

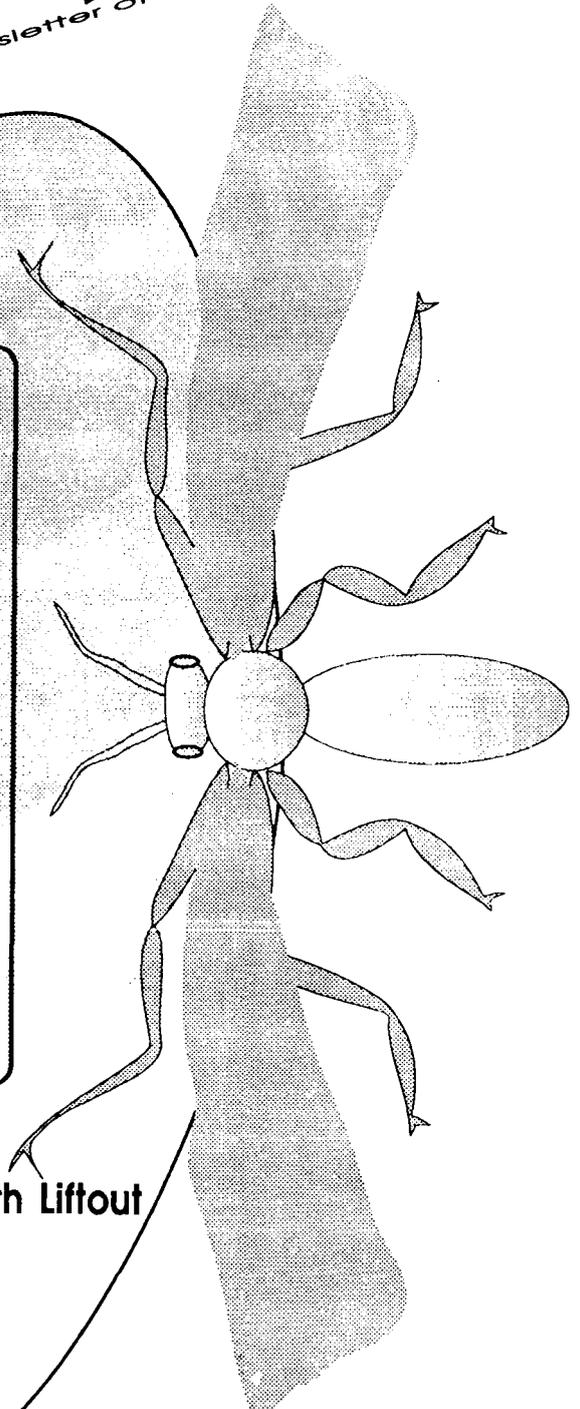
February 1990 Edition

Apple Bug

the newsletter of Apple-Q Inc.

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- Giant 28 page edition
- Includes a full Disk of the Month Liftout

\$1.50

THE BRISBANE APPLE USERS' GROUP

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

Apple-Q Inc. Information Page

This Month...

General Meeting

Sunday 18th February 1990
Hours: 11.00 am to 4.30 pm

Committee Meeting

Monday 19th February 1990
Starts: 7.00 pm

Next Month...

General Meeting

Sunday 18th March 1990
Hours: 11.00 am to 4.30 pm

Committee Meeting

Monday 19th March 1990
Starts: 7.00 pm

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

Coming Events...

February:

Apple-Q Auction will be held. So check you house for anything (computer related) you would like to sell. Check out the Editorial for more details.

March:

Rob Neary, from **Ramware**, will be back for another demostration with education software.

April:

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

Membership Fees

Joining Fee:

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

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

Annual Subscriptions:

Adults/Students: \$25.00

Corporate Membership: \$50.00

Associate Membership: \$10.00 (BBS only)

At the discretion of the Executive Committee

Contributions to Apple-Bug

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

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

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

Executive Committee

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Bulletin Board - Apple-Q Inc. BBS

On-line: 24 hours a day
Telephone: (07) 851-1711 (Bulletin Board)
(07) 351-3090 (Voice)

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

Data Specs: 8 Data bits, 1 Stop bit, No Parity, Full Duplex
Synops: Vince Crosdale, Graham Black

Copying Fees

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

More Info...

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

Advertising

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

Production Information

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

Editorial

by Dale Rodgie

Welcome to the 90's. 1990 promises to be an exciting year for Apple computer users. With new products expected to be released soon and the second annual Apple User's Group Convention in April. Rumors of new Apple models are everywhere - better, stronger, faster. Sounds like an ad for the six million dollar man.

I would like to thank John Finch for his talk on lightning protection for computers. We have all learned a lot from your talk. For those who couldn't make it, it was a very enlightening experience.

Due to a few problems, I was unable to print the January edition before the meeting. So this edition is twice the size - pages plus a 4 page Disk of the Month Catalogue Liftout.

You will notice some more changes in the format of the Apple-Bug. I am trying to bring up the standard of this publication to match newsletters from other user's groups. I hope you like it. If you have any suggestions, please contact me.

Disk of the Month

In the centre 4 pages you will notice the Disk of the Month Catalogue Liftout. This liftout contains a description of the Disk of the Month disks including this month's offering - Dos 3.3 Game Disk and the Apple IIgs Games Disk #3. Also included in this catalogue are some specials. The liftout also contains the Software Order Form. When you send the liftout in for an order, we will send a replacement to you with your disks.

Apple-Q Auction

It's that time again for the bi-annual Apple-Q Auction. The auction will work much like the last auction. Bernie Benson is handling the recording of the auction items. You can contact Bernie before the meeting to lodge the items you wish to auction. However, Bernie is working on a "first in - first served" basis. The first person to lodge your items with Bernie will get at the top of the auction list. Check the back of this edition for the Auction Form.

Apple-Q Auction this month!

See Editorial for details.

