECC) schemes, with room for additional data and ECC;
- The microscopic and macroscopic physical structure of the disc.

SONY and Philips also proposed CD-ROM standards after realising the potential of the CD medium. The CD-ROM standard uses the same disc and laser scanning technology, and the same mastering and replication methods as audio CDs. The difference between the two, and encoded directly into the user data format, is the provision for more powerful error correction coding and more explicit absolute addressing of data blocks. These standards have now been adopted by the CD-ROM world and are known as the High Sierra Group standards. Discs produced to these standards will have common structures and enable them to be run on any of the variety of players available as well as on different computer systems.

### Disc Structure

The CD-ROM disc is 120mm in diameter, 1.2mm thick and has a drive hole of 15mm across at the centre. The information, represented by a spiral of small pits is moulded into one surface of the disc. The surface is coated with a reflective layer of metal (aluminium or gold), which is then coated with a protective layer of lacquer and a label applied. The other side is encased in a thicker layer of clear polycarbonate plastic. The pits are  $0.12\mu\text{m}$  (microns) deep and about  $0.6\mu\text{m}$  (microns) wide. Each of the neighbouring turns of the spiral

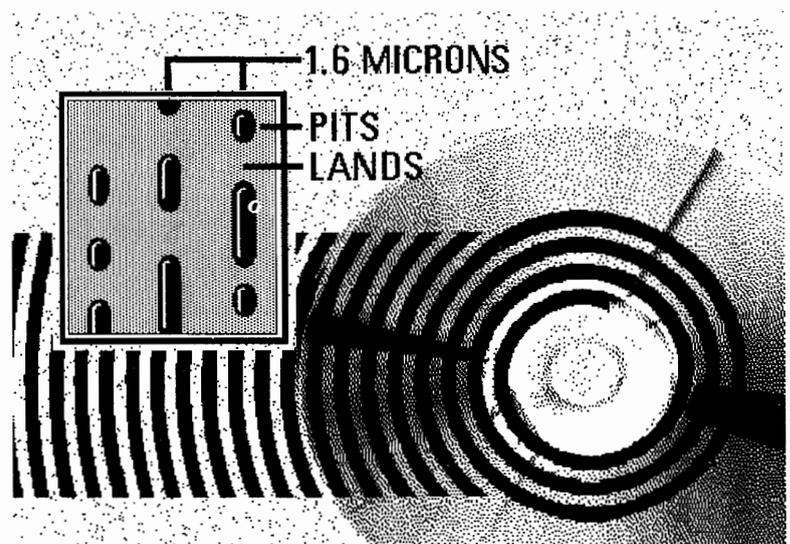
pattern of pits are  $1.6\mu\text{m}$  (microns) apart. This corresponds to a track density of some 16,000 tracks per inch (tpi); much higher than the 96tpi for AT 1.2Mb floppy disks and the usual several hundreds tpi of hard drives. Along these turns, pits and the spaces between them, called lands, run from 0.9 to  $3.3\mu\text{m}$  (microns) long.

All optical storage devices use a focused laser beam to read the information. Most of today's CD players, CD-ROM drives and other optical devices use a Gallium Arsenide semiconductor laser to produce the narrow beam. This is generally oval in shape and has to be focussed into a circular spot of a mere  $0.1\mu\text{m}$  (microns) diameter in order to read the pits on the disc. This is not much bigger than the actual wavelength of the light in the laser beam and so focussing must be done carefully using lenses called objectives. In order to read the information from a CD, a laser beam is focussed on the spiral track of pits and the amount of light reflected back into the objective lens is measured. Light striking one of the pits is diffracted (scattered) but when the beam is focussed on a flat land between, most of it is reflected back into the lens. It is this modulated signal, produced by the combination of reflected and diffract light, that represents the information stored on the CD-ROM. The reflected light is measured by photosensitive detector which converts the optical signal into electric current proportional to the light intensity. Through a process of decoding, the information derived from this varying light signal is converted into digital data usable by computer.

One delightful characteristic of optical reading, compared to magnetic reading, is that the physical front of the objective lens can be several millimetres away from the information surface. This means that the "crashes" associated with hard drives are impossible and because of the actual nature of the CD-ROM disc, scratches and dust have little effect on the data as it is "buried" in the layers of the disc.

### Limitations of CD-ROM

One important limitation of CD-ROM as a medium is the fact that it is a ROM (Read-Only-Memory). This makes it an



*The pictures included in this article come from a CD-ROM.*

excellent choice for static information sources or historical records but not for evolving one. Changes have to be handled through upgrade diskettes or CD-ROMs being periodically produced.

The other major limitations of CD-ROM come in terms of the players actual "access time" and also their "transfer rates". The CD-ROM is a disk format and its throughput is quite modest in that a typical access time would be around the 500 to 600ms (milliseconds) compared with 40ms for a slow hard drive and 12ms for some of the faster SCSI units.

The access times put CD-ROM drives in the awkward position of having enormous storage capacities, beyond any normal device hooked to a microcomputer, but with speeds approaching those of floppy drives. This slowness may be acceptable in some applications, but points to a need for better performance in others. Data accessibility also requires that transfer rates from the device to the computer not unendurably long. As many newer applications include graphic interfaces, drawings, full text, and other data which can make it many hundreds of thousands of K-bytes long, data transfer rates become significant. Again, CD-ROM at 1.3 Mbit/sec falls somewhere between hard drives (5 Mbits/sec) and floppy drives (250 Kbits/sec).

## Advantages of CD-ROM

Each CD-ROM disc can carry at least 550 megabytes of digital data. This is enough to hold:

- the text content of 190,000 printed pages (enough to fill 250 large books);
- sharp images of 15,000 pages of business documents (enough to fill two tall filing cabinets);
- the contents of 1,500 standard 360K floppy diskettes;
- a crisp colour picture and ten (10) seconds of narration for each of 3,000 segments of an educational or reference program (almost 8 hours of content);
- large amounts of anything else which can be represented digitally;

• or any combination of the above in any proportion or order.

Capacity however is just the beginning. Any piece of this vast mass of data can be located within one (1) second of asking for it. Retrieval can be supported by your choice of powerful computer methods, starting with database management systems and full-text searching systems. Precompiled indexes for either or both can be stored on the actual CD-ROM, along with the data itself.

The cost to produce and print a CD-ROM application is small by comparison to other means for large volume data storage such as microfiche or books. CD-ROM offers economies in handling, warehousing and shipping and to exemplify this we see that a twenty-one volume encyclopedia fits on one CD-ROM and that the entire white and yellow directories of Australia fit onto one CD-ROM also.

In today's world of information usage, the cost of electronic communication for large central databases becoming prohibitive with costs ranging from dollars to hundreds of dollars per megabyte depending on the speed of data transmission, the number of users, the type of transmission and possibly even the time of day. Reliability is also a key concern in dial-up lines as well as security of the information. We read every day almost of the examples of how dedicated, clever bad guys remove or alter data in central databases by finding ways around each new protection scheme. CD-ROM provides a real alternative with a cost in the range of cents to single figure dollars per megabyte (depending on the volume of the production of the disc), the cost of handling and shipping is cheap, access to the disc can be done relatively cheaply and there are no additional charges for additional accesses to the data. Updates can be provided on floppy or at regular intervals, such as bi-monthly, on CD-ROM as well.

