

February 1992 Edition

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\$1.80

# Apple Bug

the newsletter of Apple-Q Inc.

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**Free Membership - See the Back Cover**

Apple-Q Inc. The Brisbane Apple User Group. P.O. Box 721 South Brisbane

Supporting the Apple Macintosh, and Apple II computers . . . .

# Apple-Q Inc. Diary

## This Meeting

Sunday  
February 19th

General meeting: 10.30am - 5.00pm.  
Demonstration: 12.00am start.  
Committee meeting: 3.00pm start.

## Next Meeting

Sunday  
March 15th

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

Feb. 16th

Apple Clinic

Apple Clinic.  
Bring along your sick Apples, and we will give them a check-up for you.

Mar. 15th

Auction

The Apple-Q Inc Mad March Auction.  
Buy or sell any computer related goods, see the form in this newsletter . . .

## Notes . . .

### Wanted

#### Apple-Q Members to run S.I.G.S., Workshops and Demonstrations.

The Committee is looking for members to help run SIGS and Demonstrations at our 1992 Open Day meetings. You do not have to be an expert to run a SIG or present a demonstration.

You might simply like to demonstrate your new Macintosh, some new software, or hardware you use on your Apple II/Mac, or any other computer related topic you feel other members might be interested in.

Some events planned for 1992 include, A Communications Demo, Auctions, and Seven Hills product demonstrations.

The club is also thinking of running a few Workshops in 1992 maybe you can let us know what you would like to see in this area. What costing would best suit you for such a Workshop and the time you would like to see a Workshop run.

Some Workshop topics that come to mind include AppleWorks Beginners, AppleWorks GS Beginners, Communications, HyperStudio, Apple II Beginners, and Macintosh Beginners. Please let us know what you think.

## Club Services

The club runs a 'trading table' for members, you might be surprised at the prices. We have blank disks, the Nite Owl slide in replacement battery for GS owners, printer paper, printer ribbons, mouse mats, etc. If we don't stock something you want, please let us know.

The Club also has for sale Seven Hills Software, and is able to also provide an update service to members. Apple PD Software, Demos and Shareware are also available for a small fee.

## Growth Computers

4 Park Road Milton  
Phone 369-4099

For all your Apple needs . . .

## 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

**10.30 am - Open Day Starts**  
Doors Open, Library and Trading Table Set Up

**11.00 am - 12.00 - Open for Business**  
Trading table open, Hard copy Library Open  
Registration of members (new and renewals).  
PD Software Library sales. Raffle Tickets sold.

**12.00 - 1.00 pm - Demonstration**  
Invited speaker to give a demonstration.  
followed by a question and answer session  
relating to the demonstration, draw raffles etc . . .

**1.00 pm - 3.00 pm - Special Interest Groups**  
Special Interest Groups . . .  
Trading Table, Software Library continues . . .  
General Computer Time . . .

**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.**

## Meeting Venue

**Hooper Education  
Centre**

**Kuran Street, Wavell Heights.**

## 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
Bob Godbehere	Vice-President	(07) 808-3892
Dale Rodgie	Secretary	(075) 91-2819
Stan Millar	Treasurer	(07) 801-1901
Kelvin Siggers	Editor	(07) 800-3577
Graham Black	Registrar	(07) 883-1525
Ian Millar	Hardcopy Librarian	(07) 343-4261

## Software Librarians

John Finch	Apple Macintosh	(07) 260-5218
Steve Wilson	Apple //	(07) 282-6868
Paul Featherstonhaugh	Apple GS	(07) 201-1698

## Bulletin Board

**Name:** Apple-Q Inc. BBS  
**Telephone:** (07) 851-1711 [24 hrs - B.B.S.]  
(07) 351-3090 [7-9 pm - Voice]  
**Baud Rates:** 300, 1200/75, 1200 & 2400 Baud  
**Data Specs:** 8 Data bits, 1 Stop bit, No Parity,  
Full Duplex  
**SysOp:** Vince Crosdale  
**Co-SysOp:** 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 Growth Computers 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 & WE  
Simon Skill (07) 800-1099 7-9 pm & WE

### Apple IIGS General

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

### Apple Macintosh General

John Finch (07) 260-5218 7-9 pm & WE  
Ann White (07) 371-4067 7-9 pm W'Days

### Apple Macintosh - Music

Tony Truscott (07) 266-4795 7-9 pm & WE

### Apple Macintosh - Page Maker

Ann White (07) 371-4067 7-9 pm W'Days

### HyperStudio

Kelvin Saggars (07) 800-4660 Modem Anytime

### AppleWorks (Classic)

Ann White (07) 371-4067 7-9 pm W'Days

### AppleWorks IIGS

Kelvin Saggars (07) 800-4660 Modem Anytime

### AppleSoft / Beginners

Bob Godbehere (07) 808-3892 7-9 pm & WE  
Vince Crosdale (07) 351-3090 7-9 pm  
Simon Skill (07) 800-1099 7-9 pm & WE  
Graham Black (07) 883-1525 1-6 pm

### Communications / Modems

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

### Education Programs

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

### Seven Hills Partner

Kelvin Saggars (07) 800-4660 Phoenix BBS  
(07) 800-3577 (A'Machine)

### Software Library & Disk of the Month

Steve Wilson (07) 282-6868 Apple II  
Paul Featherstonhaugh (07) 2011-698 IIGS  
Times : 7-9 pm and Weekends

### Apple IIGS Graphics, Programing

Paul Featherstonhaugh (07) 2011-698 7-9 pm

If you are free to aid other members and would like your name added to the list, please let us know. To be on the help line listing you do not need to be a committee member, so please help take up some of the workload and lend a hand if you can.

## Editorial

by Kelvin Saggars

Well the year started out well, the January meeting had quite a big turn out for the time of year, normally most people are still away on holidays. I think I successfully put most of those that stayed to sleep with my talk on Apple Communications (for those that are interested the diagrams etc. shown are contained in two HyperStudio Stacks which will be available to anyone who is interested.