- The auction starts at 1.00 pm - get your items lodged before 12.00 pm.
- All auctioned items must have a Reserve Price of no less than \$5.00.
- Apple-Q gets a commission of 10 percent of the final auctioned price.
- Apple-Q Inc. takes no responsibility for software or equipment lodged at this Auction.
- You can auction any computer related item - software or hardware.
- Bernie can not finalize payments until after the auction. So if you have to leave early, we will post a cheque to you (minus \$1.00 to cover handling).

AppleWorks SIG

If there is time after the Auction, Bernie will be looking at the word processor and data base from Appleworks.

Trading Table

Remember that the Trading Table will be open at the General Meeting. Along with our low cost blank disks we have:

Mouse Mats	\$8.00
Mouse Holders	\$6.00
80-column cards (not extended)	\$30.00
Computer Manuals (from)	\$1.00

Apple News

AppleWorks GS Upgrade

AppleWorks GS v1.1 has now been released in the US. AppleWorks GS 1.0 v2 will "not" import classic AppleWorks 3.0 files. So AppleWorks GS v1.1 has been upgraded to handle the new file format. The printer driver have been rewritten and they have increased the speed at which AppleWorks GS will print to an Imagewriter printer. Also the custom dictionaries can be larger. The upgrade is available in the States for \$29.00 (US). If you bought Appleworks GS in Australia, contact Data Flow for upgrade information.

Time Out for AppleWorks 3.0

Data Flow has announced that Beagle Bros has now upgraded the Time Out series to work with AppleWorks 3.0. To qualify for the upgrade you must send your original disk to Data Flow with a cheque for \$20 per program, plus \$3 postage. If you purchased a Timeout program since July of this year the Upgrade is free.

HyperStudio is Complete

A finished version of HyperStudio, for the Apple IIGS, is now shipping. HyperStudio is HyperCard for the GS. The package includes a digitizing card, speaker and microphone. Though the hardware is not top of the line, the package gives

you access to the many features of HyperStudio.

Applied Engineering Upgrades

Applied Engineering has now released upgrades to all its software across the range, to take advantage of System 5.0. AW 2 Expander Version 3.2 is the latest release for all A.E Ram Cards. PC Transporter System Disk Version 1.3 is also now available.

Mac Music Publisher

Repertoire Pty. Ltd. have released version 2.5 of Music Publisher. Music Publisher features a Presto Keyboard, real time page entry, MIDI time dilation and speed improvements. Music Publisher retails for \$995.00. Phone (08) 363-2600 for more information.

Re-ink your Printer Ribbons

Windsor Software offer a re-inking service at a very cheap price. For around \$4.00 to \$5.00 you can get most popular black ribbons re-inked. Also Windsor Software pay for postage both ways. You can contact them by phoning (07) 356-1759.

Queensland Computer Expo

November 8th to 11th was the dates, the R.N.A. Showgrounds was the place for the 1989 Computer Expo. Over 100 exhibitor's were at the expo this year. On the Apple front, three dealers had stalls at the Expo. They were Computer City, Byte Technologies and Barkly Computers.

Out of all the displays, the one from Computer City was the best. They had a number of machines from the Apple IIe to the new Mac Portable. A GS had a new demo program called Nucleus. It takes the GS to the limit of it's graphics and sound capabilities. Also Computer City was demonstrating a new digital camera. Unlike other cameras, it contains a computer disk. The image is scanned and stored on the computer disk in the camera. In the demo, the image was then superimposed onto a Mac screen.

Byte Technologies had a display with a large projection screen. Demonstrations using MIDI instruments connected to the Mac were projected onto the screen. At the Barkly stand however, a lone Mac

stood among MS-DOS machines. Looking around the Expo, I found a number on Mac II's being used for demonstrations.

As is the custom, specials abound at the Expo. One stall was selling Seagate 10 megabyte hard drives for just \$199.00 each. Too bad it would not work with my GS.

Rumors of new Macs

Several new Macs are planned for release during 1990 (or so the rumor goes). For starters, a new Mac II machine designed for CAD and engineering applications. It is believed to contain a 68030 microprocessor running at 33 Mhz and 6 expansion slots. The new Mac will have a speed increase of between 30 and 100 per cent over the Mac IIci. It is rumored to be called the Macintosh IIxi.

Rumors of the low end colour Mac are still going around. In the December edition of A2-Central, Dennis Doms looks at the rumor in detail. Firstly, he says that if Apple did release a low cost Mac, then most the current Mac owners would certainly not be happy with paying thousands of dollars more for their Mac. Also the idea of a cheap colour Mac would not be able to be achieved with present technology. For example, adding a colour RGB monitor to a Mac would bump the cost by almost \$700.00. That is about the difference between a monochrome screen and an RGB colour monitor.

New Apple II products for January

Apple plan to release a number of Apple II products during January. However, my source was tight-lipped about the details. But he was excited!

Aussie Modem sold in US

Apple's Australian built 2400 baud modem is now b sold in the States. Apple Computer (Australia) and NetComm joined together to develop a modem for the Australian market. Now NetComm is shipping the Apple modem to the States. NetComm expects to make 10 million (US) with this deal.

Infer-red Appletalk

Dataplex Pty Ltd., of Melbourne, has developed an infra-red transceiver which is Appletalk compatible. A test was just completed that linked two Appletalk networks together. In the test, a transceiver was positioned on the roof of the two buildings containing the separate networks. The test was carried out over 12 months with the system being used 9 hours a day and 5 days a week. The test was carried out over 830 metres and the success rate with this system was 100%. The transceiver converts the electronic signal from the Appletalk cable to an optical signal (light) which is then focused on the other transceiver. The other transceiver receives the light signal and converts it back into an electronic signal. The DPX-725, as it is called, costs between \$13,000 and \$15,000. It is available from Dataplex - phone (03) 735-3333.

Game of the times...

Just 48 hours after the US invasion of Panama, Abracadata released a game called "Catch Noriega". The object of the game is, of course, to capture Manuel Noriega. Once he is captured, he then is interrogated by none other than Tammy Baker. The game is available for the Apple IIe and the price quoted was \$119.00. I don't know if this is US or Australian dollars. I would expect that this game would take a few months to get to Australia.