**EDITOR:** This article was reprinted from the "What is CD-ROM?" handout that was distributed at the last meeting.

## Macintosh Mumbblings

by John Finch

### How to cheat at computer games

Have you ever been stuck in an adventure game and wished you could cheat just a little? Well here are a few tips on how you may be able to get that little extra information, that may help you through a puzzle - and increase your knowledge of computing in the process.

#### Tip 1

Have you a game where you get killed as soon as you enter a "room" before you have time to see what is there? Or maybe the room has complex items you would like to record on paper? Then use the Command-Shift-3 key-strokes to take a snapshot of the screen. Just rush through the door in a

suicidal dash and - snap - you photograph the room, get killed, go back to the desktop and have a look in your system file. There will (or maybe - not all programs allow these key-strokes to work) a file marked "Screen 0" for the first, and Screen 1, 2, 3 etc for any more snapshots you take. These files are screen dumps in MacPaint format. You can open them in any drawing package that supports MacPaint, and edit and print the screen. Alternatively you can use the desk accessory "Camera" to take these snaps. I used this technique to create a whole map for the tunnels in the game "Snakes Alive".

#### Tip 2

Another program that allows the curious to explore parts of the game you are not supposed to see, is "ResEdit". With this program you can explore such things as PICT resources. These are pictures that the program uses to display some types of pictures. Open "ResEdit" - on a COPY of your game of course - and open various files - you never know what you

may find - but the PICT resource files are a good hunting ground. You can either just have a look, or use the above mentioned "Command-Shift-3 routine to snap the picture and convert it to a file you can edit and print. Some of the secrets in the "Fools Journey" were solved using this method.

### Tip 3

The third, and probably the best, cheats tool is a small utility called "BINHEX". This program was written to overcome file transfer problems, but it can be used for a variety of purposes where it is necessary to convert the binary code in a file to its ASCII equivalents. To expand on that a little; computers like to think in binary - hence any application is in binary format. However, if you want to be able to read the file in a word processor, the characters must be in the ASCII format, which the word processor uses to display and print the letters of the alphabet. What this will do will enable you to read any ASCII characters that are inbeded within the game file. These characters may, just may, be the answer to that problem you have been trying to solve.

What you do is this: open BINHEX and chose the "Upload" option. It will prompt you for which file you want to "upload" or convert, and for a new name for the file. Click OK and wait. It only take a second or two to convert a short program, and maybe a minute for a long one. It does not

destroy or in anyway alter the original file. After conversion just Quit. The converted file may now be opened by your favourite word processor, or text editor.

The result will probably be a screen full of garbage. You must now scroll through the file to find the text that you want. The simplest way to clean the mess up may well be to simply highlight the bits you want and cut them to another file. Alternatively you may have to go through the file deleting all the garbage characters. This will test your word processor to the limit on its ability to search and replace on unknown characters - copy bits of the garbage to the "search and change" window, then "change all" to one space. The result should be a file you can read and even print out.

The Bard's Tale, for instance, gives up many of its secrets to this treatment: "Name the one of cold, foretold, twofold" is one problem solved this way. You need to be a bit inventive, but the answer is there for the taking.

I have deliberately not been too specific in my instructions - I do not wish to take ALL the fun out of cheating at games. They say that "all is fair in love and war" - and playing computer games is a bit of both. Happy cheating.

BINHEX, Camera and Snakes Alive are "shareware" programs and ResEdit is public domain. They are all available from the club library.

## Summary of New York Mac Business Conference (Or how we escaped New York in one piece)

by *Don Rittner and Stephen Frantz*

The Macintosh Business Conference, held in New York City from April 17 to 19, was a success in every sense of the word. The three day event, held at the beautiful Jacob Javits center near the Hudson River, drew several thousand people to view exhibits from more than 125 vendors and to participate in a host of full and half day seminars. The show was sponsored by Cambridge Marketing of Massachusetts and MacUser Magazine.

Apple CEO John Sculley opened the conference with a speech and accompanying interactive hypercard/video show. While most of what Sculley said and showed have been heard (and seen) before, the crowd was impressed when Sculley demonstrated Mass Micro System's ColorSpace FX video board (using MMS's president as a model) within Hypercard as he spoke (this obvious stamp of approval should help MMS's bank statement once the board is released). Sculley's allusion to WINGZ, the new spreadsheet from Informix won't hurt the company either!

The three days were broken up into conferences with several tracks aimed at the business use, and marketing of the Mac: The Power Macintosh Office, Desktop Productivity, Desktop Publishing & Presentations, Information

Management, and Special events. The only problem with the arrangement was the obvious conflict if you wanted to participate in two seminars simultaneously. The sponsors thought of this and a company offered all the seminars on tape for \$8/piece. Apple Professional Exchange presented their winning papers on Tuesday. Special "Product Spotlights," were held throughout the day in the Spotlight Theater where companies could show off their products.

While we attended only a few of the conferences, we were impressed with the overall presentations and presentors. A few coups did happen. In the seminar on "Information Management with a relational database," consultant Tony Oppenheim was the only presenter who actually demo'ed a database -4D - and blew away the crowd with it. One prediction during the Hyperproductivity seminar was that FAX machines while doing a booming business now, will fall just as fast. What FAX machines reveal to those using them is how important it is to have "live" documents to work with at the receiving end, instead of the current "dead" ones where you can't manipulate them. A fellow from Telenet showed us a portable EMAIL device, similar to a phone beeper that shows your email scrolling across a LED. WINGZ's folk impressed the crowd at the "Mac Spreadsheets: Now Who's on Top," seminar (I'm planning to kidnap or bribe one of the WINGZ

workers so I can get a WINGZ jacket).

A shuttle bus (Dominico Tours) was supplied at the Marriot by the show sponsors. It was generally punctual and the driver was very courteous and friendly.

Overall, the show sponsors rate an A+. Well, we didn't talk about the food at the Center, did we? BAD! EXPENSIVE! One of the people we were in contact with got sick from the mayo. In a city where there must be thousands of good food providers, we can't forgive whoever arranged this. Although the lunchtime explorations for food did show us an interesting part of the city (we saw a World War II Submarine being towed into port).

One Evening was taken up by MacUser's Eddy Awards. Unlike the MacWorld Expos, there were no major parties (at least none that we were invited too!).

A stay in New York City is one of endless surprises. We knew we were in for a stay as we unboarded our Amtrak coach (half-hour late) in Grand Central. We climbed over about 30 to 40 homeless people sleeping at the station while others were busy asking for money.

The remodeled Grand Central looks charming.

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## "Desktop Video would become a reality when the VCR-2 appears on the market."

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However, our evenings were taken up by walking around Times Square (the location of our hotel, the Marriot-Marque) and that's a different story. New York City is a great city - a city of contrasts. Monday night we watched the filming of a movie on the homeless starring Yoko Ono (who looked remarkably homeless, and yes, Shawn was there also). Not a rare sight, but as we watched, several "real" homeless people stood around us and asked us (we had Press passes on) why THEY weren't in the movie! Moreover, as the filming continued, we watched a family of rats, who had made their home in three nearby concrete flower urns, go about their business unaffected by the presence of such stars nearby (Yoko and Shawn, not us).

The following day, a New Yorker didn't like the closeness of a car driven by a hotel guest, so he started beating the driver up, in plain view, in full daylight, and then continued his walk home. The dazed driver sat there and looked out unsure of just what happened. Oh, I forgot to mention that two cups of coffee and a roll at the Marriot only cost \$12.50!