The next meeting will be of special interest to those members who have an Apple Computer that is playing up, because Apple-Q in conjunction with Growth Computers have arranged for Paul one of Growth's Service Technician to be on hand at the February meeting to diagnose any problems you might have. Paul will be available for a limited time only so please arrive early if you want to take advantage of this service, first in (with their machine) be dressed.

Also please remember Paul is only there to diagnose your Apple, **not fix it**, and because of the limited time he will only be able to spend a minimum amount of time on each machine in order to diagnose as many machines as possible, and there might not have time to pick up all your machines woes. If you bring your Apple computer along neither Apple-Q or Growth guarantee to have time to check it out, but we will do our best.

The March meeting will be taken up with our first Auction for the year. so start digging out your old software etc. For more information see the article on the Auction in this issue.

Also in this issue is the first part of a History of Apple computing. There are 12 parts to this saga, which will be published in Apple-Bug over the year. . . . After all it is Apple's 25th Birthday.

As from the next meeting we will also have coloured disks available, as well as other computer accessories. we don't have something you feel we should stock then please let us know.

In the next issue of Apple-Bug Dale will be starting a new column, based on the notes taken at the committee meetings to keep you better informed on club issues. For example we are looking at taking up Apples offer of a cheap CD ROM player to be used by the Software Library, and we are still after feed back on your ideas on other venues for our club meetings. Any schools/clubs out there care to make us an offer we cannot refuse.....

## Help Line Notes

Please only call help line numbers between the times listed. WE stands for Weekend, W'Days stands for Weekdays only, A'Machine stands for an automatic answering machine, and Modem and BBS are not voice lines.

# Disk of the Month

By Paul Featherstonhaugh

I hope everyone had a good (and safe) Christmas and New Year. I'm Paul Featherstonhaugh, the new IIGs Software Librarian for Apple-Q Inc. See either Steve or myself at the Software Library Table at the next meeting should you wish to order any Apple // Public Domain, Shareware, Demo Disks, or Disks of the month. Disks can also be ordered by mail using the order form provided at the back of this newsletter {Mac Users should contact John Finch for the latest news on Mac PD - Ed}.

To begin the year I've decided to release three disks as well as the Disk Of The Month. The theme of this month's disks revolves around Graphics and Sound, two areas in which the Apple IIGS excels, to prove that there is still life in the old Apple IIGS yet. The Disk of the Month is packed with 5 sound utilities, including AudioZap and the amazing SoundSmith. The other three disks are a combination of graphics and animation for the GS. I hope you enjoy all four disks.

If anyone requires any help using the programs on these disks, please get in touch with me ASAP so I can help.

## Disk of the Month Prices

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

## Sound Utility Disk #1

**AudioZap** - AudioZap is a full-featured sound recording, playback, and sound editing system for the Apple IIGs computer. A Stereo card is recommended for playback, although AudioZap works just fine in mono. For recording, a SuperSonic (tm), Sonic Blaster, Audio Animator, or HyperStudio microphone card is required.

This is version 0.8a, which has some great improvements since the last version. A lot of the bugs have also been cleared out. One great trick is the ability to load an entire disk and play any sounds that were on the disk. This makes it great for those of us that like some of the sounds on the FTA disks. The documentation for AudioZap is very detailed and informative. It is recommended that the documentation be read first before running AudioZap. At present there are four formats that AudioZap can handle : Raw data, 8:4 ACE, HyperStudio {this does not appear to work - Ed}, and ASIF/SoundSmith. It can also save under these formats.

AudioZap REQUIRES Apple IIGs System 5.0 or higher, (5.0.2 or higher is HIGHLY recommended, due to bugs in 5.0). The more memory you have the better, though the minimum is around 712K. Included on the disk is a folder with some sound files that you can play with.

**Synth Create** - SynthCreate allows you to make your own wave bank (.WAV) files for SynthLab. Wavebanks are basically the core of instruments on the Apple IIGs. This version requires a IIGs with 1Meg minimum of memory, system 5.0.2 or higher and SynthLab V1.b3 for playback of waves.

SynthCreate supports the following sound formats : Raw Digitized Sounds - filetype S04, ACE Compressed files - filetype SCD (created by ACER), AIFF files - filetype SD8, auxtype S0000, ASIF files - filetype SD8, auxtype S0002 (used by SoundSmith), Wavebank file - filetype SD8, auxtype S0004 (used by SynthLab), and HyperStudio sounds - filetype SD8, auxtype S8001 (used by SoundShop).

I have found that even if you don't have SynthLab, SynthCreate is a good program to load and play sounds quickly and easily. There is a basic docs file included as well as a tutorial on how to create your own instruments using SynthCreate.

**Sound Smith** - For full documentation you'll have to write to the maker of SoundSmith. SoundSmith is perhaps the best noncommercial {Shareware} sound playback, song playback, and music creation program I have ever heard (I'd even say it's better than some of the commercial products available). All you have to do is load the song (in the special SoundSmith format) and play it.

Each SoundSmith song has separate ASIF files that make up the instruments to be used by the song. Each instrument can be played on a keyboard interface system built into the SoundSmith program. Instruments can be compressed, expanded, deleted and their individual attributes can be modified to suit your needs. The song may be played whilst viewing the spreadsheet-type screen (where you can change the notes in the song) or you can play the song and view a special graphic screen which displays each voice (14 voices maximum.) and the notes being played.

All the subtle changes such as volume control, duration of song, repeat status etc. can be changed quickly. In my opinion this is the ultimate music utility. This version requires system 5.0.2 or higher and 1Meg minimum, the more memory, the bigger the songs you can create. I have included two of the best SoundSmith songs I have heard on this disk. Our library has a wide collection of songs for this unreal program. If anyone creates a song they feel is above average (mine are very crude at present), they can add it to our collection if they wish.