New GS Software

So What Software has released a WYSIWYG (What You See Is What You Get) Editor. Using the editor you can construct pull-down menus, windows, dialog boxes, cursors and icons. The editor then outputs to a source code file for Assembly Language, C, Pascal and even Applesoft Basic. The address for So What Software is 10221 Slater Ave, Suite 103, Fountain Valley, CA 92708, U.S.A.

Seven Hills Software have released a font editor for the GS called Font Factory GS. It uses the standard GS desktop to edit the font. You can load more than one font onto the desktop. It also scales fonts and has Smoothing function. It was recommend by Larry Miller from the Apple IIGS Buyer's Guide. You can contact Seven Hills Software at 2310 Oxford Road, Tallahassee, FL 32304, U.S.A.

Another offering from Seven Hills Software is Disk Access. Disk Access is a New Desk Accessory that allows you to do many of the operations available in the Finder. You can initialize disks, create a folder, delete a file or folder, name a disk/folder/file, catalog disks/folders/files, copy files and find file by name...just to name a few. All this can be

accessed from most GS applications including Appleworks GS.

Apple IIGS Buyer's Guide

The latest edition of the Apple IIGS Buyer's Guide has hit the newsstands. It covers many of the new GS hardware and software available and also has hints and tips. If you are looking to buy GS software, check it out.

Computer City is on the move (finally!)

After many months, Computer City is moving to their new site in Woolloongabba, bigger and better than ever before! The address will be 116 Ipswich Rd, Woolloongabba. Ph: (07) 891 6299 Fax: (07) 391 1829. We'll see you there!

Macintosh Mumblings

by John Finch

Have you hugged your hard disk today? No! Do you realise the problems that can come from a neglected hard disk?

I had a SOS call the other day from someone who was having problems with their Mac. Programs were crashing and all sorts of weird alert boxes were coming up on screen. My first question was "When did you last do a 'back up' of the hard disk?" - Well do it NOW. After a few more questions I asked about hard disk maintenance - like backing up, it had never been done. Well a check of the disk produced a unbelievable fragmentation of 67% - that's right, 67%, no wonder they were having problems. Using a de-fragmentation utility "Disk Express", I had them back in business within a couple of hours.

So what is "fragmentation?" For those who do not know; supposing you had a storeroom full of big boxes on the shelves, all neatly stacked. As you took the big boxes but they were replaced with smaller boxes, but the remaining big boxes are not moved at all. After a while you would have quite a bit of wasted space around the smaller boxes where you could not fit anything in. It is not quite as simple as that, but to carry the analogy further, supposing you also had some weak or damaged shelves, or some damaged boxes that you needed to reuse. Then the problems of your store room are similar to the problems that can occur

*"When did you last do a
'back up' of the hard disk?"*

on a hard disk. When this happens to your hard disk and it is called 'fragmentation'. To cure it you must remove all the boxes out of the store and re-stack them.

Doing this 're-stacking' on your hard disk needs a utility program. Unfortunately there are no public domain utilities that do the job, at least none that I know of. However, even if there was a public utility available I doubt if I would use it - not unless I KNEW it was reliable. Whilst preparing for this article I experimented with some PD utilities that "tested" my hard disk. The result was a damaged disk format and I have spent the last 4 hours rebuilding my hard disk. So "beware of Greeks bearing gifts" - cheap is not always beautiful, especially when you are playing with hard disks. The program may well work fine on the programmers disk. Mine it corrupted.

There are two utilities that I have safely used: "Symantec Utilities HD TuneUp" and "DiskExpress". Either program will do a satisfactory job for a full disk maintenance. Disk Express is slower, but that may mean it is more thorough. HD TuneUp had a fast de-fragment option that only took a few seconds. A full maintenance with either program takes quite some time. What the program does is effectively take your software off the hard disk, sweep the cobwebs out of the corners and put your software back neatly and contiguously on the disk. The end result will be faster access and safer use.

Macintosh Technical Tip

Modifications to Microsoft Word/Excel to increase dialog box sizes.

by Dr. A. E. Mc Clintock

Problem

I like to use meaningful titles for my documents in Microsoft Word and in Excel; sadly, however, long names are truncated in the Dialog Box from which you are prompted to

open a file. Often the important part of the name is not visible. I want to see the whole file name, up to the 32 characters allowed by the system.

Solution

Use ResEdit to make changes to (a copy of) the program. This is what you do for Microsoft Word (version 3.01):

- 1 Make a copy of Microsoft Word (just in case...)
- 2 Double Click on ResEdit (I used version 1.2b2)
- 3 Double Click on Copy of Microsoft Word
- 4 Double Click on DLOG
- 5 Double Click on -3998
- 6 Click and drag the Dialog Box down a bit
- 7 From the DLOG Menu pick Display as Text
- 8 Next to the word "right" change 375 to 475
- 9 From the DLOG Menu pick Display Graphically
- 10 Double Click on the now larger box

- 11 Drag all the buttons on the right over to the right
- 12 Click and drag to the right on the bottom right corner of the shaded box which shows where the file names are listed, this will widen the scrolling window.
- 13 Close all windows, answering "Yes" to the prompt to Save Changes
- 14 When you are happy that the copy of Microsoft Word is working OK, discard the old version.

If you want to do the same for Microsoft Excel, you do the same as above except Step 5 uses ID number 270.

EDITOR: Reprinted from Ausom News (Apple User Society of Melbourne), June 1989.

Lissner Relates Beginnings of Appleworks

EDITOR: This letter was reprinted from the AppleWorks Forum. AppleWorks Forum is a publication of the National AppleWorks Users Group, Box 87453, Canton, Michigan 48187. Phone (313) 454-1115. The cost of membership is \$27 (U.S.) a year.

Dear Cathleen,

Thank you for inviting me to participate in the NAUG seminars at AppleFest in Boston this past Spring. I always appreciate the opportunity to share ideas with fellow AppleWorks users.