We also observed while we were woofing down a hot dog at Howard Johnson's that financial allocations in the city could be viewed as strange. As we sat in our booths (the folks who ran HOJO's were the friendliest and most polite people we've ever encountered), several homeless people pressed their faces into the glass while we ate. They were quickly escorted away by two city policemen. At the same time, a fire truck with about 8 firemen were bravely stamping out a burning rag on the corner.

On the last day of the event, we were fortunate to watch a "Miami Vice," type raid in front of the Javits Center. With uncanny precision, one police car forced a taxi driver off the

road, down the ramp into the center while several other police cars, marked and unmarked, surrounded the driver. Ah, just another day in New York.

So WHAT's HOT and WHAT's NOT...

## Scoops VCR 2i Interactive

Desktop Video would become a reality when the VCR-2 appears on the market. This is a computer (Mac) controlled dual deck VCR that will allow you to go out and take pictures with your camcorder, come home, and fully edit your piece at home, producing broadcast quality (S-VHS format will be available) product.

You can plug in a CDROM or other device to input graphics or video.

Imagine having analog & digital data storage and retrieval (from hypermedia, animation, digitizers, camcorders, CDROM, audio), graphic and text overlay, special effect editing (video and audio clip and paste), and titling, all in one! You can produce optical video disk and CDROM development and simulation, animation, interactive video authoring, electronic storyboarding, scripting, and desktop video production (editing, titling, special effects) all with you Mac and the VCR 2i (with its special software).

This beauty is from IMT. If it ever sees the light of day, education, marketing and sales, transaction terminals, LANS, corporate and institutional training, and business presentations will all benefit from this product.

You can also use the VCR 2i as a stand alone interactive video playback system for your finished product.

I hear Apple is begging to get a piece of this (I know I can't wait to get one). Release date and price are unknown.

## KeyPlan - Australian Project Management Planner Software

We were lucky to see a demo of KeyPlan, the next step in project management software. Developed in Australia (Keyway Pty), this product includes an integrated outline (steps or tasks of a project with time/cost detail are entered), network and gphant charting capability (outline topics are used to build the network graph. Users can query with search criteria. You can annotate the graph with text, boxes and lines. A bar chart of task and milestones can be grouped by manager, account or resource, again with query ability), cost tabulations, project planning, and customizable reports, all in a very MACish interface.

Creates some real nice graphs too.

Keyplan is real easy to use. KeyPlan is a planner /management tool.

Symmetry is marketing this product but a release date is unknown (nor the price). Contact Symmetry for more info.

## Sizzlers

TypeStyler (Broderbund Software, Inc., 17 Paul Dr., San Rafael, CA 94903)

ImageStudio look out! Typestyler is here. This is a great

# Disk of the Month Catalogue

A complete catalogue of all the Apple-II Disk of the Month disks and some great package deals.

We have been offering these Disks of the Month for just over a year now. However, the one thing members keep calling for is a complete catalogue. So here it is! This listout is not just a catalogue - we are also offering disk packages at a discount price for a limited time only! Below you will see all our disks listed with a brief description of each disk's contents. Due to lack of space, not all the detail can be included. Check past issues of Apple-Bug for more details. All disks are available on both 5.25 and 3.5 inch formats except where indicated. Use the order form on the back page to order the disks listed in this catalogue.

## Apple IIe, IIc disks

### Terc Basic Enhancements

Terc Basic adds new commands to Applesoft. Terc comes with its own full-screen editor, so that you can easily edit your programs. You then compile your program and run it. Using Terc Basic, you can add Text and Hires windows, improved GET commands, labeled subroutines, local variables, debugging commands...the list goes on.

### Davex Utility Disk

Davex is a shell or command processor. In this shell, you can handle files, type Appleworks (WP) and text files and launch programs. You can also change any of its commands - eg. "CAT" to "DIR" or just "D". It can also convert Appleworks word processor files into

text without the hassle of using Appleworks. In most cases, when you quit from a program launched from Davex, you will return back to the Davex shell. You can even write you own commands.

### Extended Command Processor 8

ECP8 is an operating system shell and program selector for use with ProDOS. It is very much like Davex and includes over 44 commands. You can also create Batch programs. ECP8 includes extensive documentation and the source code is included on the 3.5 inch disk.

### Modem Utility Disk #1

**Talk is Cheap** - Comms software package. Has Binary II works on the GS.  
**Kermit** - Comms and file transfer program. Transfer between computers.  
**BLU** - BLU is a Binary II utility. It allows you to make Binary II files.  
**TEX** - This one removes line feeds and carriage returns from text files.  
**Disk Disintegrator Deluxe** - Compact files or entire disks. It also contains other disk utilities.  
**Freewriter** - This is a text file editor.

### Modem Utility Disk #2

**ShrinkIT v2.02** - Utility program for achieving disks and files. Also other disk utilities. Excellent program!  
**File Attribute Zapper II** - Easily change the primary type, auxiliary type, and access bits of any ProDOS file.  
**ProTerm Start** - Alternative to the PROTERM.SYSTEM file on ProTerm disk to make ProTerm boot faster.

**ATP-Pro** - Comms program - includes: macros, on-line Help.

### Appleworks Utility Disk #1

**SuperPatch** - This program has up to 30 different patches for Appleworks version 2.0 or 2.1. It is all menu driven.  
**An Appleworks Utility** - It allows you to lock, unlock, catalog, etc. Appleworks files.  
**Templates** - The second side of this contains a number of templates for Appleworks.

### Appleworks Utility Disk #2

**Listworks** - List of information in multiple columns on your printer.  
**RepairWorks** - Repairs word processor, spreadsheet and data base files.  
**Templates & Tips** - 3 templates also.

### Appleworks Templates

**ADB.Fixer** - The Data Base Repair Kit will help you recover damaged data base files. Instructions and a sample damaged data base are included.  
**Templates** - 32 Business and personal templates are also included.

### Appleworks/ProDOS Utilities Disk

**SEG.PR Editor** - Customize the Appleworks printer commands.  
**Columnist** - Converts Appleworks or text files into columns.  
**Mousetext Demo** - Use Mousetext in your own Appleworks documents.  
**ShrinkIt** - ShrinkIt compacts files or disks into an archival file. Use a file interface similar to the GS.

### ProDOS Pot-Pourri

**Cyberfind** - Virus checker that looks for CyberAids and Festering Hate.  
**Font Editor** - This is a font editor for GS, Superfonts and Publish It! fonts.  
**System Setup** - Runs programs found in a certain directory on boot-up.  
**Chameleon** - Converts files between the four major operating systems.  
**Dogpaw** - Displays text files and Appleworks word processor files on the screen.  
**Windows** - This is a front end for Dogpaw. Also program launcher.  
**File Chopper** - Chops large text files into a manageable size.  
**Fontrix to Multiscribe** - Converts fonts from Fontrix to Multiscribe IIe.  
**TEX** - Version 2.01 of the program that appeared on the "Modem Utilities #1".  
**Type Changer** - Changes the file type of a file. Just select type from a menu.

### Apple II Technical Notes

If you are into programming your Apple II series computer, this is the disk for you! On the 3.5 inch disk is 141 technical notes covering many subjects. They have been compressed by a program called BLU (also on disk). Pascal, Filetypes, Apple IIGS and GS/OS technical notes are available only on the 3.5 inch disk.

