

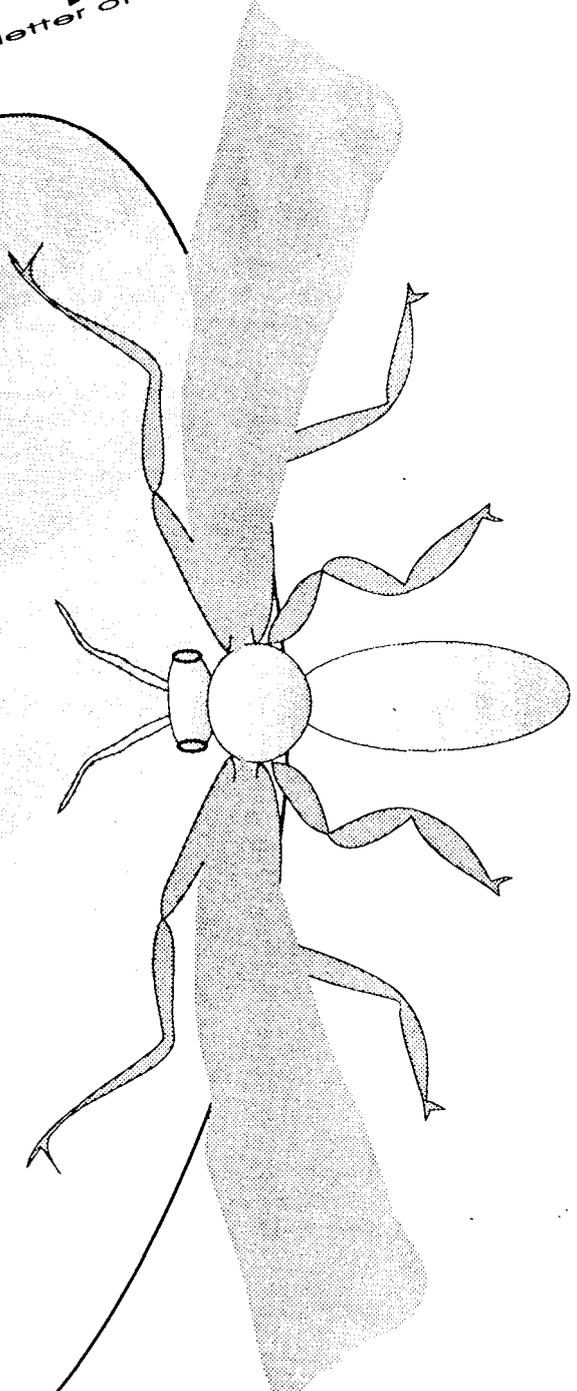
September 1991 Edition  
Volume 10/Number 9

# Apple Bug

the newsletter of Apple-Q Inc.

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

\$1.50

THE BRISBANE APPLE USERS' GROUP

# Apple-Q Inc. Diary

## This Meeting

Sunday  
September 15th

Items for Auction: 10.00am - 11.30pm  
Auction: 12.00am start.  
Committee meeting: 3.00pm start.

## Next Meeting

Sunday  
October 20th

General meeting: 11.00am - 4.30pm.  
Committee Election: 12.00am start.  
Committee meeting: 3.00pm start.

## Sept. 15th

AQ Auction

Apple-Q's "End Of Year Auction". Bring along all your unwanted computer software etc., or come along for a bargain . . . .

## Oct. 20th

A. G. M.

It's Apple-Q party time . . . Apple ice cream cake, & Apple cider . . . and the election of the new Committee . . .

## Notes . . .

### Things to come..

The Committee tries to set up demonstrations and other events like the auction to cover the many and varied tastes of our members. We are always on the lookout for anyone who might like to help in this area to either run a demo or suggest ideas for future demonstrations or events.

It really does not take great computer skills and knowledge to present a demonstration, just a basic knowledge of the topic being presented. It could be a demonstration of software, for example an art program or music program, or on hardware like a scanner or a video card.

If you would like to present a Demonstration or like to see one, let us know. Feedback from club members aids us in planning future meetings.

### Some Demonstrations / events Planned for 1991

Educational Software reviewed  
The Macintosh LC  
Music and the Apple  
Scanners and OCR for the Apple II  
Auctions.  
Annual General Meeting.  
Apple-Q Birthday Party.

## Renewals

### Thank You:

#013	F & M Howell.
#020	R. Godbehere.
#031	GJ & GD Brown.
#055	BE & P Duggan.
#057	J.V. Pulman
#071	J. Young
#123	A. White
#131	K. Law.
#149	S. Mann.

## Article of The Month Award

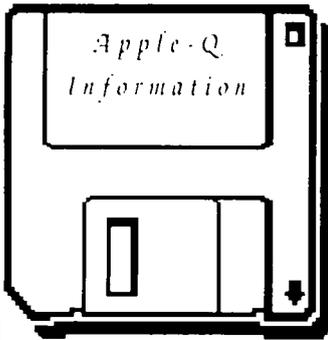
Ian Jones for You Don't Get Nothin'  
For Nothin'

## Trading Table

Apple-Q Inc. has for sale to members blank disks & other items that we buy in bulk in order to save you money & generate funds for the club.

5.25	DDDS blank disks	{Box 10}	\$8.00
3.5	DDDS blank disks	{Box 10}	\$14.00
3.5	DDHD blank disks	{Box 10}	\$22.00
	Disk Satchells	{Pkt 50}	\$7.00

Note: Prices are subject to change without notice, but are correct at the time of printing.



## Public Domain Software

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 minimum fee is \$3.00 per disk, with "Disks of the Month" costing a little extra than the older software in the clubs library.

On the inside back page you will find a software order form. This form can be used if you wish to order by mail or you can order & pick it up at the meeting. For mail orders, remember to add \$2.00 for postage & packaging.

## Meeting Format

- 11.00 am - 12.00 pm - Informal period**  
Trading table open, Hard copy Library Open  
Registration of members (new and renewals).  
PD Software Library sales. Raffle Tickets sold.  
Start of General Computer Time.
- 12.00 pm - 2.00 pm - Special Interest Groups**  
New Users (Beginners) SIG  
Apple //GS Computers SIG  
Macintosh Computers SIG  
Trading Table, Software Library continues . . .  
General Computer Time Continues . . .
- 2.00 pm - 3.00 pm - Demonstration**  
Invited speaker to give a demonstration.  
followed by a question and answer session  
relating to the demonstration.  
Draw raffles etc . . .
- 3.00 pm - Start Committee Meeting**  
SIGS, Trading Table, Libraries etc. close.  
General computer time continues.  
Committee meeting starts.  
Members are welcome to attend committee meetings.
- 5.00 pm - (approx.) Open Day ends.**  
End of the General and Committee meetings.