**Future Sound** - Future Sound is very similar to AudioZap. Many of the features in AudioZap are included in Future Sound. If you can use AudioZap, you can use Future Sound. For quick load and play of a sound, this program is ideal. Our library has a Future Sound data disk available, it contains the Jetson's theme song.

**Long Play** - Long Play plays digitized sound files. The thing about this program is that no matter how small your RAM is, Long Play has the ability to play the file of your choice, no matter how big. To load ACE format sounds, it is essential to copy the ACE ToolSet (which is on the System

Tools disk that comes with System 5.0.4) and copy this to your System Disk. The ACE ToolSet is Tool 29.

### GS.Animation.02

This disk contains two folders : The Animations folder which contains the SYS16 program Animation View that is used to display the animations on the disk, and the second folder is the Sap Demo.

SAP is a graphics and sound sequencer for the Apple IIs. With SAP you can create movies (much like Take One for the Apple //), slide shows and the like. This demo explains how it can be done when the final released version comes into being. Both folders require system 5.0.2 or higher to run, and as long as you can load the system disk, you have enough memory.

The animations on the disk are : fight, escher, drip, dragon, bird, ball, angelfish, abuser and fire.

## Apple II Tips and Tricks.

### By Simon Skill

Hi fellow Apple II users, it's Simon again. This month I would like to show you how to switch between the various graphic screens and the text screen from within AppleSoft Basic. Anyway, here are this month's hints.

### Going from HGR(2) to text mode to HGR(2) with the picture intact . . .

If you have a great picture on HGR but you have to go to text mode, and you want to work on your picture later, there is a way to keep it. First you need to know about soft switches.

Soft switch Address Table

Switch name	Address in memory
1a: Graphics mode	-16304 or 49232
1b: Text mode	-16303 or 49233
2a: Full screen	-16302 or 49234
3a: Page 1	-16300 or 49236
3b: Page 2	-16299 or 49237
4a: Text/lo-res graphics	-16298 or 49238
4b: Hi-res graphics	-16297 or 49239
TEXT sets switches 1b, 2a, 3a, and 4a	
GR sets 1a, 2b, 3a, and 4a.	
HGR sets 1a, 2b, 3a, and 4b.	
HGR2 sets 1a, 2a, 3b, and 4b.	

Suppose you drew a picture in HGR, and went to text mode, and you want to go back to your picture. This is the magic formula.

POKE -16304,0 : POKE -16301,0  
POKE -16300,0 : POKE -16297,0

### DreamVision Demo

This is a demo version of a hopeful video/audio mixer application that will allow you to hook up your video (with the appropriate expensive equipment that makes this possible) and record movies on to disk. This demo stars Paula Abdul, is self booting and requires 1Meg minimum of memory.

### Mini Movie Demo

This program is a demo similar to the DreamVision Demo, in that the commercial version will allow you to hook up your video and record movies to disk. This version shows a small movie of the intro to Dr. Who. The demo requires 1.25Meg minimum to run and is self booting.

You can order the Disk of the month (or any other disks for that matter) via phone or mail before the meeting if you wish and pick it up on the day . . . saves waiting in line.

To go back to HGR2 from the text screen the POKES needed are:

POKE -16304,0 : POKE -16302,0  
POKE -16299,0 : POKE -16297,0

To go back to the GR screen from the text screen the POKES required are:

POKE -16304,0 : POKE -16301,0  
POKE -16300,0 : POKE -16298,0

That's all for this month. Most of my short programs are available as well from me at the Open day.

## Vulcan for Sale

### An Apple IIs 40meg Vulcan Internal Hard Drive

- Complete with card, manual and disk.
- Give your GS a bigger Power Supply.
- Still sells for just under \$US900.
- 10 meg of PD software thrown in.

Excellent value at  
**\$500.00**

For more information please contact:

Kelvin Sagers. 13 Bennett Drive.  
Browns Plains. QLD. 4118.

Phone: (07) 800-3577

# Macintosh Musings

By John Finch

We welcome in another new year. I do not enjoy the New Year and birthdays any more. They are only reminders that both myself and my Apple Macintosh are getting older. Vision beginning to blur, limbs getting shaky, can't move as fast as before, gets tired easily - and that is just the mouse! Seriously my Mac is now seven years old, and it is beginning to show signs of age; however, it has had a good run for reliability.

Signs of old age include a flickering screen and a disk drive that is not as crisp at ejecting as it used to be. I bought my ailing Mac a Christmas present - a fan. Any of you who have seen my Mac on its own ground, will know that it normally wears a witch's hat. It is a chimney that assists with the airflow. I have now taken the design one stage further and added a fan inside the hat. I think I may have been a bit too enthusiastic in the size of fan I used, as I now have to be careful not to put pieces of paper down near the Mac as they might get sucked into the works by the up draft!

Anyway my old Macintosh responded by giving me a much steadier screen than I have seen for a while. Mind you, with the draft it is getting I am surprised it is not shivering! Overheating was always a problem with the Mac plus. Later machines were all fitted with a fan to avoid this problem.

To celebrate the new year I have completely revised the public domain library. So all of you out there with an old copy of the library file - sorry, it is out of date.

The old file was too large; so I have now subdivided the library into sections. These are now: Demonstration (22 disks), Fonts/DA (12 Disks), Games (21 disks), Hypercard (14 disks), Pictures (17 disks), Sounds (13 disks), and Utilities (70 disks). I expect that next time round the Utilities section will have to be further subdivided *{Since uploading this article John has upgraded the Utilities file, and added a Misc. file. All the files are available on the Phoenix BBS in the Macintosh Utilities area [Vol 19] under file names like AQ.MAC.DEMO, AQ.MAC.SOUNDS. If John has not done so I will also upload the files to the Apple-Q BBS - Ed.}*

Anyway, the library has been compressed (shuffled, scattered and generally mucked about) and many of the duplicates have been deleted. Just trying to keep up with the new versions of programs can be quite a task. Deleting duplicates and compressing files gave me several disks free, but they were quickly eaten up with new stuff, of which there is a fair bit. The Apple-Q Macintosh Software library now totals 169 disks, which hold some 3500 files.