### Technical Notes Update #1

New Apple II Technical Notes released since the last disk. Notes are compressed by ShrinkIT (on disk). Apple IIGS notes only on 3.5 inch disk.

## AkroCAD

Computer Aided Design program. AkroCAD was written to introduce the vocabulary and mechanics, found in most CAD systems, in schools. The AkroCAD diskette and this text is all that is needed, to learn the basic concepts of CAD. **Two 5.25 inch or one 3.5 inch disk set for \$8.00.**

## Publish It! Utilities/Templates

**Templates** - 3 Publish It! templates.  
**Font.Scanner** - This program scans all the fonts & displays the font info.  
**Font.Editor** - 8-Bit IIGS Font Editor - designed to let you create & edit fonts.  
**Change Font Filetype** - Changes font filetype so they can be used with Publish It!  
**Fonts** - 4 font GS families to edit.

## Apple II Games Disk

**Wheel of Fortune** - Hires game from TV with sound effects & instructions.  
**Uno** - This is a text version of the card game. Includes instructions.  
**LifeLike** - Based on the game called Life. Hires game with instructions.  
**Master Mind** - Mouse required for this Mousetext version of Master Mind.  
**Solitaire** - This Hires game is based on Patience (loosely) with instructions.  
**National Debt** - Appleworks required. Balance the U.S. budget. Information is included to help you.  
**Shark School** - Educational game - simple drill and practice in arithmetic.

*Remember to check out each Apple-Bug for more Disks of the Month! Check out the specials on page four!*

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## Dos 3.3 disks

*Note: Dos 3.3 disks are only available on 5.25 inch disks.*

### Dos 3.3 Utilities Disk

**Graphics Grabber** - Converts Hires pictures into Printshop Graphics.  
**Printshop Modifier** - Patch for Printshop for an Auto Ice printer card.  
**Syntax Checker** - Checks for syntax errors in your Applesoft Basic programs.  
**Applesoft Prettylist** - Displays an Basic listing in an easy to read form.  
**Disk Details** - Displays a sector map showing all used sectors.  
**Disa-65C02** - Disassembles sections of memory. Also works well in Prodos.  
**Disk Master** - Catalogue your disks, making programs easier to find.  
**Power Kez** - Adds macros to Basic. You can create your own macros.  
**Disk Editor 2.0** - Modify Dos 3.3, edit disk sectors, search for strings or bytes.  
**Reconstruct VTOC** - Saves damaged disks.  
**Remember ][** - Dos 3.3 Comms program.  
**CP/Muffin** - Convert files from CP/M to Dos 3.3.  
**Also includes** - Menu Writer, Diversi Copy, Dogflight (game), Disk Compare, Track Adder, Sector Adder, Dos-Purge, Disk Map, Disk Catalog Printer and Track & Sector Display Patch.

### Hires Doodle

**Hires Doodle** - Hi-Res Doodle is a graphics system that allows you to make drawings on the screen and then paint them with a variety of colours.  
**Hires Pictures** - 22 Hires pictures are also included on the disk.

### Dos 3.3 Games Disk

**Acey Deucey** - Hires card game. Bet against the computer - you start with \$50.  
**Anti-Gravity** - Arcade style game that uses joystick or keyboard. Not for GS.  
**Artillery** - Hires simulation of applied physics. Try and destroy the tank.  
**Checkers** - Text version, computer is 'X' and you are 'O'. Beat your Apple.  
**Minature Golf** - Hires golf game. There are ten holes and sound effects.  
**Planet Of The Robots** - Text adventure game - in the future.  
**Hires Puzzler** - Use arrow keys and 'A' and 'Z' keys to arrange the picture.  
**Hires Graphics** - 9 Hires pictures are also included on this disk to use with Hires Puzzler.

## Apple IIGS disks

*Note: Apple IIGS disks are only available on 3.5 inch disks.*

### Apple IIGS Games Disk #1

**Bounce It** - Based on the old Brick-out game. Great graphics and sound.  
**F1 Race** - Drive this formula one car past those slower cars. Good.  
**Shanghai** - Demonstration version. Remove two matching tiles to win.  
**Mastermind** - Here is the GS version of that old game.  
**Othello** - Another old game now available for the GS.  
**Towers of Hanoi** - Move a set of blocks from one pole to the other.

### Apple IIGS Games Disk #2

**As the Link Turns** - Ever wanted to shoot a Mac but could not afford it...  
**Solitaire** - This is the GS version of the

card game. It is a great game.

**GS Backgammon** - Another popular board game for your GS.

### Apple IIGS Games Disk #3

**Copy Killers** - Collect the disks and avoid the pirates and the virus.  
**Crystal Quest** - Demo version. Play up to the fifth level.  
**Dazzler GS** - Score board for a word game.  
**Fill Maze** - A 3D demo and game. Instructions on screen.  
**Four in a Row** - Get a row of four to win. Play against the computer.  
**Music Game** - Kids game - remember the tune.  
**Video Poker** - The old game of poker is now available on your GS.  
**Yahtzee** - This is the familiar dice game for the Apple IIGS.

### Mines of Moria

The game of MORIA is a single player dungeon simulation. A player may choose from a number of races and classes when creating their character, and then 'run' that character over a period of days, weeks, even months. Requires at least 1 megabyte to play.

### GS/OS Utilities Disk #1

**Diced** - Icon editor - change the size of icons without loosing the image, etc.  
**Back Rest** - Back-up your Control Panel settings and restore them.  
**Install DA** - Load DA's into desktop.  
**CDA's** - Nifty List, Massa & Mangler.  
**NDA's** - Master.NDA, Meltdown II, Membar, Screen Saver, Show Text, Analog Clock, Enigma & Font Viewer.  
**Desktop Fix** - Change the colour of

the GS Finders desktop.

**Font Doctor** - Font editor. Modify the fonts used by many GS programs.

**Font Invert** - Like reading up side down? Well this one is for you.

**Type Face** - This one displays fonts on the screen.

**Init's** - Animated Watch & Install ROM CDA's

**Mac Trans GS** - Convert Macintosh files from a 400K Mac disk to Prodos.

**Animation Displayer** - Displays Paintworks Plus animation files.

### GS/OS Utility Disk #2

**Vaccine II** - This is a virus checking program. Instructions included.

**DeArc v1.2** - Extract archived files compressed by 'ARC'.

**DigiPack GS** - DigiPack GS is a disk packing and unpacking program.

**Doctor Daily** - Virus detector. Automatically checks for viruses.

**Fixer** - Desktop based text file utility.

**Funkeys** - Add macros to your GS.

**IconEd** - Icon editor - features 'tear-off' the colour menu.

**SHRConvert v2.1** - Latest version. Includes converting to a GIF file.

**Program Icons** - 33 new icon files.

**Also includes** - LaunchBox, Line Edit Fix, P8 CDA Loader, Switch Control Panel, PrintBuf, SloSpeed, Squirt 16 & UtilityWorks GS.

### CheapPaint

CheapPaint is a paint program with all the features normally expected from today's commercial paint programs, however it allows you the freedom of

256 colours on the screen at one time. You can create any

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of the 4096 different colours

that the computer can display.

CheapPaint can also colour cycle and includes full documentation and comes on a bootable GS/OS disk and requires an Apple IIGS with 768K or more.