## Meeting Venue

Hooper Education Centre  
Kuran Street, Wavell Heights.

Visitors Welcome.

## Membership Fees

Adults/Students:	\$25.00
Corporate Membership:	\$50.00
Associate Membership:	\$10.00 (BBS only)
Joining Fee:	\$10.00 (first year only)

At the discretion of the Executive Committee

## Articles for Apple-Bug

If you would like to contribute to Apple-Bug, please send in your article (on disk if possible) to Apple-Q or bring it along to the meeting. The deadline for Apple-Bug is the Open Day meeting. Disks will be returned.

## Executive Committee

Ann White	President	(07) 371-4067
John Finch	Vice-President	(07) 260-5218
Bob Godbehere	Secretary	(07) 808-3892
Bob Godbehere	Treasurer	(07) 808-3892
Graham Black	Registrar	(07) 883-1525
Kelvin Saggars	Editor	Modem / Mail
Jeff Sellers	Software Librarian	(07) 359-1339
Ian Millar	Hardcopy Librarian	(07) 343-4261

## Assisting

Vince Crosdale	Immediate Past Pres	(07) 351-3090
Dale Rodgie	Misc/Disk of Month	(075) 91-2819
Graham Wobcke	Assisting Software Librarian	

## Bulletin Board

<b>Name:</b>	Apple-Q Inc. BBS
<b>Telephone:</b>	(07) 851-1711 [24 hrs - B.B.S.] (07) 351-3090 [7-9 pm - Voice]
<b>Baud Rates:</b>	300, 1200/75, 1200 & 2400 (CCITT & Bell)
<b>Data Specs:</b>	8 Data bits, 1 Stop bit, No Parity, Full Duplex
<b>Sysops:</b>	Vince Crosdale, Graham Black

## Production Information

The Apple-Bug was written with AppleWorks and AppleWorks GS. AppleWorks GS was used for the Page Layout. Apple-Bug is printed by the Hooper Education Centre. Thanks to Computer City for the use of the LaserWriter used to produce the original copy.

## 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.
- 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.

## Help Line

### Apple II General

Bob Godbehere (07) 808-3892 7-9 pm & W/E

### Apple IIs

Vince Crosdale (07) 351-3090 7-9 pm  
 Dale Rodgie (075) 91-2819 7-9 pm  
 Graham Black (07) 883-1525 1-6 pm

### Apple Macintosh

John Finch (07) 260-5218 7-9 pm & W/E

### AppleWorks

Sheryl Mann (071) 96-7401 7-9 pm & W/E

### AppleWorks (education)

Ann White (07) 371-4067 7-9 pm & W/E

### AppleWorks GS

Dale Rodgie (075) 91-2819 7-9 pm

### Applesoft

Graham Black (07) 883-1525 1-6 pm  
 Vince Crosdale (07) 351-3090 7-9 pm

### Beginners

Ann White (07) 371-4067 7-9 pm & W/E  
 Graham Black (07) 883-1525 1-6 pm

### Communications

Vince Crosdale (07) 351-3090 7-9 pm  
 Kelvin Saggars (07) 800-4660 Modem only

### Disk of the Month

Jeff Sellers (07) 359-1339 7-9 pm

### Educational Programs

Ann White (07) 371-4067 7-9 pm & W/E  
 John Aspland (07) 368-2420 7-9 pm  
 Geoff Galt (07) 355-5161 School hours

### Machine Language (IIe, gs)

Dale Rodgie (075) 91-2819 7-9 pm

### Modems

Vince Crosdale (07) 351-3090 7-9 pm  
 Kelvin Saggars (07) 800-4660 Modem only

### Software Library

Jeff Sellers (07) 359-1339 7-9 pm & W/E  
 Dale Rodgie (075) 91-2819 7-9 pm

If you are free to aid other members and would like your name added to the list, let us know.

Please only call between the times listed.  
 W/E stands for weekend.

## From the Editors Desk

*by Kelvin Saggars*

Well another committee has almost run it's term, and it's to be hoped that we will have at least enough nominations to cover all the committee positions this year, so that no one has to take on more than one job, as Bob has had to do. Yes I know some positions require a lot of commitment from the person who takes them up, but you never know what you are capable of until you try . . . now do you?

This issue contains a nomination form that must be filled in if you wish to try for a position on the next Committee. I have also supplied a little bit of information on what is required of each committee position to help you choose which, if any, best suit your abilities.

At the last Committee Meeting a vote was passed to try out The Work Shop concept that appears to work so well in other groups around Australia. The first one will be on AppleWorks, and depending on how well it is received we will try to set up others. The Work Shops could cover any range of topics from AppleWorks, to HyperStudio, to a basic course on using the an Apple // or Mac. Let us know what you would like to see/do and we will try to arrange it.

Also at the last Committee Meeting a vote was passed to join the Seven Hills Software "Partner" Scheme, whereby you as Apple-Q members can receive discounts on all Seven Hill Software packages. The scheme requires the club to nominate someone as the "partner" who will become the clubs link to Seven Hills. After another vote, I was nominated for that position.

As the "partner" I will receive copies and updates of their latest software, to enable me to review them for you. This does not mean the club will be handing out copies of this software, far from it, but we will be able to give you some excellent discounts and supply an update service for existing Seven Hills Software owners. More on this in the next newsletter when I obtain more information from Seven Hills in the US.

Last months article by Ian Jones on Australian II Series Software was nominated by the committee as the best article submitted by a member for the August Issue. I only wish we had more like it, an excellent article, thank you Ian.

The HyperWars Demonstration went over well I think, but it is very hard to show what each package is capable of and how to use it, in the limited time span of a Demo. I only hope Dale and I gave you some idea of what each package can do and if you have any questions, we will do our best to answer them.

That's about it from me this month, and if anyone is thinking about taking over the job of Editor on the next committee, please feel free to contact me if you have any questions.

# HyperStudio

## Part II

By Kelvin Sagers

This is the second part of a short series of articles on HyperStudio. This month's article continues to explain the various menu options available from the menu bar. As anyone who saw the demo at the last meeting no doubt noted, HyperStudio offers a great deal of potential to Non programmers, by the host of options accessible via the click of a mouse button. The Demo really only scratched the surface of what can be achieved with HyperStudio, and if enough members show an interest in a HyperStudio SIG, I would be most happy to run one.