I am putting the library files on to the Phoenix BBS [(07) 800-4660] for anyone to download, but remember that you will need the program d'Librarian to read them. They will

also be available at meetings if you want a copy, or update.

The lack of working disk space and poor organization finally drove me to buy one of the 44 Mbyte removable drives. Now that I have one I cannot imagine how I managed without it. A flick of the wrist and there is another 40 Mbytes of space to fill up. They claim they are 44 Mbyte disks, but after formatting you only get about 41 Mbyte. The price is now reasonable. To buy 40 Mbytes of floppies would cost about \$80 and as the removable disks are about \$120 each, the price per meg is not yet the same - but the convenience far out weighs the extra cost.

These removable drives all use the same insides, but different firms put their own case around them and try to convince you that their product is better. The only difference between the various makes is the case, power supply and software. I went for a PLI as this one had external switches for both the SCSI ID and the termination.

For those of you who are not familiar with SCSI (Small Computer System Interface) devices, the ID is the device identification, and each device must have a unique number, which can usually be set via a dip switch. The SCSI chain can handle up to seven devices.

Every device must be able to have termination fitted, but the maximum number of terminations for a series of devices connected to one Macintosh must not be more than two (Termination on a SCSI chain is much like the buffers at the end of a railway line. Stations at both ends of the line must have them to stop the trains falling off the end, but they would be damned inconvenient if fitted to a station half way down the line!) So if you are daisy-chaining three hard disks, one of them must have the termination removed. It is so much easier if it can be done from outside the SCSI device, alas not many drive manufacturers think of this. My other drives require major surgery to remove the termination and change the ID. Something to think about if you are buying an external drive.

## Apple IIgs for Sale

An Apple IIgs in very good condition, complete, 5.25 and 3.5 disk drives, 1.25 Meg of RAM, AppleWorks GS, and various games and books.

Good value at \$1600

For more information please contact:

Monique Howell, P.O. Box 280  
Kallangur, QLD, 4503.  
Phone: 285-6163

## TEST DRIVE II

The Duel - Apple IIGs Version

By Peter Choy

Ever wanted to pass a Porsche? Or better still, fire up a Ferrari? With Test Drive II anything is possible. This game, released in other versions for 'other' computers was finally released around 1989 for the Apple IIGs. This would have to be one of the best games I have ever played on my GS. I think it would even beat the ol' Flight Simulator, which incidentally, has never been released as an Apple IIGS version. However, this game pretty much compensates for the loss . . . for the time being anyway!

Test Drive II, as you have probably guessed, is a driving simulation. The package includes a manual and the program disk. This program disk contains the one (and only) scenery file and two cars, and what cars they are! Both the Porsche 959 and the Ferrari F40 can outspeed any police car and there are plenty in the game, but, can you afford to hit a tree at 300 km/h or would you rather be pulled over? It's all up to you.

There are also two scenery disks available for Test Drive, they are called The California Challenge, The European Challenge, and two car disks called The Supercars and The Musclecars. With the European and California Challenge disks you get to visit some well known places. With the car disks, you can choose a host of different cars to try out on the various tracks available on the scenery disks. How does touring Europe in a Ferrari Testarossa sound? Others on the Supercars disk include the Corvette ZR1, Lotus Esprit Turbo, Porsche 911 RUF, and the Lamborghini Contach 5000s. Like it yet?

In the game you have two modes of play. You can either race against the clock, which times you for every section of the race, or you can choose to race against a computer run car, chosen by you. Although I much prefer to race against the computer, you may like to race against time to see how fast you can go. In either mode you can check your progress via a little position indicator just above the radar detector. The indicator shows your car's position, the finish line, police car's position (if it's chasing you), and of course, your opponent's car if you're racing against the computer.

A moment ago, I mentioned about police cars... Yes, there's plenty around! Police cars seem to loiter around

everywhere in the game. They are unavoidable, and sometimes even fatal. If you encounter a police car on the side of the road you will first be prompted by your on-screen radar detector. You can slow down to avoid being caught, and lose time or you can outrun the police. When you finally come to ol' smokey and you are speeding, the familiar siren will sound and the chase is on. Be careful! DO NOT crash into the police if they're chasing you! Even though you start with 5 lives it's GAME OVER if you crash into a police car. They call it 'Justice' in the manual.

One of the major drawbacks to this game is the speed it takes in loading, though it's not at snail pace, it's not exactly quick either. In fact, a good part of your game playing is used up in loading files from the disks. So if you're planning to play this game, have a good book to read during load-ups. Unfortunately, loading into a RAM Disk doesn't help. However much memory your GS has, using any size RAM Disk will corrupt the program and during bootup a message will tell you of memory 'fragmentation'. I haven't yet to find a solution to this problem, but I suspect it can be solved by using a non-GS memory card to copy the game to.

Test Drive II - The Duel {IIGS Version} requires (obviously) an Apple IIGs, 512k of memory, and a 3.5" disk drive. You may connect a joystick if you want to but you can also use the numeric keypad to control the car. The game includes routines to create its own play disk where your chosen scenery and cars are to be placed. This means you can run from a hard disk, but you still would have to boot from your floppy because of program copy protection.

Overall, I would recommend you get this game if you don't already have it! It costs around \$50 and is available at most Apple computer and software retailers. I am not absolutely sure but I believe scenery and car disks cost around \$30 dollars. Prices, of course, may vary from store to store so do shop around! See you on the highway!