### GS Desk Accessories Disk

**Install DA** - Install CDA's and NDA's after your GS is booted.

**DA Select** - Deactivate any CDA, NDA or Init file, so it will not load on boot-up.

**CDA's** - 23 of the best CDA's.

**NDA's** - 28 of the best NDA's.

### JumpStart Disk

**JumpStart** - is a program launching program. You can build and maintain a program selection menu so that you can quickly launch your programs.

**MouseTrap.CDA** - Use the keyboard in place of the mouse - GS programs only.

**Alarm Clock** - Reminds you of your appointments also monitor blanking.

**Desk Colour NDA** - Change the desktop colour in most applications.

**Area Codes CDA** - STD codes for USA and Canada.

### Digitized Sounds - Sound Effects

**Noize.S16** - Noize is a slide show for sound files. Just click on it from the Finder and it will play all the sounds on the disk.

**Sound Files** - 23 sound effects digitized sounds are on this disk.

### Digitized Sounds - Theme Songs 1

**Noize.S16** - Noize is a slide show for sound files.

**Sounds** - Addams, Batman, Beverly.Hills, Flintstones, Superman & Pink.Panther.

### Digitized Sounds - Theme Songs 2

**Noize.S16** - Noize is a slide show for sound files.

**Sounds** - 4 theme songs.

**Animal Sounds** - 8 animal sounds.

### Digitized Sounds - Music.Sounds

**Noize.S16** - Noize is a slide show for sound files.

**Sounds** - 12 musical sounds.

### Digitized Sounds - Phrases #1

**Noize.S16** - Noize is a slide show for sound files.

**Sounds** - 12 way out phrases.

### Digitized Sounds - Phrases #2

**Noize.S16** - Noize is a slide show for sound files.

**Sounds** - another 20 way out phrases.

### Music Construction Set Songs

**MCS Fix** - This program fixes a bug in Music Construction Set.

**Rock Songs** - 50 songs.

**Classical Songs** - 19 songs.

**Show.tunes** - 24 songs.

**Christmas Music** - 41 songs.

**Other Songs** - 31 songs.

*Requires Music Construction Set.*

### Music Studio Songs #1

There are 87 songs on this disk - volume A to L.

*Requires Music Studio.*

The graphics on the six Apple IIGS Graphic Disks contain pictures stored in the Apple Preferred Format. The pictures are sorted into sublects.

### Music Studio Songs #2

There are 79 songs on this disk - volume M to Z.

*Requires Music Studio.*

### Apple IIGS Graphics #1

**Cartoons** - 11 pictures.

**Sesame Street** - 3 pictures.

**Toys** - 3 pictures.

**Program Pictures** - 25 pictures.

### Apple IIGS Graphics #2

**Girls, Girls, Girls** - 14 pictures.

**Cars** - 9 pictures.

**Outer Space** - 4 pictures.

**Planes** - 5 pictures.

**Planets** - 4 pictures..

### Apple IIGS Graphics #3

**Animals** - 16 pictures.

**Flowers** - 4 pictures.

**Landscapes** - 10 pictures.

### Apple IIGS Graphics #4

**Film and TV** - 24 pictures.

**Famous People** - 5 pictures.

**Music** - 5 pictures.

**Product Logos** - 5 pictures.

**Fantasy** - 4 pictures.

### Apple IIGS Graphics #5

**Art** - 17 pictures.

**Clip Art 320** - 4 pictures.

**Digitized Pictures** - 16 pictures.

### Apple IIGS Graphics #6

**Apple IIGs** - 6 pictures.

**Assorted** - 3 pictures.

**Closeups** - 3 pictures.

**Faces** - 13 pictures.  
**History** - 3 pictures.  
**Money** - 4 pictures.

### Discount Packs

Check the discount price table for prices.

#### Prodos Shells Pack

This pack includes Davex Utility Disk and Extended Command Processor 8.  
**2 disk set**

#### Modem Utility Pack

This pack contains both the Modem Utility Disks containing 10 programs.  
**2 disk set**

#### Appleworks Pack

This pack contains the Appleworks Utility Disks 1 & 2, the Appleworks Templates Disk and the Appleworks/Prodos Utility Disk.  
**4 disk set**

#### Technical Notes Pack

This pack contains the Apple II Technical Notes Disk and the Technical Notes Update #1.  
**2 disk set**

#### Dos 3.3 Pack

This pack contains the Dos 3.3 Utilities Disk, Hires Doodle and the Dos 3.3 Games Disk.  
**3 disk set (5.25 inch only)**

**4** Remember to check out each Apple-Bug for more disks!

#### Apple IIGS Games Pack

This pack contains all three Apple IIGS Games Disks plus Mines of Moria.  
**4 disk set (3.5 inch only)**

#### GS/OS Utilities Pack

This pack contains both the GS/OS Utility Disks.  
**2 disk set (3.5 inch only)**

#### Digitized Sounds Pack

All six Digitized Sound Disks are included in this pack.  
**6 disk set (3.5 inch only)**

#### Music Studio Songs Pack

Both volumes of the Music Studio Song Disks are included in this pack.  
**2 disk set (3.5 inch only)**

#### Apple IIGS Graphics Pack

Six disks packed with GS graphics sre included in this pack.  
**6 disk set (3.5 inch only)**

### Disk Pack Prices

Prices for 5.25 inch Disks:

	with disk	without disk
<b>2 disks</b>	\$8.00	\$6.00
<b>3 disks</b>	\$9.00	\$6.00
<b>4 disks</b>	\$12.00	\$8.00

Prices for 3.5 inch Disks:

	with disk	without disk
<b>2 disks</b>	\$14.00	\$8.00
<b>4 disks</b>	\$24.00	\$12.00
<b>6 disks</b>	\$36.00	\$18.00

These prices are for Disk Packs only.

### How to Order!

You can order any these disks or disk packs by ordering at the General Meeting or use the Software Library Order Form below. You can also use the form to pre-order the disks and pick them up at the meeting - no waiting! Also other public domain disks and the Eamon Games Disks can be ordered using the order form. Remember that the prices listed below are for *disk packs* only. The normal disks prices are \$5.00 with a disk and \$4.00 without a disk for 5.25 inch disks. For 3.5 inch disks the prices are \$8.00 with the disk and \$5.00 without the disk.

If you are posting the order form, send it to Apple-Q Inc., P.O. Box 721, South Brisbane 4101.

Another copy of this order form will be sent (or given) to you with the disks you ordered.

The prices offered for the Disk Packs listed on this page are for a limited time only.

In the following months you will see some more great Public Domain software in the Apple-Bug. Among them is the Appleworks Utility Disk #3.

### Software Library Order Form

Name: .....

Address: .....

Suburb: ..... Post Code: .....

Mail order or  Pick-up order at meeting

Payment By:  Bankcard  Mastercard  
 Cheque  Money Order  Cash (pick-up)

Credit Card Number: .....

Expiry Date: ...../..... Signature: .....

Disk or Pack Name	5.25"	3.5"	Price
.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
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.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....

Sub Total \$.....  
 Post & Pack \$ 2.00  
 Total Cost \$.....

product. Take a word or phrase and bend it, squeeze it, twist it, rotate it, add perspective, shadows, shades, patterns, colour, and place backgrounds. Tpestyler also imports and exports standard file formats (Quickdraw, PICT, EPS) so you can use your creations in PageMaker, Quark Express, and it works with all postscript fonts (except Adobe which insists in keeping it's stupid copy protection scheme).