We received some interesting questions about the relationship between AppleWorks and ///EZ Pieces, the AppleWorks clone that runs on the Apple /// computer. Our fellow NAUG members might like to know something about the development of ///EZ Pieces.

In 1981, I wrote, and Apple published, Quick File for the Apple II and ///, a predecessor of the AppleWorks data base. As a result, I had a cordial working relationship with many people at Apple Computer.

In late 1982, some of these same people met with me to figure out what I should do next. Not much came of these meetings until we saw the Lisa Office System, and realized that the same integrated software, minus the graphics interface, could be done on the Apple II.

Although Apple had no further part in the early development of AppleWorks, Apple was definitely my first choice as a publisher. At this point my friend Don Williams, then still at Apple, convinced me that getting influential people at Apple to use the program was the best way to get a consensus regarding the marketability and significance of such a program.

Since most of the people at Apple were using Apple ///

computers at that time, an Apple /// version of the program was important to their decision making process. My intent was to get the Apple people to use the Apple /// version, win their support for the program, and then ask them to market both Apple II and Apple /// versions of AppleWorks, then called Apple Pie.

There is only one source code for ///EZ Pieces and AppleWorks, so each feature I added worked in both programs. Small portions of the source code included for one machine would be omitted for the other machine because of differences in input/output methods and memory management. Building a version for one machine or the other was a matter of making minor changes, and then rebuilding the startup and program disks.

After working on Appleworks for about ten months, we finally reached an agreement that Apple would be the publisher of the Apple II version and have an option on the Apple /// version, so we handed that completed version to another publisher with whom we had hastily contracted.

Once Apple became the publisher, our four-person effort became a team of twenty or more professionals. Until that time we really hadn't understood that programming is just a piece of a major engineering, testing, product design and marketing project that precedes every successful software product introduction.

Given the ultimate popularity of AppleWorks, one must wonder what impact Apple's decision not to publish ///EZ Pieces had upon the longevity of the Apple /// computer.

My best wishes to you and to my fellow NAUG members.

Cordially,
Robert Lissner

Price Drop on 3.5 inch Disks

We are now selling 3.5 inch disk for just \$20.00 a box. Six dollars a box saving from last month.
We don't know how long we can hold this price, so get in quickly!

AppleWorks 3.0 Tips and Hints

by Dale Rodgie

Frozen?

If you ever find AppleWorks frozen, just hit <Control>-<Reset>, but not <Open Apple>-<Control>-<Reset> (this reboots your computer). When you reset, AppleWorks brings you back to the Main Menu with all desktop files intact in most cases.

Spell Checker Hint

If you are checking a word processor document and AppleWorks finds a misspelt word, you can type the letter <G> to get suggestions of what the spelling should be. AppleWorks then checks the dictionary for possible suggestions. This can take some time. However, if you see the correct word appear on the screen, you can press <Esc> to stop the disk access. Then just select the correct spelling as

normal.

Getting errors trying to read...

If you are using Appleworks 3.0 on an Apple IIGS, you could run into problems. AppleWorks does not like reading or writing files in subdirectories that has lower case letters in the subdirectory's name. This problem will only occur if you use a GS application to create the subdirectory under GS/OS System 5.0 or higher. There are two ways to get around this problem:

1. Only use AppleWorks to create subdirectories that will contain AppleWorks files or
2. if you use a program like the Finder, make sure you only use UPPER CASE characters in the subdirectory name.

How to Avoid Surprises with AppleWorks 3.0

by William Marriott - Claris Technical Support

Many users call Claris Technical support with questions about the new version of AppleWorks, the most significant upgrade to the program since its introduction seven years ago. This article answers some of the most common questions about AppleWorks 3.0. Has the new version of AppleWorks caught you off-guard? Perhaps your printer no longer works like it used to, or a feature that you used often has changed. Read this article for solutions and explanations to some of the most commonly asked questions about AppleWorks 3.0:

Q. I use a mouse with my old copy of AppleWorks to choose commands from menus and navigate in the spreadsheet. Why did Claris remove this feature from AppleWorks 3.0?

A. AppleWorks has never supported a mouse. Many programs which customized AppleWorks features were available for earlier versions of the program. If a friend or your dealer configured AppleWorks for you, your copy may have been "enhanced" with extra features like time and date display, screen savers, customized error bells, cosmetic changes to the AppleWorks screen, and macros. Since you could use a mouse with the older version of AppleWorks, you most likely had a "macro" enhancement installed. Your copy of AppleWorks has been modified if you have a file called "ULTRA.SYSTEM" or "SUPER.SYSTEM" on your disk. If you wish to use the mouse (or other enhancements) with AppleWorks 3.0, you will need to install new versions of the add-on software. UltraMacros 3.0 is compatible with the new AppleWorks, and adds mouse capability. A 50% discount coupon for UltraMacros is included with the 3.0 upgrade. The

special offer for TimeOut UltraMacros expires at the end of the year.

Q. Is AppleWorks 3.0 compatible with my accelerator card? My cursor flashes much more slowly in AppleWorks 3.0 than it did in 2.1.

A. Your accelerator card is still functioning and speeding up AppleWorks operations. In older versions of AppleWorks, using an accelerator card (or using AppleWorks on an Apple IIGS) caused the cursor to blink very quickly. In fact, some of the newer chips made the cursor flash so fast it was hard to find on the screen. In AppleWorks 3.0, the cursor is programmed to flash at the same rate whether you have an accelerator card or not. Other parts of AppleWorks have also been changed to accommodate accelerator boards. For example, when AppleWorks performs a sort, it no longer lists the time it will take to complete the task. Instead, a "progress bar" shows you the rate at which the task is being completed.

Q. I have a No-Slot clock, which worked fine with version 2.1, but no longer seems to work with AppleWorks 3.0. Does version 3.0 support clocks?

A. AppleWorks supports ProDOS-compatible clocks. For example, if you use AppleWorks 3.0 with an Apple IIGS, you do not need to enter the date or time when you start AppleWorks. Also, your files will be "stamped" with the time of their modification.