Ratings (out of 10)	
Game:	9.0
Graphics:	8.5
Sound:	8.5
Value:	7.0
Overall:	9.0

## The Apple-Q - Growth Computers Apple Clinic February Open Day

If your machine is playing up . . . bring it along, Growth Computers has kindly donated a Tech. for a limited time, who will diagnose {not fix} what, if anything, is wrong with your Apple computer . . . Members only . . .

# The Apple-Q March Auction

*By Kelvin Siggers*

It's time again for the first of our biannual Apple-Q Auctions. If you attended our September Auction, you will be aware that some very good bargains come up for sale, not only for Apple II and Macintosh computer owners, but for users of lesser brand computers as well. Last September's meeting saw members walking out with items ranging from complete Apple ][gs systems, to Macintosh software, from Apple ][ monitors, to manuals . . . and everyone seem happy with what they had sold or purchased. The auction was a success I feel, and with your support the coming March auction will be just as successful.

Start looking around at home, or work, you will probably find some software or hardware, or even an old computer you no longer use or want. You can turn these items into cash simply by entering the details on the form provided in this newsletter, and by lodging both the completed form(s) and item(s) with Apple-Q Inc. If bargain hunting is more your style, and past auctions are anything to go by, there will be plenty of those on hand for you to bid for.

You can, if you wish contact Apple-Q before the meeting to lodge the items you wish to auction, however, we work on

a "first in - first served" basis based on receiving both your items, and form. Simply put the first person to lodge their items and form with us will get at the top of the auction list, and so on down the line. If you bring your items on the day at the last minute, then you will find your self at the end of the list and your items will be the one of the last items auctioned.

The doors will open at the Hooper Centre at 10.00 a.m. on Sunday the 15th of March, so please come early and help avoid the rush if you intend to enter Items for auction. Please remember that items cannot be accepted after the 11.30 am deadline, as we need time to sort out and enter last minute items into the auction data base, label them, and place them on display.

Should the Auction form prove too small just copy the format onto another piece of paper and hand both in with your items (a copy of the Auction form will also be printed in the March issue of Apple-Bug-Ed). If possible please take the time to fill in your form before the meeting in order to speed things up on the day. . . . a limited number of auction forms will be available for member to fill in on the day.

## Apple-Q Auction Rules & Note

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• The Hooper Centre doors will be open from <b>10.00 a.m.</b> for you to lodge your items.</li> <li>• All your Auction items must lodged before the <b>11.30 a.m.</b> deadline.</li> <li>• The auction starts at <b>12.15 p.m.</b></li> <li>• All auctioned items must have a Reserve Price of no less than <b>\$5.00</b>, (Please Note - If an Item has a Reserve Price of less than <b>\$5.00</b>, Apple-Q Inc. will still be looked upon the sale as being a <b>\$5.00</b> sale for commission purposes).</li> <li>• Apple-Q gets a commission of 10 percent of the final auctioned price. This money will go towards running the club, equipment, etc.</li> <li>• Apple-Q Inc. takes no responsibility for software or equipment lodged at this Auction.</li> <li>• You can auction any computer related item for example - software or hardware, for any computer type you wish.</li> <li>• You must be a financial member of Apple-Q Inc. {The Brisbane Apple User Group} OR a current member of The Mac Association of Queensland] in order to bid or place items in the Auction. Ring up and ask . . . we don't bite . . . too often.</li> </ul> | <ul style="list-style-type: none"> <li>• Application to join Apple-Q Inc. and membership renewals {see the form at the back of this newsletter and the information page - Ed} can be made on the day of the Auction {please ensure that you are financial as our rules {not to mention our database} requires this to be so}.</li> <li>• Only Committee members {or those nominated by the Committee} can handle goods lodged for Auction once the Auction starts. Members may view the goods for Auction, once they have been lodged and processed, and laid out on the tables, before the Auction starts.</li> <li>• Once the Auction starts, goods that have been auctioned off successfully will be placed on tables in an area close to the trading table. You will not be allowed to take goods from this area without a receipt from the Trading table. <b>Please pay for your items first, then approach this area for your purchases.</b></li> <li>• We can not finalize payments until after the auction is over and all outstanding money is received.</li> <li>• If you have to leave early, we will post a cheque to you (minus \$1.00 to cover handling).</li> <li>• Only Committee members or nominated members should be behind the Trading Table.</li> </ul> |
|---|---|



# Apple-Q Inc. Auction Form



The Brisbane User Group  
P.O. Box 721  
South Brisbane 4101

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 **11.300 a.m.** A small commission of ten percent of each sale will be taken out by the club. This money will be used to improve the services offered to members. The Auction will start at **12.15 p.m.**

Members Name: .....

Membership Number: .....

Apple-Q

Mac Assn.

Item Description

Reserve Price

Auction No.

(01) ..... \$ .....

(02) ..... \$ .....

(03) ..... \$ .....

(04) ..... \$ .....

(05) ..... \$ .....

(06) ..... \$ .....

(07) ..... \$ .....

(08) ..... \$ .....

(09) ..... \$ .....

(10) ..... \$ .....

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

*Enquiries for lodgement of equipment should be directed to:*

AnnWhite - (07) 371-4067 7-9 pm  
Bob Godbehere - (07) 808-3892 7-9 pm

# The History of the Apple II - Part 1

Compiled and written by Steven Weyhrich  
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(Part 1 -- Pre-Apple History)  
[v1.1 :: 12 Dec 91]

*Edited by Kelvin Saggors*

## Introduction

This project began as a description of how the Apple II evolved into a IIGS, and some of the standards that emerged along the way. It has grown into a history of Apple Computer, with an emphasis on the place of the Apple II in that history. It has been gleaned from a variety of magazine articles and books that I have collected over the years, supplemented by information supplied by individuals who were "there" when it happened. I have tried not to spend much time on information that has been often repeated, but rather on the less known stories that led to the Apple II as we know it (and love it) today. Along the way I hope to present some interesting technical trivia, some thoughts about what the Apple II could have been, and what the Apple II still can be. The Apple II has been described as the computer that refuses to die. This story tells a little bit of why that is true.