TypeStyler comes with 10 fonts from Afga Compugraphics.

This program allows you manipulate a Font every possible way you can imagine. Create some great logos for your company or group. If you have a colour printer (even works on an imagewriter), the results are amazing. The folks from Broderbund were all wearing elaborate coloured name tags made with Tpestyler.

At \$199.95, this product is a sure winner. Will be available in June.

### What's Hot

**Anti-Virus Kit from 1stAid Software** (42 Radnor Rd, Boston, MA 02135).

Here's another entry into the virus fighting arena from the company that brought us 1stDisk Aid, a great disk and file recovery program. The kit is a group of programs, VirusGuard, Inoculator and Same/Diff, when used together give you a good defense against the nasty critters.

VirusGuard is a CDEV (control panel device) that monitors your disk and gives you warning if a suspicious activity occurs. It stops the activity and allows you to cancel the operation or continue. This can limit damage to your files before they get infected.

Inoculator is an application that installs a virus detection mechanism on any disk. This is great for those times you use someone else's disk, or when PD swapping at a MUG meeting.

Lastly, Same/Diff is an application that compares two files, i.e. the suspected infected one and a backup. Helps determine how serious your infection is.

As with the manual in the disk recovery software, the Anti-Virus Kit manual is excellent filled with information on virus, worms, trojan horses, and the like. Step by step procedures on how to get rid of the critters are also described.

You can buy the package for \$79.95. Site licensing is available.

**Dynodex** (Portfolio Systems, Inc., 156 Flushing Ave, Brooklyn, NY 11205)

Years ago while everyone knew we needed a paperclip, it took an enterprising individual to go out and create it. The go-go lifestyle of today's executives are calling for a better way of organizing their contacts.

The Dynodex instant address book is like the paperclip. Nothing fancy, it's something you need, and a few enterprising individuals have created it.

These folks have created software and paper to fit in any standard six-ring or half-page binder or personal organizer such as Filofax, LeFax, DayTimer, or DayRunner. You can

enter unlimited business or personal contacts and sort them by category, business, address, etc. You can import/export the info as ASCII, but the best part is the easy edit and arranging of info so you print out new pages eliminating the problem of buying new organizers each year, and the sort capability of the software lets you create several ways to arrange your info in the same binder. Now you can have your listings by name, or city, or state, or date.

The pre-drilled sheets can run through your laserwriter printing both sides. Buy the package at an introductory price of \$99.

**35mm Slides from your Mac files** (Brilliant Image, 141 West 28th St, NY, NY (212) 736-9661)

Would you like to have presentation slides from your Mac graphics? Brilliant Image is a presentation design firm (open 24 hours a day!). They can produce boardroom quality slides, colour prints, overhead transparencies, B&W handouts and more, at a reasonable price (\$8/slide (\$5/dup) for 48hr service, more for shorter turnaround time). Further, the staff will give you free design help. At the present time, they support only Helvetica, Times, Courier, and Symbol fonts, and your file must be PICT, or PICT2.

They'll give you four free slides to try them out. Call them and tell them you read this from MUG NEWS SERVICE. Ask for Jerry Cahn.

**AtOnce!** (Layered Software, Inc., 529 Maine St, Boston, MA 02029)

Here's a full accounting package for the small or medium sized accounting professional. General Ledger, Accounts receivable, Accounts payable, and Payroll are all rolled into one seamless, integrated, very MACish product. All modules can be open at once and you've unlimited number of accounts, transactions, etc. Printing your forms is easy and customized allowing the user to change fonts, styles sizes, names and graphics on checks, invoices and statements.

Don't know accounting? No problem, AtOnce! Comes with an accounting textbook written by Glen Welsch, hands-on tutorial by Keith Weiskamp, and an on-line help system available in every window.

AtOnce! is available at an introductory price of \$395.

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"Take a word or phrase and bend it,  
squeeze it, twist it, rotate it, add  
perspective, shadows, shades, patterns,  
colour, and place backgrounds."  
(Tpestyler)

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**ColorSpaceFX** (Mass Micro Systems, 55 Del Ray Ave, Sunnyvale, CA 94086)

Even John Sculley was impressed with this product. He demo'ed it during his opening speech. ColorSpace FX and ColorSpaceII are NTSC/RGB videographics overlay boards for the Mac II. CSII allows you to overlay graphics on live

video using input from any VCR, video disc or camera, and output to any standard VCR, large screen projector (Sculley did that) or other video recording/display device. ColorSpaceFX is a video processor board which converts standard NTSC, PAL, and SECAM video signals into a standard frame rate or a flicker free high frame rate RGB video signal.

With FX you can have several special effects such as zoom in and out, kaleidoscope, mirror and picture squeeze.

Unfortunately, you need to get a monitor that can handle the scan rate (Mac II screen doesn't), so it's still a bit expensive for both boards and a monitor. Mass Micro says they'll introduce a board that works with the Mac II some day.

### Home Grown Companies Still Exist

The home-grown family Mac business hasn't been squeezed out just yet. The following companies -family businesses - were exhibiting their Macwares at the conference.

**Palo Alto Software** (260 Sheridan Ave, Suite 219, Palo Alto, CA 94306 (415) 325-3190).

Dad, Mom, and daughter Laurie were there to show off their Forecaster and Business Plan Toolkit. Forecaster lets you draw your projected high and low business forecast and then draw a curve to connect them. The result generates your numbers and can save as a text file to pop into your spreadsheet (it uses only 128k), and Forecaster automatically shows you the compound growth rate for every forecast. \$69.95

Tim Berry's Business Plan Toolkit is a complete package for developing a business plan. Includes spreadsheet templates for sales and market analysis, financial analysis, product sourcing and more. Sample text files and a comprehensive manual is included. You need Microsoft Works, Excel, or multiplan to use it. Cost \$99.95.

Tim Berry used to be on the board of directors at Borland International and so the low price of his software is a holdover from that relationship. He believes good software doesn't have to cost a fortune. He's right.

**MicroStore** (P.O. Box 33, LeSueur, MN 56058)

Ed and Mary Ellen Lowe, Husband and Wife, were selling a complete line of mouse pads with brilliant coloured scenes (I picked up a wildflower pattern) and a wide variety of disk holders that hold from 4 to 32 disks.

The team buys all the raw materials and with the help of seven employees manufactures everything in their shop. Prices were reasonable.

### Good Policy Award

HJC Software, makers of Virex, an excellent virus detection and remover program have announced a new customer support service. Instead of paying constantly for new updates (necessary as new viruses appear), HJC has introduced a subscription service at \$75 per year. This entitles users to all product updates issued during year, including both virus updates and feature enhancements.

The second service is a toll free technical support hotline available free of charge. Virex is the first commercial software to protect Macs from a computer virus and has had many favorable reviews. Contact them at (919) 490-1277.

### Bad Picks of the Show

**Food.** Where did they get the food? This is New York City where you can have anything, so why was the food so bad (and expensive). I would suggest they find a better food service if they do this next year.

**Mirus.** I panned this company last year at Boston Expo. How can an industry that's pushing the envelope in technology be so far behind in social manners. The song and dance act that performed the "Mirus polka" was very degrading to women (who incidentally are increasing in numbers at Mac shows and in using computers). The man and woman team performed a very sexist show. The man (Mr. know-it-all) spewed out statistics while the woman (M<sup>r</sup> dumb blonde) shouted out obscenities like, "oh, you mean I can have colour" Give me a break! It made me (and everyone in the audience) quite sick. While they may make an excellent product (I was too irritated to ask), I wouldn't recommend them until they "clean up their act."