Enough hype lets get on with the show . . .

### Edit Menu

The Edit Menu is used to copy, cut, and paste, backgrounds, Objects (buttons, text, graphics), or even entire cards.

**Undo [Open-Apple Z]** - The undo option undoes the last 'edit' action, for example it can be used to 'undo' the rotation of a graphic, or the deletion of some text. Undo only works on the last action, and is not available for some commands.

**Cut [Open-Apple X]** - An object (graphic, text, or button) or a section of the background, can be 'cut' by first selecting it with an edit tool (see the **Tools Menu**) the same as those used in the **Clip-art** option. The 'cut' option places the object you have selected on the clipboard. Cut removes the original object or section of background you have selected from the current card. Once the object is on the clipboard it can be 'pasted' elsewhere, e.g. onto another card.

**Copy [Open-Apple C]** - Copy works much the same as cut but the original image remains intact. Like cut, copy can be used to duplicate part or all of a background as well as objects.

**Paste [Open-Apple V]** - Paste, places whatever is on the clipboard onto the current card. Once 'pasted' you can use the mouse to position the object, and you simply click outside the object to drop it. If a whole card is 'pasted' it is always placed after the current card, on the current stack.

**Clear [Clear/Delete key]** - This deletes whatever you have selected without placing a copy on the clipboard.

**New Card** - This option creates a new card with the current background (see **Preferences**, and **Load Background** options for more details). Any graphic, text, or button

objects are not copied onto the new card.

**Delete Card** - The Delete Card option deletes a card from the current stack. HyperStudio will warn you if this stack is connected to other stacks, but you must either allow HyperStudio to delete the offending buttons, or it marks them as 'unresolved' and shows them as red, for you to edit at a later date.

**Cut Card** - This places a copy of the current card on the clipboard. Like **Delete Card**, if you don't paste the card you have cut out back into the stack, then unresolved buttons must be edited.

**Copy Card** - This option works much like the **Cut Card** option except the original cards remains untouched. This of course means no unresolved buttons as the copy if pasted back is given a new number.

**Erase Background** - This erases the background on the current card. The **Set Background Colour Option** in the **Option Menu** dictates the colour of the erasure.

**Flip Horizontal/Vertical** - Flips the selected Object in the designated direction.

### Move Menu

The Move Menu contains commands to move from card to card in the current stack.

**Back** - This command takes you back though the stack in the order you viewed the cards (up to 16 cards) e.g. if you viewed cards 6,9 and 1, then Back will take you from card 1 to card 9 and if chosen again from card 9 to card 6 in the current stack.

**Home** - This option takes you to the home {first} card of the home stack.

**First Card** - Choosing this takes you to the first card of the current stack.

**Previous Card** - Unlike **Back**, Previous Card takes you to the card before the current card e.g. to card 9 from card 10 in the current stack.

**Next Card** - Takes you forward a card, e.g. from card 10 to card 11 in the current stack.

**Last Card** - Places you on the last card in the current stack.

**Find . . . [Open-Apple F]** - Find... allows you to find a string of text in the current stack by searching through all the Text Objects. The search is from the current card forward, and you can also look for **Find Next** with the **Shift-Open-Apple F** option.

## Tools Menu

The Tools Menu is an icon based menu comprising of two basic tool groups, the top group representing major editing tools for screen items such as graphic and button objects, and the lower group representing paint tools used to edit the background graphic image.

## Card Tools

**Browse {Hand} Tool** - Selection this as a pointer allows you to activate buttons to check they are working correctly, it is also the default tool.

**Button Tool** - Enables you to select and then edit, resize or reposition Button Objects on the current card. For example you may wish to change a red button with yellow letters to a blue one with white letters and make it a bit smaller.

**Edit {pointer} Tool** - The pointer is used to select items for editing (see the **Edit Menu** for more details) e.g. **Cut** and **Copy**.

**Picture Tool** - This icon allows you to edit, resize or reposition any Graphic Objects on the current card. For example a picture of a book might be needed to be moved over an invisible button to that anyone 'clicking' on the book will activate the button.

**Sound {Speaker} Tool** - The speaker icon allows you to edit, resize or reposition, any buttons on the current card that have sounds linked to them.

**Text Tool** - This allows you edit, resize, and reposition any Text Object on the current card. You can lock the text or make it changeable, add or delete scroll bars etc., or simply edit the text. The text can be mixed and matched any way you want, with different colours, fonts, types, sizes, and styles.

## Paint Tools

**Selector {cross-hair} Tool** - Used to select rectangular or square areas of the screen for editing or dragging.

Note the image in area that is surrounded by the box can be also be resized. That is a building for example can be made larger or smaller by first selection the area containing the building, and then holding down the **option** key with the pointer in the bottom right hand corner of the graphic, clicking and holding down the mouse button, and then moving the mouse until the desired size is reached.

**Lasso** - The lasso is much the same as the **Selector Tool** with the exception that it is used to select objects and leave the background colour behind. In this case the background colour is defined as the colour on which you start to outline the graphic you wish to select.

Again a lasso selected section can be resized as detailed above.

**Pencil** - A freehand drawing tool, the colour of the line is dictated by the setting in the **Colours Menu**, and the size by **Options Menu**.

**Paint Brush** - Again much like the pencil, with size and colour dictated by other menu settings.

**Eraser** - Erases an area of the screen if you hold down the mouse button with this tool selected. The colour is determined by the **Background Colour** setting in the **Options and Colour Menus**.

**Line Tool** - Used to draw straight lines, the size and colour or which are dictated by the settings in the **Colour and Option Menus**.

**Spraypaint Tool** - Sprays a scattered pattern of dots of the current colour selected in the **Colours Menu**.

**Rectangle** - Draws a rectangle of the current colour, if the **Fill Option** is selected in the **Option Menu** then the rectangle will be filled with the current colour.

**Rounded Rectangle** - Draws a rectangle with rounded corners otherwise the same as the **Rectangle Tool** above.

**Fill {paint can} Tool** - When Active the paint can cursor is moved to the area to be 'filled' with the current colour and the mouse button clicked to start the paint 'pouring out the tin'.