The No-Slot clock is not normally ProDOS compatible. You make it compatible by modifying ProDOS with a special

"patch." The ProDOS shipped with AppleWorks 3.0 does not include this modification. If you have an older (patched) version of ProDOS, you can copy it from your AppleWorks 2.1 disk to the ProDOS disk supplied with AppleWorks 3.0. Your clock should then work properly.

Q. I have a large data base created in AppleWorks 2.1 on two 5.25-inch disks. When I try to open this file in AppleWorks 3.0, I get an error message and I can't open the file.

A. If you have extra memory in your computer, you can create files that are too large to fit on standard 5.25-inch disks. You need to save the file to a larger disk: either a 3.5-inch disk, which holds 800K; or a hard disk, which will hold at least 5 MB (about 5,120K), depending on the hard drive. For earlier versions of AppleWorks, memory board manufacturers offered a utility that allowed users to take advantage of all the memory in their computer, without purchasing additional disk drives. These utilities modified AppleWorks to "segment" files to two or more disks when saving large files. If you have segmented files that you wish to use with AppleWorks 3.0, you have the following options:

- Wait for the memory card manufacturer to release a compatible version of the utility. Applied Engineering and Checkmate have promised new versions of their utilities that will be compatible with AppleWorks 3.0.
- Purchase a 3.5-inch disk drive or hard disk. To open large files in AppleWorks 3.0, open the files from a disk copy using AppleWorks 2.1. Copy the files to a 3.5-inch disk drive or hard disk. You will then be able to open the files from the 3.5-inch disk drive or hard disk with AppleWorks 3.0.
- Segment the file into chunks that can fit on a single disk, then combine the files in memory. Use AppleWorks 2.1 to open the large file and then manually segment it across two or more disks. Open the file with AppleWorks 3.0 and then combine the files in memory.

A final note because of its additional features, AppleWorks 3.0 uses 16K more memory than older versions. If you had files that were near the limit of the Desktop, you may not be able to open them in AppleWorks 3.0. If you have files you are unable to open, you will have to make the files smaller or purchase additional memory, if you want to take full advantage of the new version.

Q. I installed my Epson printer using the AppleWorks Printer Information setup menu. When I try to print, garbled text and extra characters appear on the printout. The AppleWorks codes are different than the codes in my printer manual, so I changed the codes to match the printer manual. The printer still doesn't work properly, even when I add it as a custom printer. What am I doing wrong?

A. You installed your printer correctly. Unfortunately, there is a problem associated with removing printers from the printer list that was discovered after Claris shipped AppleWorks 3.0. The problem is not limited to Epson or ImageWriter printers. For the most reliable printer setup, do not remove the ImageWriter from the printer list. Recopy the

AppleWorks program disk and add the Epson printer to the printer list. Your printer should work properly.

Q. I added a header to an AppleWorks word processor document using different tab settings than those used in the body text. When I print out the document, the first page prints properly, but subsequent pages use the header tab settings for the body text. What's happening?

A. The header resets the current tab settings whenever it prints. For example, you might set up a header with only one tab stop, a center tab, for the page number. The body of your text might use a more complex tab settings for columns and indented paragraphs. The tab settings for the body text will be in effect until the header prints on the second page. When the header prints on the second page, the tab settings reset to the header tab settings. The header tab settings remain in effect for the rest of the printout. If you want to have two separate rulers for your body and header, insert the ruler for body text before the Page Header End command.

Q. I like the ability to have multiple-line headers and footers, so I added a 15-line footer to my document. When I print the document, it prints past the perforation on my paper! How can I correct this?

A. Printing can become erratic if there are more than nine lines in a header or a footer. Unfortunately, there is no solution to this problem other than using fewer lines in your headers and footers.

Q. I have a Brother printer that I use with AppleWorks 3.0. Although, I set the "Needs line feed after each return" option in the "Add a Printer" menu to "No," and the interface card setting is correct I still get double-spaced output. How can I correct this problem so it will print single-space output?

A. Some Brother printers interpret the return character at the end of the printer code as a printer command, others do not. If you get double- or triple-spacing from your printer, re-enter the code for 10 characters per inch without the return character. You should now be able to print single-space output. If that workaround fails, remove the codes for 10 characters per inch and 6 lines per inch altogether.

Q. My Panasonic printer puts a zero at the beginning of every line. How can I eliminate the zeros from my output?

A. The AppleWorks print driver uses codes for characters per inch that do not work well with some models of Panasonic printers. The solution is to use the following codes, taken from the "PRINTER CODES" database on the sample files disk:

```
10 cpi Escape P Control-A
12 cpi Escape P Control-@
```

Refer to pages A-9 through A-12 of the AppleWorks Reference manual for instructions on entering the codes.

Q. I defined a "Color IW" and used the new special codes

area to set up commands for color output on my ImageWriter II. Then I added a "Foreign IW" which had special codes for foreign language output. When I went back to use the driver for color output, I discovered that my special codes for color had been replaced with special codes for those for foreign language. Am I limited to only one set of special codes?

A. In AppleWorks 3.0, you can define up to six special printer control codes per printer. You would expect that each of the three possible printers would have unique sets of special codes, and they can except that the labels for those codes remain the same for all printers. The codes themselves are unaffected. For example, special code #1 for the Color IW is different than Special Code #1 for the Foreign IW, even though both codes might be labeled "Print Spanish." This is an inherent limitation in the program.

Q. I used the 10 cpi code for my Star printer listed in the "/PRINTER CODES" database supplied with AppleWorks 3.0. When I print, "ES" appears at the beginning of every line of my document. Are the codes listed in the database incorrect?

A. You're probably entering the code as it appears in the Multiple Record Layout. In that view, the columns are too narrow to display the entire code. If you entered part of the code, it probably won't work properly. To view the entire code, press Open Apple-Z for Single-Record Layout. You'll discover that the complete code for 10 cpi on a Star printer is as follows:

Escape B Control-A Escape W Control-@

You entered "Escape B Control-A ES," which would cause the "ES" to appear at the beginning of every line.