If you are a new Apple II owner in 1991 and use any 8-bit Apple II software at all, you may feel bewildered by the seemingly nonsensical way in which certain things are laid out. AppleWorks asks which "slot" your printer is in. If you want to use the 80 column screen in AppleSoft BASIC you must type an odd command, "PR#3". If you want to write programs for AppleSoft, you may have some of those ridiculous PEEKs and POKEs to contend with. The disk layout (which type is supposed to go into which slot) seems to be in some random order, and then there is the alphabet soup of disk systems: DOS 3.3, CP/M, Pascal, ProDOS, and GS/OS (if you have a IIGS). If you use 16-bit software EXCLUSIVELY, you will probably see none of this; however, even the most diehard GS user of the "latest and greatest" 16-bit programs will eventually need to use an 8-bit program. If you can tolerate a history lesson and would like to know "the rest of the story," I will try to make sense of it all.

I think one of the Apple II's greatest strengths is the attention they have paid over the years to be backward compatible. That means that a IIGS "power system" manufactured in 1991, with 8 meg of memory, a hand-held optical scanner, CD-ROM drive, and 150 meg of hard disk storage can still run an Integer BASIC program written in 1977, probably without any modification! In the world of microcomputers, where technology continues to advance monthly, and old programs may or may not run on the new models, that consistency is amazing to me. Consider the

quantum leap in complexity and function between the original 4K Apple II and the ROM 03 IIGS; the amount of firmware (built-in programs) in the IIGS is larger than the entire RAM memory space in a fully expanded original Apple II! This strength of the Apple II could also be considered a weakness, because it presents a major difficulty in making design improvements that keep up with the advances in computer technology between 1976 and the present, and yet maintain that compatibility with past machines. Other early computer makers found it easy to design improvements that created a better machine, but they did so at the expense of their existing user base (Commodore comes to mind, with the PET, Vic 20, Commodore 64, and lastly the Amiga, all completely incompatible). However, this attention to detail is just one of the things that has made the Apple II the long-lived computer that it is.

In examining the development of the Apple II, we will take a look at some pre-Apple microcomputer history, the Apple I, and the formation of Apple Computers, Inc., with some sideroads into ways in which early users overcame the limits of their systems. We will follow through with the development of the Apple IIe, IIc, and IIGS, and lastly make some comments on the current state of affairs at Apple Inc. regarding the Apple II.

## Pre-Apple History

Let's begin our adventure in history. I've designed a special interface card that plugs into slot 7 on an Apple II. It contains an item its inventor called a "Flux Capacitor" (something about the being able to modify flux and flow of time). The card derives its power from a self-contained generator called "Mr. Fusion" (another item I dug out of the wreckage from a train/auto accident in California a couple of years ago). Connected to the card via a specially shielded line, Mr. Fusion runs on trash (and is, therefore, the ultimate computer peripheral, if you recall the old principal of "garbage in, garbage out"). Let's put a few issues of PC MAGAZINE into Mr. Fusion, and switch on the Flux Capacitor. (Incidentally, for this to work, it needs an Apple II equipped with a specially modified Zip chip running at 88 MHz). Boot the disk and set the time circuits for 1975. Ready? Set? Go! 'Crackadom'!!

Did you make it all right? (Just don't touch anything -- you don't want to disrupt the space-time continuum, you know!) Now, since the first Apple II wasn't released until 1977, what are we doing back in 1975 ??? Well, to understand how the Apple II computer came about, it helps to know the environment that produced it. In the year of 1975, the microcomputer industry was still very much in its infancy. There were few "home computers" that you can choose from, and their capabilities were very limited.

The first microprocessor chip, the 4-bit 4004, had been released by Intel back in 1971. The first video game, Pong, was created by Nolan Bushnell of Atari in 1972 [I'm starting to feel old I remember building these kits from electronics magazines - Ed]. Also in 1972, Intel had gone a step further in microprocessor development and released the 8-bit

8008, and then the 8080 in 1973. The year 1974 saw Scelbi Computer Consulting sell what some consider to be the first commercially built microcomputer, the Scelbi 8-H, based on Intel's 8008 chip. However, it had limited distribution and due to the designer's neatin problems it didn't go very far. The first home-built computer, the Mark 8, was released that same year. The Mark 8 used the Intel 8080 chip, but had no power supply, monitor, keyboard, or case. Overall, the microchip had yet to make much of an impact on the general public beyond the introduction of the hand-held calculator.

With the start of 1975 came a significant event in microcomputer history. If you will consider the early microprocessors of the years 1971 through 1974 as a time of germination and "pregnancy" of ideas and various hardware designs, January of 1975 saw the "labor and delivery" of a special package. The birth announcement was splashed on the front cover of a hacker's magazine [*In those days a hacker was someone who built and rebuilt his own machine, wrote his own software/added to someone elses - Ed*], Popular Electronics. The baby's parents, MITS, Inc., named it "Altair 8800"; it measured 18-inches deep by 17 inches wide by 7 inches high, and it weighed in at a massive 256 bytes (that's one fourth of a "K"). Called the "World's First Minicomputer Kit to Rival Commercial Models," the Altair 8800 used the Intel 8080 chip, and sold for \$395 (or \$498 fully assembled). MITS hoped that they would get about four hundred orders for clones of this baby, trickling in over the months that the two-part article was printed. This would supply the money MITS needed to buy the parts to send to people ordering the kits (one common way those days of "bootstrapping" a small electronics business). This "trickle" of orders would also give MITS time to establish a proper assembly line for packaging the kits. However, they misjudged the burning desire of Popular Electronic's readers to build and operate their own computer. MITS received four hundred orders in **one afternoon**, and in three weeks it had taken in \$250,000.