**Oval** - Much like the **Rectangle Tool** but draws ovals.

**Freehand Shape** - This tool draws a closed freehand shape using the current colour and line width, when the mouse button is release the final line is draw between where you left off to the point you started from. Like the other shapes it can be filled.

**Text** - Adds text to the background, the colour and size etc. are controlled by the Text options in the **Options Menu**.

**Magnifying Glass** - This allows a pixel by pixel edit of the background graphic. A full sized view of the area under the glass is shown in the top left hand corner (more programs should have this ). You can move or pick up different colours from the picture it's self by using the **Apple** keys in conjunction with the mouse.

**Polygon** - Allows you to draw a closed polygon shape using the current line width, and colour, which can also be filled if required.

**Easy Lines and Misc. Forms** - When using any of the rectangle, oval, and line tools, if you also hold down the shift

key the rectangle will turn out a square, the oval a circle, and line will automatically draw perfectly straight lines.

## Objects Menu

Objects are items like buttons, text items, and graphics that can be added to the current background. The Objects menu allows you to add new objects, and find out how much memory is being used by each card and object or the whole stack for that matter.

**Item Info** - After selecting the Object on the current card, e.g. a button, you will then be given a report on that item, in the case of the button it would be **Button Info**. There are information reports available on:

<b>Button Objects Info</b>	<b>Text Objects Info</b>
<b>Graphic Objects Info</b>	<b>Cards Info</b>
<b>Stacks Info</b>	<b>Backgrounds Info</b>

This information includes whether the item is embedded or not, how much memory it takes, whether the item is visible or not, and a reference number or name. Some information is specific to only one class of object etc., for example if text is read only or changeable, or the number of backgrounds and cards in a stack.

**Bring Forward** - This is used when to objects overlap and 'places' one item on 'top' of the other. For example you would want a **Text Object** to be on 'top' of a **Graphic Object** {like text over the graphic of a book}.

**Send Behind** - This sends the selected item to the 'bottom', e.g. the **Graphic Object** under the **Text Object**.

**Add a Button** - This allows you to add a button to the current card. Once have selected this option you will be presented with a dialog box with various button designs, a box to add any text you want displayed on a visible button, and you can also select if you want the button to be visible or not. Once you have clicked on 'OK' you can position, and resize the button if you wish to. Click outside it to continue which 'drops' the button or simply hit the Return key on your keyboard.

After you have 'dropped' the button you are presented with a full screen menu with various options that allow you to link your button, delay it, auto activate it, add sound to it etc. These options are divided into two main sections:

**Connect To** - Which allows you to specify where the button is to be linked to.

**Actions** - Which allows you to nominate an action or actions to a button.

A visual effect known as a transition is also available for any **Connect To . . .** option, there are **16 different**

**transitions** to choose from which includes items like fades, also there are various effects know as **screen wipes** to choose from, again the best way is to experiment with them.

### Connect To . . .

**Another Card {on the current stack}**  
**Previous Card {on the current stack}**  
**Next Card {on the current stack}**  
**Another Stack**  
**An Application {e.g. the Finder}**  
**Home Card {on the Home Stack}**

### Actions . . .

**Play Sound {from disk or live}**  
**Play Video {play selected section}**  
**Trigger Xcmds**  
**Animate {Playback Rate, Repeat}**  
**Test {no, correct, alternate ans, save result}**  
**Auto-Activate {Delay time if any}**

Choose what ever options you want the button to perform then click on 'Done', it's as simple as that.

**Adding a Graphic** - Used to add a **Graphic Object** to the current card. When you add a **Graphic Object** it retains it's own identity and can be manipulated as such, as distinct from **Clip-art** which becomes part of the current **Background**. The graphic can be any graphic file you have on disk, and after you choose the file you size the widow to show as much, or as little of the graphic that you wish. After positioning, and resizing the window {via the mouse}, a simple click outside the **Graphic Object** will 'Drop' it. You can even add a border if you wish from the menu driven options or nominate if the data should be embedded in the stack or placed on disk.

**Add a Text Item** - Once you choose this option you must nominate a position a size for the text object on the current card {this is simply done by using the mouse} and 'Drop' it as normal. You will then be given a dialog box that has options like: **Read Only, Read Write, Scroll Bar, Borders**, and if the file is to be taken from disk if so it can only be Read Only. HyperStudio will read in either straight ASCII or AppleWorks files.

Once you have created your text Object you can enter text into it {if it is Read Write}, in any mix of colours, fonts, and styles {unlike the Apple product}.

**Add Video** - Allow you to add video to the card it's self {not a button}. The sequence starts when the card is first accessed.

## Colours Menu

This menu is used to select the current colour from 16 standard dithered - 640 mode colours and 16 additional patterns. You can also load custom palettes to change the standard 32 'colours'. The Clip.Art disks contains files with

colours like Earth tones and Grey scales.

## Options Menu

This Menu contains options to set up text, and background colours, and styles; as well as brush and line sizes etc.

**Line Size** - Sets the width of the lines used by tools like the **Straight Line Tool, Oval Tool, and Rectangle Tool**, etc., simply choose the width most suited to the application at hand.

**Brush Shape** - Click on the size and shape required when using the **Brush Tool**.

**Draw Filled** - Does exactly as it states draws a 'filled' version of the shape you have currently selected in the **Paint Tools Menu** with the current colour. For example instead of a rectangular outline you will produce a rectangular block of the current colour.

**Text Style** - Allows you to use any font and style you have in your `*/System/FONTS/` folder, for use with the **Graphic Text Tool** or in a **Text Object**.

**Set Text Colour** - Used to set the colour of any currently selected text. The colour of the text can also be altered by simply selecting a colour from the **Colours Menu**.

**Set Background Colour** - This sets the background colour for the current card or object. The background colour can also be altered by selection of the **Eraser Tool** and choosing a colour from the **Colours Menu**. The default background colour is white.

**Hide Items** - This options allows you to hide any buttons and other objects on the current card so that you can make changes to the current background without the objects obstructing the picture.

**Hide Menu [ Open-Apple M ]** - This is used to hide the menu and can be set for each card in the stack. You would normally hide the **Menu Bar** on a finished stack.

This completes the overview of the majority of HyperStudio menu options, some sub-menus have been left out for clarity, and the fact that their usage is self evident, in most cases.

### OK So what's left . . . .

HyperStudio also comes with a few utilities the most used of which would have to be the 'Sound Shop'. This utility allows users to import raw digitized sound files and convert them to the HyperStudio sound file type, and or edit them.