### Best Bags

MacUser and MacWeek bags were artistically pleasing. Actually, MacWeek had two bags. The first bag is the same one given out at last year's Expo in Boston. The new one was half height, rope handles, and resembled a briefcase with artwork depicting a Mac 128, + (or SE) and Mac II with the words MacWeek handwritten below them.

MacUser's bag also had a rope handle and a drawing of their Eddy Award statue with MacUser across the top of the bag.

These bags will become collector's items.

### Favorite Product

**Select Micro Systems** (40 Triangle Center, Suite 21 Yorktown Heights, NY 10598)

I love mapmaking and so it's no surprise that MapMaker is one of favorite programs. The folks were showing off version 4. This great map making product keeps getting better. Many new features including the ability to draw a line from point A to point B and instantly seeing your coordinates, or miles, etc. Maps (in colour) can be generated using your data or from existing demographic modules such as the U.S. Census.

Stay tuned.....We're off to D.C. Expo.

**EDITOR:** This article is Copyright © 1989 Mug News Service. Used with permission.

### For Sale

Apple IIs computer with 512K RAM, RGB monitor, 5.25 and 3.5 inch disk drives and educational software  
**Price:** \$2,750.00  
**Contact:** Greg Sharpe (075) 62 2058

## GS Workings

by *Anthony Rich*

### "The letters on my screen are all blurry!"

Quite often, if you hang around an Apple dealer, you will hear a customer come in and say "It doesn't work! The letters on my screen are all blurry!". If you listen further, you will find out that the program responsible for the blurred letters is one written for the IIe/c which operates in the double-hi-res graphics mode. Programs such as Word-Perfect, Publish-it! and MouseDesk fit into this category. There is a simple solution, and it doesn't require lugging your GS down to the dealer.

All you need to do is press Control-Open Apple-Escape and select the "Alternate Display Mode" option. You should be prompted with "Turn Alternate Display Mode On", so just press return, and then select "Quit" from the CDA menu.

And that's all you need to do, each time you run the program.

While we're on the subject of settings on the GS, did you know that Apple considers 90% of problems with the GS are related to the user settings of the control panel. This is what they tell their technicians on their service training course. So next time your GS is doing strange things, check your control panel settings. If you do take it to your dealer, they are well within their rights to charge you for their time, even if your GS is still under warranty.

I hope this will help some of the first-timers out there. If you have any questions you would like discussed here, or some ways to get out of trouble, please write in to me at this address:

Anthony Rich  
c/o- Dick Smith Electronics  
170 Logan Road  
Buranda 4102

Deadlines for mail are the Friday preceding the Apple-Q meeting. This will enable your letter to be in the Apple Bug newsletter for the next meeting.

## The Apple Reseller Conference 1990

by *Todd Dixon* (Computer City)

You would have sworn you were at a Beatles concert. The crowd was excited, the suspense enormous. Today was the day that we were to see John Sculley... live. The crowd was humming. There was a silent shout of recognition and then heads turned. There he was...

It is not normal for a head of a company to create such excitement amongst so many people. Yet this was John Sculley, the CEO of Apple Computer, the man who took Pepsi to number one and brought Apple into a similar position in the PC market. The venue was Jupiters Casino, on the old Coast. The event was the 1990 Apple Reseller Conference.

I was privileged to be attending this event again, after last attending in 1988 when it was held at Sheraton Mirage on the Spit. The theme this year was taking care of business, a theme carried by all the guest speakers. I was attending the Sunday presentations of the three day event. This was the day that Mr. Sculley made his speech on the past, present and future direction of Apple. Other speakers included the Manager of CPU manufacturing, and also the President of Apple Pacific.

There were many things covered in those speeches but highlights were as follows.

- 1) Industry reports dictate that the MS/DOS environment will fade into inconsequentiality within 6 years. (About time too...)
- 2) Maintaining the lead in technology. This will be done by creating a more solid base to Apple's current rage of machines. Culling the old and replacing with the new. This will mean two or three new releases this year (CPU releases). By the time you read this the Mac IIx will have been released.
- 3) Price reductions on most of the range. The most significant being the 25% drop in the price of the Imagewriter II printer.
- 4) Being even more connective to all existing architectures and networking environments.
- 5) Full support for the Apple II range in the future. Slowly integrating them with Macintosh. (See! Nothing to worry about!)

The most fun at the conference came from a pseudo T-Shirt competition. There were T-Shirts with everything on them from 'Apple' to 'I went jogging with John Sculley'. You see, we can have fun too you know!

The net effect of the conference was to bind everyone together in this, the leanest of times for computer dealers and manufacturers alike. It was a lot of fun and made us realise just how lucky we are owning Apple machines. The benefits will be far reaching and as a result Apple will grow even more in the future.

## Getting to Grips with Editing

Editing is one function of the Apple II that I feel has been sadly neglected in its development. It is so cumbersome to use that it is often much quicker to retype the program line.

Both the Applesoft Tutorial and Basic Programming Reference Manual give examples of editing, but for some reason use different keys to move the cursor.

The Applesoft Tutorial uses I,J,K and M, the Basic Manual uses A,B,C,D. I find I,J,K,M easier as they follow a logical moving sequence (Applesoft Tutorial page 52). A,B,C and D cursor moves require that the ESCAPE key is pressed after each cursor move. (Basic Programming Reference Manual Page 110).

The Basic Manual gives a fuller description of editing including how to insert extra characters in a program line.

It is sometimes less confusing to edit lines if they appear in isolation, so before editing a line type HOME (Return) LIST (line number) (Return). This clears the screen and displays the line selected.

When a program line is LISTed the lengths of the lines are automatically adjusted so that there are no more than 33 characters on any line.

If your particular program line occupies more than one line when LISTed you will find that recopying the line with the right arrow to the last character will have copied all the extra spaces that the LISTing introduced after the 33rd character position.

So it is necessary to place the cursor on the first character of the second LISTed line by means of pure cursor move before copying the remaining characters with the right arrow key. A pure cursor move simply moves the flashing cursor to any position on screen without deleting or adding characters.

Using the example in the Basic Programming Reference Manual on Page 114 type:

```
10 PRINT TAB (10); "THIS IS A PROGRAM" (
Return )
```

Then press Return. To alter and recopy the program line take the following steps:

- (1) Type LIST 10 (Return)
- (2) Press ESCAPE (and release). Type J,I,I,I until the cursor is over the first character.
- (3) Press the spacebar to get out of the edit mode.
- (4) Type 2 (this will alter the line number as a demonstration)
- (5) Press right arrow (copying key) until the O of PROGRAM has been passed over.
- (6) Press ESCAPE (and release). Type K,K,K... until cursor is over G.
- (7) Press spacebar to get out of the edit mode
- (8) Continue pressing right arrow until last character (a quotation mark in this case) has been passed.
- (9) Press (Return)
- (10) Type LIST to check that editing has been achieved.

If several lines require editing is worthwhile altering the size of the screen display so that the extra spaces introduced by LISTing do not occur.

This is done by typing POKE 33, 33 (Return) (See page 129 of the Basic Manual) then LISTing the line number. After this command the right arrow key can be used from the

beginning of a LISTed line to the end without gaining extra spaces and steps (6) and (7) can be omitted.