Q. I prepared a report in the Data Base module and specified that I needed three copies. The first copy printed out fine, but other two copies printed out with only the header and the first word of the report. How can I resolve this problem?

A. There are a couple of alternatives. You can print the report to the Clipboard and then move the file from the Clipboard into the Word Processor module. You can then print the report from the Word Processor.

You can also press Open Apple-C to copy the database records you want to print. Open a new spreadsheet document and press Apple-C again to copy the database records from the Clipboard to the Spreadsheet. The Word Processor and Spreadsheet modules will print multiple copies properly.

Q. I tried to use the FastCopy program included with AppleWorks 3.0 to copy AppleWorks. However, when I insert my original disk, the computer beeps and I get the message "This disk must be write-protected!" As far as I can tell, the disk is write-protected. What should I do now?

A. FastCopy requires you to write-protect your source disks (the disk you're copying information from.) If you have problems copying your disk, try the following techniques:

- Use nonreflective opaque tape to cover the notch. Some disk drives (including later model Apple drives) use optical sensors to see if a write-protect notch is covered or not, and it will not recognize disks with transparent or shiny tape as being write-protected.
- Use thicker, sturdier tape. Some drives use a mechanical button that is not fully activated when thin tape is used.
- Make sure the tape wraps around both sides of the disk. If you only lay the tape sideways, across the surface of the disk, the detector mechanism may not work properly.
- Try a different copy utility, such as Copy II+, or the programs included on the ProDOS Users Disk that came with your computer.

Q. I like to use the option "Omit line when all entries on line are blank" in the Data Base to make my mailing labels more attractive. But when I print three-across labels, sometimes AppleWorks omits the line, and sometimes it doesn't. It works fine with one-across labels. How do I correct this problem?

A. AppleWorks will only omit the line if all entries on the line are blank. If other labels in the same row have information on that line, the lines will not be omitted. To minimize the problem, sort your database by the categories which most often have blank entries. Those records will move to the top, and there will be a greater possibility of having a blank line in all three labels of a row. AppleWorks always omits empty lines when you print one-across labels.

Q. The manual says that I can now use parenthesis in calculated fields. However, when I try the example in the manual, all I get is a series of pound signs ("#####") in my report. Is there something wrong with my disk?

A. Your disk is fine. The manual incorrectly states that AppleWorks 3.0 follows algebraic rules for evaluating calculated database fields, and allows parenthesis in those fields. Actually, calculated fields behave exactly as they did in AppleWorks 2.1. You should arrange the formula so that it does not use parenthesis.

Q. In my original copy of AppleWorks, Open Apple-Tab moved the cursor to the previous tab stop. Open Apple-Tab in AppleWorks 3.0 moves the cursor forward to the next tab stop. The quick reference card says Open Apple-Tab moves the cursor to the previous tab stop. Which is correct?

A. The quick-reference card is in error. In AppleWorks 3.0, when you press the Tab key (without holding down an Apple key), a formatting caret is inserted into your document, and the cursor as well as any text after the cursor moves to the next tab stop. Some users of earlier versions of AppleWorks may not want to use tabs this way, so Open Apple-Tab was changed to behave as regular Tab did in earlier versions of AppleWorks. Although you can no longer use Open Apple-Tab to move to the previous tab stop, Open Apple-Left Arrow provides a similar function: it moves the cursor to the previous word.

EDITOR: This article came from a U.S. bulletin board. CLARIS is a trademark of CLARIS Corporation. AppleWorks

Continued on page 11 →

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How to Rescue /RAM Disks

The Question:

What can I do about programs that trash ProDOS in my slot 7 RAMdisk? Can this be overcome? Every so often I boot a program from a 5.25" disk and it runs fine. But when I try a warm Open-Apple/Control/Reset reboot, I am greeted with "Unable to load ProDOS." Sometimes if I boot ProDOS from a disk I can recover the RAMdisk, but too often I lose it and must reload.

The Answer:

The problem is that the firmware on Apple's memory card keeps some values in the "Screenholes" to remind itself what's going on. Too many programs, particularly the copy-protected kind, assume they own the whole computer and walk all over the screenholes. When you try to reboot after using such a program, the RAMdisk appears damaged. But

it's not, only the screenholes are.

The solution is to reboot ProDOS from one of your other disk drives. Then fill all the screenholes with \$AO, the ASCII code for the space character. Next catalog the RAMdisk. It will reappear, undamaged. Next you must press Open-Apple/Control/Reset to warm boot from your RAMdisk (and fix the screenholes).

Here's how to fill the screenholes with \$AO:

```
100 FOR ADR=1144 TO 2040 STEP 128
110 : FOR I=0 TO 7
120 : : POKE ADR+I,160
130 : NEXT I
140 NEXT ADR
150 HOME
```

Locating Monitor's LIST Command

by Craig Johnson

I have often thought it would be useful if I could locate and use the Apple monitor's LIST command. This LIST routine disassembles 20 lines of memory each time it is called. It starts disassembling at the memory location whose address is held in 58/\$3A (lo-byte), 59/\$3B (hi-byte). The actual list routine is located at 65118/\$FE5E in memory. The following Basic program shows how to use it.

```
5 TEXT : HOME
10 LO = 0 : HI = 224
15 POKE 58,LO : REM LO-BYTE OF ADDRESS
20 POKE 59,HI : REM HI-BYTE OF ADDRESS
30 HOME : CALL 65118 : REM DISASSEMBLE 20
  LINES
35 HTAB 1 : VTAB 23 : PRINT "PRESS 'Q' TO
  END DEMO :";
45 GET A$ : IF A$ = "Q" THEN END
50 GOTO 30
```