Sound Shop also allows users to enter sounds through the small digitizer card supplied with HyperStudio { note at present HyperCard users can only use resource sounds hidden in the resource fork of the HyperCard Stack, they

cannot use any of the multitude of sounds available to the HyperStudio user on PD disks and the like.)

Again Sound Shop uses the standard mouse interface, and allows the user to change all or part of the sound file being worked on. Sound Shop gives the user options to control the record and playback speeds, echo, repeat, and volume, and also allows cut and paste edit options, along with tools to produce effects like layering, stuttering, and filtering etc. on all or part of the sound. Sound Shop is an excellent program in it's own right.

### Run Your Stacks Without HyperStudio . . .

As I noted in the first article, HyperStudio also allows you to set up your own disks so that people without HyperStudio can run your stacks. This is achieved with a file called `HS.Sys16`, which is in fact a cut down version of HyperStudio. If you use it for anything other than Public Domain stacks a licence fee from Roger Wager Publishing Inc. is required. Full details on how to use this program are given in the HyperStudio Manual, and if that is too hard to follow an installer program is also provided to do the job for you.

### The Bottom Line . . .

It is really impossible to describe a program like HyperStudio in two articles in a newsletter. The package is a art program, word processor, sound program, animation program, etc. all rolled in one and is best explored first hand.

Sure the current version has a few limitations in some areas, but most of these have been covered over the years by various Xcmds (akin to calling up a machine code program from BASIC), or can be worked around with existing commands and a bit of imagination. The current version is a few years old now, compared to HyperCard's few months, and I hear that Roger Wagner has a new version of HyperStudio on the way, that will sort the men out from the boys.

As I hope I demonstrated at the last meeting HyperStudio is by far the better overall package for the average Apple II user who does not want to get involved in fancy programming. Don't get me wrong there are times I wish HyperStudio had something akin to HyperCard Script, but still had the options it now has, thus having the best of both worlds.

### Next Month . . . .

In the next issue I will attempt to bring the menu commands we have covered in the last two articles 'to life' by creating a simple stack. In doing so I hope you will gain a better idea of how the whole HyperStudio package works, and how stacks, cards and buttons etc. can be made to work together to produce some interesting effects.

*I welcome any comments and ideas you might have concerning HyperStudio, and request that you send them to me via Apple-Q's PO Box, the address for which is noted on the back pages of this issue.*

*Kelvin*

# Disks of the Month

by Dale Rodgie

See Jeff or myself at the Software Library at the next meeting or order by mail. Order form appears on the inside back cover of this issue. The prices are as follows:

Disk Type	No Disk	With Disk
5.25 inch	\$4.00	\$5.00
3.5 inch	\$5.00	\$8.00

## Apple //gs Disk Of The Month

This months Apple //GS games disk of the month contains the latest updated game from Joe Jaworski. A year or so ago, Joe released an update to a very old Apple II game, Lunar Lander. He added wonderful graphics to a program that used to be text based, and with Star Trek Classic, he has done the same.

This is based upon one of the earliest computer based simulation games. Old time Apple II users are bound to remember that game as soon as you run this new version. Of course, it's completely re-done and updated, and has digitized sounds from the actual Star Trek TV show. If you're a trekkie, you're bound to love this game.

This game is Shareware, and Mr Jaworski requests a \$20 fee be mailed directly to him. When that fee is mailed, he will

send you a printed manual. He provided absolutely no instructions or documentation, but, it should be readily apparent what to do to play the game. If you're confused by the 3 letter commands, here's a good hint. Even though you can't see the menu bar during game play, move your mouse towards the top of the screen. The menu bar will appear. One of the menu bar pull down menus allows you to issue commands from it rather than from the console. It also spells out what those 3 letter commands mean.

Star Trek Classic requires 1.5 megabytes of memory and GS/OS System 5.04 to run. It is a great game, and Kelvin tells me that you need to be more impulsive than warped to succeed with it.

## Apple //e, //c Disk Of The Month

For the Apple //e//c members of the club we also have a two disk program called Word Search version 4. Word Search allows you to create and printout word puzzles on your enhanced 128k Apple //e//c, or //gs.

The program comes with quite a few premade word lists, but you can create your own on what ever topic you wish, and then use them to create Word Search puzzles with hidden words printed backwards, diagonally etc. in the puzzle. The puzzles can be printed out on most Epson (and compatibles), Star, ImageWriter, and many other common printers, complete with clues and a solution. Develops word recognition skills as well as being entertaining.

# Introductory AppleWorks Course on Word Processing

by Ann White

Apple-Q will present a four hour introductory course on word processing with AppleWorks. This is the first in what we hope will be a series of courses to meet the needs of Apple Users in more depth than we can possibly do on a Club day. (Hint: your support or otherwise will help us gauge what need exists!)

We have frequent inquiries from people with Apples wanting courses of this sort. And . . . there are none available through the dealers. Apple Dealers do run Mac Courses, but they cost \$200+ per day. This is quite a reasonable charge for a corporate type client, but it would seem to be a bit much for the user who is not funded by company training funding!

We also give help on Apple-Q club days to individuals with queries, but there is not the time or space to present a whole sequenced course within our current club Open Day format. This is your chance to take advantage of the knowledge within your user group and enjoy a reasonably steep learning curve on AppleWorks skills.

We are borrowing the member workshop concept operated by the Macintosh Association, and launching our first workshop. The format will be:-

- Date . . . . .** Saturday, 5 October, 8.30 - 12.30  
**You bring. . .** Your Apple // computer, disks (and a printer if possible), a power board & an extension lead.  
**We provide. . .** A sequenced session of instruction, a tutorial disk of exercises, and morning tea.  
**Cost . . . . .** \$30.00 to Apple-Q members  
 \$55.00 to non-members

Please phone Ann White with any queries on (07) 371-4067 (answering machine)

Please fill in the form on page 10 and return it ASAP. Thank You . . . .

## For Sale

**An Applied Engineering  
1.5 Megabyte Memory Board  
For an Apple //GS**

**\$300 O.N.O.**

Yes I am upgrading yet again . . . if I can sell this board that is . . . the 1 meg has been sold, for more info:

**Contact: Kelvin Sagers at the Open Day meetings or via the Apple-Q mail box . . .**

**Or phone my BBS, The Phoenix, on 800-4660.**

# Australian Apple User Group Conference

By Ann White

Apple-Q was invited to send three representatives again this year and accordingly, Dave Rodgie (we know him as Dale, but "they" think he's a "Dave"), Kelvin Sagers and I attended. We are able to report that the hospitality extended to us was very acceptable.