[1] The Popular Electronics article was a bit exuberant in the way the Altair 8800 was described. They called it "a full-blown computer that can hold its own against sophisticated minicomputers now on the market. The Altair 8800 is not a 'demonstrator' or souped-up calculator... [it] is a complete system." The article had an insert that lists some possible applications for the computer, stating that "the Altair 8800 is so powerful, in fact, that many of these applications can be performed simultaneously." Among the possible uses listed are an automated control for a ham station, a digital clock with time zone conversion, an autopilot for planes and boats, navigation computer, a brain for a robot, a pattern-recognition device, and a printed matter-to-Braille converter for the blind.

[2] Many of these things will be possible with microcomputers by 1991, but even by then few people will have the hardware add-ons to make some of these applications possible. Also, despite the power that micros will have in that year, the ability to carry out more than one of these applications "simultaneously" will not be not practical or in some cases even possible. The exaggeration by the authors of the Popular Electronics article can perhaps be excused by their excitement in being able to offer a computer that **anyone** can own and use. All this was promised from a computer that

## The Early Days . . . The Australian Scene

By Kelvin Suggers

I have taken it upon myself to add this short addendum to Part One to give some of our younger readers, and others a little taste of what the early days of computing were like in here in Australia as far as my experiences go, and memory allows.

It all started I suppose with a few games like Pub Pong and the like, the first versions of which for the home enthusiast, had to be built from Electronics Australia or Electronics Today kits, available from DickSmith and the like. After a while fully built games like this were common place on the shelves of Kmart etc.

These were followed by 'Evaluation Kits' on various manufactures Microprocessors chips. The 'Kits' generally included, a set of technical literature and manuals, a PC board, microprocessor chip and other components (which in most cases you assembled yourself), and in the more elaborate ones a calculator type keyboard and display (usually designed to display a few Hex numbers). The Sygnetics 2650, National SC/MP and Motorola SDK-80 (8080A Chip) evaluation kits were but a few available on the market at this time (early 1970). The prices of these kits ranged from around \$100 - \$400.

I built and programmed a few evaluation kits, and had a great deal of fun with them all, as well as becoming hooked on computers, what finally set that hook was building and programing the MiniScamp. Whilst I was aware of the Altair, I never purchased one.

The MiniScamp was the first real 'computer' I had, and in order to program it you entered the binary code on one set of switches, and the address on another set and toggled the enter switch, the output display consisted a row of red LEDs above the switches. The SC/MP kit came with 256 bytes of Ram (which I expanded to a massive 1k) and was designed around the National SC/MP microprocessor by Doctor John Kennewell, and appeared in Electronics Australia in the mid seventies . . .

Around this time other kits for computer related items and add ons like a Video teletype (that printed words on your TV), and a 110 baud cassette interface kit, and the like started appearing in the various electronic magazines, along with somewhat more 'powerful computers' like the 2650 Minicomputer (another EA Kit).

The computer scene had taken off, but most users on the home front had homebrew or modified kits with software they had written (in machine code), or modified themselves, these people where the true computer hackers of old. The Apples, Sorcerer, and Tandy computers where yet to come; computer hackers where a group looked upon as a bit strange, and with a little awe, people who spent months building and programing their dream, only to pull it all apart and try something new.

After the Scamp and the 2650 came the Super 80's and various \$100 bus systems, and after pulling apart and rebuilding kits and homebrews like the 2650, I decided it was time to get serious and started building \$100 video, I/O, and CPU boards, but that is another story . . .

came "complete" with only 256 bytes of memory (expandable if you can afford it) and no keyboard, monitor, or storage device.

The IMSAI 8080 (an Altair clone) also came out in 1975 and did fairly well in the hobbyist market. Another popular early computer, the Sol, would not be released until the following year. Other computers released in 1975 that enjoyed limited success were the Altair 680 (also from MITS, Inc., based on the Motorola 6800 processor), the Jupiter II (Wavemate), M6800 (Southwest Technical Products), and the JOLT (Microcomputer Associates), all kits. *[ here in Australia the Miniscamp based on Nationals SCIMP microprocessor chip was one of the first 'Microcomputer' kits to hit the market, followed by the 2650 Computer which actually boasted a 1K debug/monitor ROM - both were Electronics Australia Kits (I know I still have them) - Ed]*

[3] The entire microcomputer market was still very much a hobbyist market, best suited for those who enjoyed assembling a computer from a kit. After you assembled your computer, you either had to write your own programs (from assembly language) or enter a program someone else wrote. If you could afford the extra memory and the cost of buying a BASIC interpreter, you might have been able to write some small programs that ran in that language instead of having to figure out 8080 assembly language. If you were very lucky (or rich) you had 16K of memory, possibly more; if you were really really lucky you owned (or could borrow) a surplus paper tape reader to avoid typing in manually your friend's checkbook balancing program. Did I say typing? Many early computer hobbyists didn't even have the interface allowing them to TYPE from a keyboard or teletype. The "complete" Altair 8800 discussed above could only be

programmed by entering data via tiny little switches on its front panel, as either octal (base 8) bytes or hexadecimal (base 16) bytes. With no television monitor available either, the results of the program were read in binary (base 2) from lights on that front panel *[The Scamp was the same - Ed]*. This may sound like the old story that begins with the statement, "I had to walk five miles to school through snow three feet deep when I was your age," but it helps to understand how things were at this time to see what a leap forward the Apple II really was (er, will be. Time travel complicates grammar!)

## NEXT INSTALLMENT: The Apple II

### Notes

[1] Steven Levy, HACKERS: HEROES OF THE COMPUTER REVOLUTION, pp.187-192.

[2] H. Edward Roberts and William Yates, "Altair 8800 Minicomputer. Part 1", POPULAR ELECTRONICS, 7(1) (January 1975), pp. 33, 38. The article is interesting also in some of the terminology that is used. The Altair is described as having "256 eight-bit words" of RAM, apparently, the term "byte" was not in common use yet *[it was here as far as I can remember, and anyone who had a machine with more than a few K of memory was looked upon with envy - Ed]*.