ProDOS Date & Time Routine

by Brett Dutton

For all those that have a ProDOS compatible clock, this program displays the time. It works best with the Ice Modem's built in ProDOS compatible clock but I am lead to believe that it will work with any ProDOS compatible clock. It is very short and easily modified to run scheduled programs or even an alarm clock if you wish. The useses are only limited by the imagination.

```
100 GOSUB 50000
110 PRINT TIME$
120 END
50000 REM
```

```
50010 PRINT CHR$(4)"CLOSE"
50020 DAY = PEEK (49040) - INT ( PEEK
  (49040) / 32) * 32
50030 YEAR = INT ( PEEK (49041) / 2)
50040 MNTH = ( PEEK (49041) - YEAR * 2) *
  8 + INT ( PEEK (49040) / 32)
50050 MINUTE = PEEK (49042)
50060 HOUR = PEEK (49043)
50070 PM$ = "AM": ON HOUR < 12 GOTO
50080:PM$ = "PM": IF HOUR > 12 THEN HOUR =
  HOUR - 12: GOTO 50090
50080 IF NOT HOUR THEN HOUR = 12
50090 TIME$ = STR$ (MNTH) + "/" + STR$
  (DAY) + "/" + STR$ (YEAR) + " " +
```

```
STR$(HOUR) + ".": ON MIN > 9 GOTO
50100:TIME$ = TIME$ + "0"
```

```
50100 TIME$ = TIME$ + STR$(MIN) + PM$:
RETURN
```

CrossWorks Review

by Ian Wright

I have written articles for Ausom News previously on the subject of moving data files from Apple II's to IBM compatible machines and back again. I have now found the ultimate solution. A package called 'CrossWorks' available from SoftSpoken in the U.S. provides a most elegant and efficient solution to this problem.

The package consists of a custom cable with DB25, 5 pin DIN (for IIc) and MiniDin 8 (for GS) connectors on one end and DB25 and DB9 connectors (for XT and AT respectively) on the other end. Also included is software for the Apple and IBM on both 5.25 and 3.5 inch disks.

Transferring files is simply a matter of connecting the two computers with the supplied cable, running the software on both machines and using an AppleWorks-like menu to choose the files to be transferred. Once this is done the files move between machines at 19,200 baud, in most cases converting the relevant codes from one file (eg. WordPerfect) to the appropriate codes (eg. AppleWorks) for the other software. Files can be moved both ways and between almost all popular software packages.

In my first half hour using the package I transferred a 50K AppleWorks database into a DBase II DBF file which was automatically created during the transfer and a 45K

WordPerfect file into an Apple word processor file.

Formats

Formats supported included AppleWorks and standard ProDOS text files on the Apple and WordPerfect, DBase, Lotus, MS-DOS text files and delimited ASCII on the IBM compatible. Most common packages on both machines can deal at least one of the available formats. Nineteen spreadsheets and thirty-seven databases are listed as supported by CrossWorks as well as virtually all word processors capable of loading MS-DOS text files.

Cost

The package cost \$79.95 (U.S.) plus \$20.00 (U.S.) postage which translated into around \$134.00 (Aust.) when I purchased my copy. My order left around March 20 and I received the package on April 12, adding up to excellent service.

If you have more than an occasional need to transfer data between ProDOS and MS-DOS systems I would highly recommend CrossWorks as a remarkably efficient and painless way to achieve this end.

Availability

CrossWorks is available from SoftSpoken at P.O. Box 97623, Raleigh, NC 27624, U.S.A.

EDITOR: Reprinted from Ausom News (Apple Users Society of Melbourne), June 1989.

Ten Common Mistakes New Apple II Owners Make

by Ray Holan, Phillip Russell, and John Wrenholt

Attempting to learn too many programs

Surveys show that the average personal computer owner only knows about three or four programs. Don't think you can an expert on every program ever written. We work with Apple II's every day, all day long, and we only use three or four programs on a regular basis. Take it easy and completely master a couple of applications.

Buying new programs before the full potential of old one is exhausted

If you simply operate an application according to what you see in the menus and in the manual, you are probably missing a lot of capabilities. Almost every program has hidden features or ways to utilize existing features in imaginative ways. Milk

that old program dry before you move on to promises of new programs.

Not analyzing what tasks you will do on your computer before buying software

If you don't, you may buy an overpriced program, loaded with complicated features, to do some simple task. For example, why buy a full-blown desktop publishing program like Publish It! or Spingboard Publisher, when all you plan to do with it is create a two-page semi-annual newsletter?

Getting demoralized by comparing yourself to more experienced users

Everyone out there knows someone who knows more about the Apple II than they do themselves. So what? If you are getting your work done on the Apple, you have nothing to be ashamed of. Apple II owners, as a group, are so enthusiastic about their computers that they are more than willing to lend a hand. Not only that, but you probably have enough knowledge already to help other, still newer, Apple II owners. Get into the give-and-take! You probably know more about the computer than you realize.

Not reading the manual

Plan on reading the manual three or four times. Read it once before you even try using the software. Then read it again after you have used the program two or three times. You'll be amazed at how much you missed the first time. Read the manual again whenever you have a problem with the program. The more complicated the program, the more value you'll get from reading and rereading the manual.

Not practicing

Most frustrated computer owners don't practice enough. We say frustrated, because if you practice, you won't get frustrated. The normal problems of operating a computer are not beyond anyone of normal intelligence. It just takes practice. Don't operate your computer when you have an important task at hand. Practice a few minutes every day on some new techniques, especially with files that you don't mind "losing".

Going it alone

There is so much to know and so much new information coming out, it is hard for one person to keep current. Don't be so proud that you don't ask for help.

Not joining an Apple Users Group

Apple's idea of technical support is to refer you to an Apple dealer. That's support? Well, fortunately for Apple,

there are hundreds for user groups out there. That's where technical support for the Apple II really exists. By staying in tune with a user group, you can avoid bad habit, overpriced products, and unnecessary headaches.

Not using a "Copy and Play" technique

The Copy and Play technique will make you an Apple expert faster than anything else you can do. Copy and Play means that you make a fresh copy of the System Disk that came with your Apple. Then, with your original safe in a drawer, you do anything you want to your copy of the disk. Let's say that you foul up in the worst possible way. What damage have you done? Absolutely none! You simply make a fresh copy and start over. We're continually surprised by the number of Apple owners who don't know how to format a blank disk or how to copy a file. On a IIGS, try adding new fonts and new desk accessories to the System Disk. Don't be afraid to experiment. It's the best way to learn.