The conference was held in Sydney on the 19th of July and proved to be a weekend absolutely packed with information and mind-expanding possibilities. The people attending were user group representatives from WA, SA, Vic, Tassie, ACT and Queensland, of course.

The most relevant sections of the conference for me, apart from the buzz of meeting with other Apple // & Apple Mac users, were :-

- A demonstration of networking and connectivity conducted by an unparalleled expert who demonstrated communicating with, and connecting into, networks, operating systems and computers literally all over the world!

- A demonstration of Compuserve, a massive USA based system which is available to Australians for \$18.00 / hour connect rates + \$18.00 / hour communication surcharges. Discussion took place on whether User Groups could use this service to facilitate communication, information exchange, technical information etc.

- A number of demonstrations of new software releases (with a heavy bias towards Mac) and their applications, particularly an accounting package, M.Y.O.B. A demonstration of a CAD package by a person who just happened to be staying in the hotel was mind-boggling!

- The opportunity to listen to, and talk with, Ian Diery, Pacific manager of Apple Computers from Cupertino, California. His after-dinner speech included a lot of information about future product lines, particularly some for joint projects with IBM. Ian, just incidentally, is an Australian!

- A trade display of "goodies" such as CD Rom players for data storage ranging from 180 to 680 megabytes. There was also a Pen Mouse which was very easy to use and much more intuitive than a normal mouse.

- Demonstrations of aspects of System 7.0, the new operating system for Mac, and the chance to use it on the machines set up for our use.

- Access to a Technical Information Source CD Rom which is a database of tech information for all aspects of Apple Computers, printers, networks etc.

- The opportunity to access a quantity of Public Domain software from the file server. Dale and Kelvin worked hard at filling a Hard Disk with as much as possible. They also loaded materials they were making available for others to share. (The ultimate irony occurred when I was just about to copy materials which I discovered they had put onto the system!) I then concentrated on acquiring Mac materials, including some (anti-)virus programs, games and some interesting GIF files.

- Exposure to the wealth of materials available in CD Rom format.

- A "Playroom" full of computers with lots of "goodies" which was opened for our personal enjoyment / instruction, pleasure at different times over the weekend.

It was a very full weekend and required a lot of effort to resist attempting to pack the Mac 2fx into my bag for the trip home. It would have been worth the excess baggage bill!

We learned a couple of very valuable lessons over the course of the weekend, viz:

- Always offer prayers to the "demo gods" before launching your presentation. Then, just maybe, you will not have your system bomb in mid-sentence.

- Try hard to ask intelligent questions in Claris Company demos. They (reward you with mugs, pens, lollies etc.)

- Even an expert gets the occasional system bomb in front of his audience.

- Find out what your fellow delegates have loaded onto a system before you start diligently copying "good stuff" for the folks back home.

- Some GIF files look better on colour screens and would print better on colour printers, depending on your interests.

The organization by Pene Slade, Liz Casey, Godfr<sup>A</sup> Gamble and Frank Revill of Apple Computers was outstanding. The phrases "user friendly" and "seamless" were used once or twice over the weekend. They certainly apply to the management and organization of the event.

Ann White - President

## Apple-Q Inc. Work Shop Enrollment Form

Name ..... Phone ..... Membership No .....

Address ..... Postcode .....

I use an Apple IIe [ ], Apple IIc [ ], Apple IIGS [ ] that has [ ] 5.25 drive(s), [ ] 3.5 drive(s).

My version of AppleWorks Classic is Version One [ ], Version Two [ ], Version Three [ ]

I would like to see a WorkShop on .....

Please return this form (or photocopy) to Apple-Q Inc., PO Box 721, South Brisbane 4101 by September 23.

# Apple Q Inc.

## Committee Elections

*By Kelvin Sagers*

The month of August brings with it the end of the financial year for Apple Q Inc., and in accordance with the rules of the club all the members of the Management Committee are required to retire from their current offices. The retirees are eligible upon nomination for reelection, but every member should give grave consideration as their own ability to fill one of the Committee positions. The fact that someone has already been nominated or is standing for reelection should not deter you from submitting your own nomination, in fact 'new blood' in part or all of the committee can be very beneficial to a club.

The following is a short summary of each of the positions of the management committee, and you are reminded that each of the positions requires that the member attend the monthly General Meetings and assist with the general running, administration and promotion of the club. It is also necessary for members to attend the Committee meetings on the Sunday afternoon straight after the General Meeting.

### **President:**

To act as Chairman for all meetings and as such the person should be fully aware of the rules of the group and also the rules of debate to be able to control situations which may arise. To foster a favorable climate for the growth of the club.

### **Vice- President:**

To act on behalf of any other officer in their absence and to organize demonstrations, workshops and special interest groups to maintain a sense of direction within the group.

### **Secretary:**

To record minutes of meetings and attend to all incoming and outgoing correspondence. To organize fund raising ventures to ensure a continued flow of funds.

### **Treasurer:**

Maintain records to reflect the true financial position of the club and to exercise control over all income and expenditure of the club and to offer advise on the availability or otherwise of funds necessary for club pursuits. Produce a monthly accounting to the committee of all the clubs funds, and stock, and provide the paperwork for the end of financial year audit as required by law. Up to the present date members have been using their own equipment to produce the reports required.

### **Registrar:**

Maintain the club register of members and keep control

over the acceptance of new applications and renewals. Monthly provision of mailing labels for the clubs newsletter, and supply the Editor each month with a listing of new members, and renewals for inclusion in the newsletter.

### **Editor:**

Organize the production of the groups publication to enable distribution to members within the time limits set each month. Liaise with printers to ensure timely publication. Establish and maintain contact with outside sources to obtain suitable material. Write articles for the clubs newsletter from information gleaned from other sources. Own or have access to computer equipment to set up the newsletter page layouts, at present this requires an Apple //gs with a minimum of one megabyte of memory. The club owns a copy of Apple Works //gs which it uses to produce Apple Bug. The nominee must also be prepared, once a month to take their own computer along to Computer City in order to produce Laser printer copy for the newsletter.

### **Hardcopy Librarian:**

Maintain the database of library books and their present whereabouts to ensure the security of the books. Display a selection of books at each meeting and generally endeavor to meet the requirements of members. Catalogue all new books and magazines and where appropriate write reviews for the newsletter.