After editing is complete type POKE 33, 40 (Return) to restore the screen display to normal width.

When writing programs every programmer needs to insert extra lines at some stage, which is why it is usual to have line numbers in increments of 10.

Even with this precaution it is possible that additional lines are required between consecutive numbers, and I for one am grateful the System master Desk contains a renumbering program. Although it also contains renumbering instructions I had some difficulty getting going.

With this program it is possible to renumber in a variety of ways. The panel on the opposite page shows you how to renumber from 10 in increments of 10.

After unraveling the mysteries of renumbering I found it a very useful program, and with my new found power renumbered every program I could lay my hands on.

While using a program for structural calculations, I found that the answers computed were not the ones I expected. After some time checking this lengthy program I eventually discovered certain numbers used in calculations had been changed by the renumbering routine.

A call to Apple confirmed that there was a mistake in their System Master renumbering program which changed all constants following an asterisk. The following instructions will correct the error. It should then be SAVEd on your own initialized disk.

I now have the renumber program saved on all disks in use so that I can renumber any program without having to change disks. This is particularly useful if you have only one disk drive.

The renumbering program is corrected as follows:

- (1) Insert Systems Master disk in drive 1.
- (2) Switch on computer and monitor or if already on type PR#6 (Return)
- (3) When disk stops type LOAD RENUMBER (Return)
- (4) When disc stops type POKE 4789, 172 (Return)  
POKE 4790, 171 (Return)
- (5) Remove System Master Disk and replace with initialized disk.
- (6) Type SAVE RENUMBER (Return)

If the printer has been connected to slot 1 and is plugged in and switched on as directed by the printer manual the printer becomes operational by typing PR#1 (Return) from the computer keyboard.

## How to Renumber a Program

- (1) Insert disk with renumbering program in drive no. 1.
- (2) (a) Switch on computer and monitor  
(b) If already on type PR#6 (Return); or  
(c) if the drive has been in use carry out the next instruction.
- (3) Type RUN RENUMBER (Return)

- (4) When information appears on screen press (Return)  
 (5) Further information will appear on screen. If you don't understand it it is probably not applicable!  
 (6) (a) If program to be renumbered is on disk already in drive 1 type LOAD (program name) (Return); or  
 (b) if program to be renumbered is on another disk remove the disk from the drive and replace with other disk. Type LOAD (program name) (Return); or  
 (c) if program to be renumbered in drive 2 type LOAD (Program name), D2 (Return)

- (7) When program has LOADED type & (Return).  
 (8) After a pause, depending on length of program being renumbered, the cursor will flash when complete.  
 (9) Type SAVE (program name) (Return). This transfers the RENUMBERED program to the disk.  
 (10) Type LIST (Return) if you want to see that program lines and GOTO numbers etc., have been renumbered.

**EDITOR:** Reprinted from Windfall and contributed by Christopher Griggs from the Townsville Apple User's Group.

## The Warning Signs of Computer Addiction

by Tony Pizza

Now that you're a computer owner, you have to watch out for that insidious virus that attacks not the computer, but the owner. That attacker is COMPUTER ADDICTION.

### Warning sign #1: Boring your friends

You hear yourself saying, "I've got 1 meg RAM, a 64 meg Hard Drive, and a Transwarp... etc... etc"

### Warning sign #2: Making excuses to use the computer

You have a disk full of AppleWorks data base files to help organize lists of video tapes, cassette tapes, recipes, your ties, shorts, gasoline receipts, silverware, etc.

### Warning sign #3: You understand geek talk

You have an urge to go beyond simple lists. You hang out in computer stores and hear Todd say, "We should be getting

that new assembler with the high speed relocating linker and combo Turbo Pascal editor/compiler real soon".

### Warning sign #4: Thinking you can quit anytime

You begin writing programs, successfully calculating the exact time to rotate the tires on your lawnmower. You promise to go to bed at a reasonable time, but stay up all night, perfecting your programs.

If you fail to take heed of these signs, what happens next is not pretty. Your appearance goes downhill, you lose your non-computer friends, your job, your loved ones, and don't care. You're now a full-time, free lance programmer. An addict in the true sense, an Appleholic.

**EDITOR:** Reprinted from the Appleholics Anonymous newsletter. This article has been slightly modified to suit our group's location.

## Educational Software

by Colin Torr (Principal, Dalbeg State Primary School)

Computers like many other products of our modern age have the potential for much utilization in the classroom. However not all uses are productive. Beware of the educational purposes of the software you are using. Teachers have been plagued for decades by publishers promoting texts that range from meaningless activity to unacceptable rubbish. We have learned only too quickly that anything labelled 'educational' is not necessarily valuable. We discern much more carefully than we used to. The same applies to this new era of educational software. I suggest that you view all software on approval before purchase because I can guarantee there are just as many software companies trying to palm off their 'rubbish' to you. Evaluate the software according to your needs and current educational pedagogy and you will have a greater chance of success. Face it, only teachers currently working in the system are aware of educational

benefits of software and those endorsed by sales persons calling themselves 'trained teachers' have the credibility of products in television commercials. Ask a teacher if you are in doubt. Our schools have an increasing number of computer experts who are taking advantage of a growth in such equipment. I'm sure they would only be too happy to give advice. At least our ethics include honesty!

**EDITOR:** This article comes from the Townsville Apple User's Group.

### For Sale

Apple II Europlus with B/W monitor, two disk drives with controller card (one drive faulty), C. Itoh model 8510 printer (no printer card)

Price: \$250.00

Contact: Mrs. Verey (07) 378 9577

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# Chessmaster 2100 Review

by David Greenland

This program is not as expected, most chess games require you to be a great chess player like Carпов or someone with his ability. With Chessmaster 2100, if you have basic keyboard skills and can use a mouse you can play chess like the pro's.

I play chess about as well as the average garden gnome, so it was to my surprise that here is a game that anybody can learn to play, even a garden gnome. The game is produced by The Software Toolworks company and they have really done there homework to produce this game. I could not get over the simplicity of the pull-down menu's and all the options offered to the player in these menu's. There are four major menu options. The first is the player menu which contains things like, start a new game, select you opponent, either the chessmaster or a human competitor so you can watch the chessmaster play himself or herself. You can select the level of play, there are five levels each with up to 14 different skill levels. You can even alter the time each player has to complete his or her move. You can restart an old game or save the one your playing, there is even a help option.

The next menu is the board menu where you can customize

the chess pieces, customize the way the chessboard looks, even have wooden or metal chessmen. You can show the coordinates of chess moves and even rotate the board.

In the display menu you can see the men you have lost and show all the moves you have made, you can see the chessmasters moves and his or her logic, although it is a bit hard to follow unless you play chess by numbers. It can show suggested moves, also you can have invisible opponents. The program even has an option for when the boss walks in, it moves you to a piece of Applesoft code, so it looks like you doing some programming, very sneaky, hey!

In the extras menu you can analyze the game so far, solve for a mate, print the moves to the printer and print the board. You can save the settings that you have made to the board.

To play the game simply select the skill level, select an opponent and start a new game, it's that simple. Chess is played in the usual way, the only difference here is that the chessmaster guides you by letting you know if the move you selected is valid. If you select the each option like I did, when you select a chess piece, the chessmaster highlights all the moves possible for that piece, this makes it easy for even the slowest garden gnome to pick it up.

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(the Brisbane User's Group)

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