[4] Gene Smarte and Andrew Reinhardt, "15 Years of Bits, Bytes, and Other Great Moments", BYTE, (September 1990), pp. 370-371.

## Growing Pains

Growth Computers has undergone a few internal changes. The store at 116 Ipswich Road, Woolloongabba (07) 891-1399 is now the corporate centre.

The Growth Apple Centre store at 4 Park Road Milton (07) 369-4099 is now the place to go for day to day software and hardware needs, it is I understand still open on Saturday mornings, whilst the store at Woolloongabba store is not.

## M.A.Q. Seminars

The Mac Association of QLD is holding two seminars that could be of interest to Apple-Q Inc Members. for more information contact Ann White.

**February 16th Seminar:**  
Topic - Introduction to HyperCard

**March 21st Seminar:**  
Topic - Introduction to FileMaker Pro:

Times - 8.30 - 12.30  
Cost - MAQ/Apple-Q \$30 {Others \$55}

## Apple IIGS for Sale

A ROM 3 Apple IIGS computer system in very good condition, complete with Apple RGB Colour monitor, 5.25 and 3.5 disk drives, 1 Meg RAM Card, High Speed SCSI card, and internal fan.

**\$2,500**

### Software also for Sale

For more information please contact:

Ian Millar.

Phone: (07) 343-4261

Or at the Open Day meetings

# Apple Rumours

by Dale Rodgie

*Taken from various sources to keep you informed on what is happening [either in reality, or vapourwares vill] in relation to your Apple computer . . .*

## Low Cost 68040 Apple xxxx . . .

Apple are planning to release a low end 68040 machine in the middle of this year. Apple Macintosh IIsi owners will be able to upgrade the motherboard of their machines for a new one.

## LC with a 68030 processor . . .

There are also rumours of a 68030 Apple Macintosh LC to hit the stores later this year. However, another report notes that for Apple to slot in a new machine like this in the existing range they will have to look at dropping the price of the Apple Macintosh IIsi, to enable it to compete, which is something Apple does not want to do.

## 68050 Processor Chip Developed . . . .

It would appear that Western Digital have developed a 68050 microprocessor. It is expected that Apple will use this in their new Quadra Models in the near future. . .

## StyleWriter Colour . . . .

Apple are also working on a colour version of the StyleWriter printer, which however will be released under a different name . . . .

## Colour PowerBook . . . .

There is also a rumour of a new PowerBook . . . . one with a colour LCD screen.

## Faster PowerBook . . .

Another rumour floating around about the PowerBook has it that Apple is working on a more powerful version, which will house a faster 68030 microprocessor. It would appear that the 68040 uses too much power to be used in the PowerBook, so Apple have opted for the speeding up the existing chip.

## Apple //GS Rumours . . . .

Rumours are running thick and fast about the future of the Apple //GS. On October 15th last year, Mac Week reported that the Apple //GS would cease production as early as that month. While in November it reported that "as a statement of pragmatism, Apple has decided not to cede it's Apple II market, and has a new version of the product under development".

I have also received reports about the GS - both for and against. However the latest ray of hope comes from the largest third party products developer. If apple were developing a new Apple //GS, they would at least have a prototype. My contact was told not to order too many of a

certain product, since a new version that supports all three GS's will be available soon. At present there are only two versions of the Apple //GS around the older ROM 1 machines and the newer ROM 3 machines. . . .

A vapourware report has it that the new GS will have 2 Megabyte on board, and a 40 Megabyte hard drive, more than enough to run HyperCard GS straight from the box.

On the other hand, over the last few years reports of this nature have been surfacing, and disappearing, thick and fast, and my impression was that Apple Computer had developed a new prototype for the new GS and gave it to some developers, however, Apple dropped it. Lets hope it resurfaces . . . .

## A New GS

### The Plot Thickens

By Kelvin Suggers

Like Dale, I have also been hearing rumours re a new Apple //GS, and have been following rumours of an Apple prototype for years now, but I had all but given up hope of seeing a new model reach a fading market, when a new rumour caused my expectations and hopes to rise again somewhat . . .

I have heard that Apple Computer is at present setting down guide lines for third party vendors to market the Apple //GS like some are able at present to do with the older Apple II models. If this is in fact true, and if Apple don't have too many strings attached to the deal, then I feel that this is probably the most solid future a new Apple //GS model could hope for . . . . can you imagine what someone like Applied Engineering could do with the rights to the Apple //GS. We can only hope this is one rumour that has substance . . . .

I have also heard that maybe. . . System 6.0 for the Apple II/GS will be available in early February in the US. This has been a long time coming, but I believe you will find it will be well worth the wait.

## Auction Addendum

### Please Note

**Only Apple computer related items may be entered in the March auction.**

**This still includes items such as printers, and monitors software etc that will work on ANY APPLE COMPUTER . . .**

**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: ..... / ..... Membership No: .....

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"/>	\$.....
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.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....
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.....	<input type="checkbox"/>	<input type="checkbox"/>	\$.....

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

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Book or Magazine Names:

- [1] .....
- [2] .....
- [3] .....
- [4] .....

Signature: .....

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Postal Address:  
 P.O. Box 721, South Brisbane, Qld 4101.

Meetings Held at:  
 Hooper Education Centre  
 Kuran Street, Wavell Heights

**Membership/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-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.



S t o p   P r e s s

## The Great Apple-Bug Cover Contest

The red background you see on your Apple-Bug front cover was designed by a club member, a few years ago now, as a result of a competition run for that reason.

Well now it's your chance. Enter your cover design in our new contest and win a free years membership, more details in the next issue.

The Contest will run over the next few months to give you plenty of time to come up with your award winning idea . . .

Have Fun . . . .

Please deliver to:

### Changing Address?

If so, fill in this slip and send it in as soon as possible.

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

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Please send this slip to: **Apple-Q Inc.**  
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