### **Software Librarian:**

Maintain library of programs in a manner suitable for the safe keeping of the groups assets. Test programs and if suitable add to existing library. Update catalogue of programs to ensure easy access to members. Copy disks of the clubs public domain software for members on open days and fill orders between meetings. Write reviews where appropriate for the newsletter. At present we have an Apple //, Apple //gs and a Mac Software Librarian (John wears two hats).

Please note that most positions, aside from the Software Librarian, require the member nominated to use their own computer equipment in order to fulfill their duties. However, at present paper, ribbons and the like are supplied by the club, as is any software required to currently carry out the duties required. The previous holder of a club committee position will, if required, aid you when you first take over a position.

Should you decide to nominate for a committee position then please fill-in the Nomination Form on page 12 (or a copy) and hand it to Bob Godbehere. Please also bear in mind the following simple requirements as laid out in the clubs rules and regulations:

[1] You will need another financial member of Apple Q Inc. to nominate you for the position that you wish to stand for. The nominator must supply his signature, name, and membership number on the form provided.

[2] The nomination form must also bear the signature, name, and membership number of another financial Apple Q Inc. member, in order to second your nomination.

[4] When the form is complete, hand it to the Secretary (Bob Godbehere) or post it to:

Apple-Q Inc., P.O. Box 721,  
South Brisbane, Queensland 4101.

[3] The form must also bear your signature, name, and membership number. It goes without saying that you must also be a financial Apple Q Inc. member in order to be nominated.

[5] All Committee Nomination Forms must be received by the Fifth of October 1991. If you wish to, you may photocopy this form.

## Apple-Q Inc. The Brisbane Users Group

# NOMINATION FORM

for a position on the Management Committee  
for the year ending 31-AUG-1992

I ..... Membership Number .....

nominate ..... Membership Number .....

Seconded: ..... Membership Number .....

For the position of: .....

Signed:-

Nominee: .....

Nominator: .....

Seconded: .....

Thank you for your time and nomination.

## The Apple Q Inc. Annual General Meeting

*By Ann White*

The Annual General Meeting (and Birthday Party!) will be held at our October meeting.

This is the meeting will be the one at which we basically determine the direction which the club will take for the next year. What Apple-Q can do for you and your computer is directly related to what members are prepared to put in to the club.

The old cliché, slightly paraphrased, "Ask not what your Computer User Group can do for you. Ask what you can do for your computer user group" springs to mind at this time. The User Group can only proceed and succeed to meet your needs as users if there are people willing to make some input to the group's activities.

Please think about the positions which need to be filled and see if YOU can make some time available to assist with the organization of Apple-Q. The situation for this year wherein one committee member, Bob Godbehere, has had two major hats, Treasurer and Secretary, was a direct outcome of the last AGM where we had insufficient nominations of positions. That Bob has fulfilled both positions admirably is not in dispute. The question I'm raising is whether this is a fair distribution of workload in a club of 130+ members.

Talk to any current Committee member if you're not sure what the positions entail (*if you wish to know more, please read the article on committee positions and the nomination form also on page 11 of this issue - Ed*). We can provide all the information (and persuasion?) you will need.

All we ask is that you give some thought to your suitability for a position on the next committee.

Ann White - President

# Apple-Q Inc. September Auction

By Kelvin Sagers

The September meeting will be taken up mainly by the Apple-Q Auction as was noted in the last newsletter. The doors will open at 10.00 a.m. on the Sunday of the September 15th meeting, so please help by being there early if you wish to lodge items in the auction, and thus avoid a last minute rush.

As promised a copy of the auction form has been supplied in this issue, should it, however, prove to be too small just copy the format onto another piece of paper, or photocopy the form, and hand it in with your items. If possible please take the time to fill in your form before the meeting in order to speed things up on the day.

Please remember that items must be lodged before 11.30 a.m. and that the Auction starts at 12.00 p.m., and all things being equal it should be all over by around 3.00 p.m.

Please note that items cannot be taken before the auction is completed, and they are paid for. All items that have been sold will be placed to one side, and cannot be collected without an Apple-Q receipt.

## Committee News

By Ann White

### Hard Copy Throw Out Time!

Our hard-working hard-copy librarian, Ian Millar, (and his wife (Marcie) has been working to create order out of comparative chaos in our resources. Apart from the frustration created when people borrow materials without checking them out through Ian, he has the constant battle of trying to fit our ever-increasing resources in to a never-expanding cupboard.

Ian, and the Committee, believe the time has come to be ruthless/ practical/ more organized. Accordingly, we have adopted the policy of "culling" magazines and periodicals of antiquity greater than five years. The winners will be the club members who make it their business to claim some of the goodies on offer at the next club day.

### New Special Interest Group

Paul Featherstonhaugh, one of our members with fewer facial wrinkles than some we won't name, has volunteered to organize a new SIG (Special interest Group). He will convene a group of those people interested in Graphics and Programming. It's great to have volunteers for SIGs . . . and we can always use more.

## Auction Rules and Notes

- The auction starts at 12.00 pm, and your item must be lodged before 11.30 am. The doors open at 10.00 a.m. on the day of the Auction.
- All auctioned items must have a Reserve Price of no less than \$5.00 { Please note - you can nominate a reserve below \$5.00 but Apple-Q will look upon the sale as being a min. of \$5.00}.
- Apple-Q gets a commission of 10 percent of the final auctioned price.
- Apple-Q Inc. takes no responsibility for any software or equipment lodged at this Auction.
- You can auction any computer related item - software or hardware.
- You must be a member of Apple-Q Inc to bid or place items in the Auction. Application for new club membership and, or renewal can be made on the day of the Auction.
- We can not finalize anyones payments until after the auction. If you have to leave early, we will post a cheque to you (minus \$1.00 to cover handling).

## Software Library

Jeff Sellars, our software librarian for Apple 2, and Dale Rodgie (Apple //gs) have been busily revising the catalogs of Apple 2 disks. An almost up todate catalog disk should be ready for the next meeting.

The Apple //gs library has obtained quite a number of new 3.5 disks of PD software, some of which Dale has purchased for the club from Ausom, and about 20 disks donated to the club by Kelvin Sagers. Jeff is looking into obtaining new Apple // software from America.

## Apple Bug

Kelvin has again requested that members should look at making contributions to the clubs newsletter, either in the form of articles or letters to the Editor.

Articles are best presented on disk as an ASCII file with no formatting {e.g. tabs etc.} and if possible accompanied with a printout. Articles can even be uploaded to either Kelvin's BBS or the Clubs BBS. Whilst a straight text file is preferred any standard Apple // format WP file can normally be modified and imported into AppleWorks //GS by Kelvin.

If you wish to post your article, please send it via the clubs PO box as noted on back page of Apple Bug. Your disks will be returned to you.

# Macintosh Mumblings



by John Finch

A round up of a few Macintosh related news items from various sources, that might be of some interest to our Macintosh members.

Claris is said to be releasing a new integrated package called Claris Works. This package has been put together by the authors of AppleWorks //GS, for the Macintosh. Claris being Apple's software company should have no problems making the package System 7.0 compatible. Watch out for this and other new integrated packages for the Macintosh as companies try to jump on the 'low end' Mac bandwagon.

Apple has announced a new CD ROM Drive, known as the AppleCD SC Plus (this machine will work on either a Macintosh or an Apple // as will Apples older CD player). It would appear the price for the new unit will be around the \$1500.00 mark so although prices for these types of items are dropping, they are by no means cheap. The new drive is said by Apple to be 25% faster than the current one. CD ROM disks abound for the Macintosh on a wide range of topics

Citizen has just announced it's "worlds smallest" laser printer. The printer is 50mm high, approximately 88mm deep, and around 290mm wide, and works off a rechargeable battery pack. The unit will probably sell for around \$US550.00.

MacNews, is offering over \$35,000 worth of give away prizes, and all you have to do is take out a subscription. If you decide to subscribe for two years you get two bites of the cherry. MacNews is an excellent monthly publication for the Apple Macintosh that the club receives copies of each month, for more information see the clubs librarian, or write to MacNews at Niche Publishing Pty Ltd. PO Box 2043, St. Kilda West 3182 { or send a fax to (03) 525-5628}. The winners will be drawn on December 5th 1991. A 12 month subscription costs \$36.00, and a 24 month subscription \$60.00 according to the latest issue, if that's not enough you even get to pick your own prizes.

Copies of a catalogue listing of Apple-Q's Macintosh PD software has been uploaded to both The Phoenix BBS (07) 800-4660 (southside of Brisbane), and Apple-Q's BBS (07) 851-1711 (northside of Brisbane), so that members with modems can obtain this file anytime they wish. Both boards operate full time services up to 2400 baud. Also both have online Macintosh file transfer areas, and Apple message boards.

## OPINIONS WANTED

By Simon Skill

I use an Apple ][e computer and know lots about it (I even know it is having a secret romance with the IBM across the road). I need some opinions from the members of Apple-Q as to whether or not I should put a small article each month with tips, tricks and hints about the Apple ][, Apple ][+, Apple ][c and Apple ][e. Also I could answersome questions about these computers.

If you want to give your opinion, phone Simon Skill on (07) 800-1099 within the hours of 3.30 and 8.30 pm.

Thank you . . .

*Simon is one of our new young members and I personally think it is great that he has offered to help out other Apple // users . . . the least we can do is give him some support - Ed*

### In The Next Issue

- Lotus 123 for the Mac.
- HyperStudio part III
- Disk of the Month
- Macintosh Mumblings
- And Much, Much, more . . . .

## WANTED

Does anyone have the APPLE PRESENTS... APPLEWORKS disk side 1? This is needed as Mum needs it to learn about AppleWorks, and we only have side 2. I will pay up to \$5 for the disk. It must be Version 1.0.1.

Thank you... Simon Skill

If you can help please phone  
(07) 800-1099 [3.30 - 8.30 pm]

## Apple-Bug Magazine

is a publication of  
**Apple-Q Inc.**

(the Brisbane (Apple) Users Group)

### Postal Address:

P.O. Box 721, South Brisbane, Qld 4101.

### Meetings Held at:

Hooper Education Centre  
Kuran Street, Wavell Heights

Visitors are always welcome.

**Membership and or Renewal Form**

Please fill in this form, tick the appropriate boxes and send the form to Apple-Q Inc., P.O. Box 721, South Brisbane, Queensland 4101. Please enclose your remittance with this form.

- Membership Application
- Renewal of Membership

Membership Number:.....

**Membership Fees**

- \$10.00 Joining Fee (first year only)
- \$25.00 Adults, Family & Students
- \$10.00 Associate Membership (BBS only)
- \$50.00 Corporate Membership (Schools/Business Houses)

**Member's Details**

Name: .....

Street: .....

Suburb: .....

City: .....

State: ..... Post Code: .....

Home Phone: (.....) .....

Business Phone: (.....) .....

A membership list is published every year in the Newsletter. Only your Name, Suburb and Phone number, are listed. Do you require exemption from this list?

- YES
- NO

**System Information**

- Apple II       Apple II+       Apple IIc
- Apple IIe       Apple IIgs       Apple III
- Macintosh       Other: .....

Members are reminded that the copying of commercial software is not sanctioned by the Apple-Q Inc., and that members who do so, risk expulsion from the group.

I hereby declare that the above details are true and correct, and agree to abide by the Rules and Regulations of the Group.

Signed:.....

**For Official Use Only**

Receipt Number: ..... Date: .....

Status: ..... Paid: \$ .....

Exp. Date: .....

**Apple-Q Inc. September Open Day Auction Form**

Please fill in this form and hand it over at the Trading Table with the items you wish to auction. If you wish, you can use a photocopy of this form. All items for auction must be handed over at the Trading Table by 11.30 a.m.

Members Name: ..... Membership Number: .....

Item Description	Reserve Price	Auction No.
(01) .....	\$ .....	.....
(02) .....	\$ .....	.....
(03) .....	\$ .....	.....
(04) .....	\$ .....	.....
(05) .....	\$ .....	.....
(06) .....	\$ .....	.....

*Apple-Q Inc. takes no responsibility for computer equipment or software left in it's care.*

# Apple-Bug

The Newsletter of APPLE-Q Inc. (the Brisbane Users' Group)  
If not claimed within 7 days, please return to:  
P.O. Box 721, South Brisbane, Queensland 4101, Australia.

SURFACE  
MAIL

POSTAGE  
PAID  
AUSTRALIA

Please deliver to 

**Changing Address?** If so, fill in this slip and send it  
in as soon as possible.

Name ..... Membership #.....

Address .....

Suburb ..... State ..... Postcode .....

Please send this slip to: **Apple-Q Inc.**  
P.O. Box 721, South Brisbane, Qld 4101

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