Not backing up your data disks

Even the most expert Apple users will occasionally clobber a disk and face the possibility of losing weeks of work. Backing up your most important disks on a regular basis will let you use your computer without worry. If something goes wrong and you lose 500 name and addresses from your Christmas list, there's no problem.

EDITOR: Reprinted from the Apple Victoria newsletter.

Medley and Desktop Publishing

by *Ted Meyer*

"Desktop publishing" is one of those catch-phrases that has become a common part of the vocabulary of just about anyone who spends time on microcomputers. Generally it refers to software that allows you to manipulate the layout of blocks of text and graphics on a page or pages.

Simple paint or draw programs will allow you to do this, but are quite often not designed to easily deal with the formatting of large blocks of text. Paint and draw programs usually work with only one page at a time. (In the case of draw programs this "page" can be vary large.) Word processing programs work easily with text, but they start to become hard to work with when you combine text and graphics together. Most word processors aren't able to easily put text into multiple columns on a page.

A desktop publishing (DTP) program will not be great at making art and it won't be great at writing and editing text. However, it should be great at taking the result from graphics and word processing programs, laying it out on pages, and producing a professionally finished product, whether that product is a newsletter, ad copy, a letter to your mom, or a technical manual.

The Mac broke ground in DTP when it was linked to Apple's LaserWriter. The Mac is still the premiere machine for

this genre of productivity. There is no reason, though, why the IIGS can't produce newsletters, or whatever, of as high quality as a Macintosh. Both computers can access the same printers. The quality of what comes out of that printer is dependent wholly on the stream of bits and instructions that is sent to the printer. The ability of the user to easily and quickly manipulate that stream of instructions to the printer is what is determined by DTP software. This month we'll talk about the desktop publishing program "Medley" from Milliken Publishing.

"There is no reason, though, why the IIGS can't produce newsletters, or whatever, of as high quality as a Macintosh."

Medley

Medley is different from the DTP software that I have worked with in the past. My Webster's abridged dictionary defines the word medley as a "miscellaneous collection of things." In music we think of a medley as several tunes or songs performed to complement and interact with one another.

Medley is a "medley" of software based on two full-featured programs - a word processor and a paint program. Medley also includes multi-page layout, drawing, and spell checking in a smooth, bug free, but slow environment. There is no question that as a word processor Medley is slow. I would never consider using it for basic word processing. I can type faster than it processes letters. And I am a slooow typist. This lack of speed makes the first hour of working with Medley very frustrating. Medley integrates many capabilities into a single package and, as a result, compromises on speed.

After the first hour you will start to get the "feel" of the user interface. This is when the reaction time of slow software starts to get really frustrating. Medley, however, was written so that it is "interruptible". This means that instead of having to wait for the software to finish reformatting a page after changing margins or tabs, you can just continue with your next command. You never have to wait for Medley to finish doing anything - just keep working at your own speed and Medley will finally update the screen when you slow down. This means that in some situations you will be giving commands "blind" while the program waits for you to finish before it refreshes the screen.

"It has an automatic or manual hyphenation feature to prevent lines that look stretched."

Word Processing

Medley starts out looking like a standard word processor for the IIGS. Once booted a white page appears with the cursor blinking in the top left corner. At this point you can start using it pretty much as you standard IIGS full-featured word processor. It will import Appleworks files or text files without any problems. The spell checker/thesaurus in Medley is one of the nicest I've used. It has an 80,000 word dictionary, and the ability to set up auxiliary dictionaries with your own specialized vocabulary. In addition, a dictionary with words specific to the document being edited is attached to each file. The thesaurus will very quickly supply you with alternatives for both words and definitions.

Medley has formatting capabilities that are not available in most IIGS word processors. It has an automatic or manual hyphenation feature to prevent lines that look stretched. Page Numbering can be in standard (17), roman numerals (XVII or xvii), or written (Seventeen) and can be, along with headers and footers, set up for odd and even pages.

For ease of editing, Medley has an option to display end-of-paragraph marks, spaces (as raised periods), and tabs. Normally, tabs create white space between the last character and the tab stop. Medley allows you to choose tab "leaders" to create indexes and such. For example, in an index you can choose periods as a tab leader which will replace the white space with a row of dots (i.e. Glossary.....Page 124). There are four different types of tabs in Medley: left, right, centre, and decimal. Left tabs are the standard found in most word

processors. A word that starts with a left tab has its first character aligned with the tab stop. Right tabs align the last character of a word with the tab stop. Centre tabs centre a word on a tab stop. And decimal tabs line up decimal points in numbers on the tab stop.

Medley has micro-adjustment of line and paragraph spacing, called "leading", and it does a fine job in kerning of characters. It has the standard IIGS multiple font capabilities as well as the standard top, bottom, left, and right margin adjustments. It also has the ability to set a gutter margin for adding space on the "inside" of pages that will be bound together.

Graphics

Graphics are added to a Medley document by creating an art "area". These areas can be rectangular, round, or in any other irregular polygon, such as stars or pentagons. This allows wrapping text around a graphic of almost any shape. This capability, by itself, put Medley in its own class. Once an art area is created, a full-featured paint program allows you to create or edit a graphic. IIGS users who use PaintWorks Plus will be very familiar with this part of Medley. Graphics can be imported using standard Apple preferred format, so most clip art collections can be used. Plus, Medley comes with a fairly extensive collection of its own clip art.

Once created, an art area can be converted into a text area. Text can be "trapped" inside, and justified to the edges of any area - rectangular, circular, trapezoidal, or whatever. This can create some interesting effects, such as a circle or star of text. Medley can create global art and text areas which will appear on every page, and it can turn off these areas on individual, special pages.

Text and art areas are used to do most of the layouts in Medley. Multi-column pages, for example, are formatted by creating tall, thin rectangles between where you want the columns to be.

Problems

Version 1.0 of Medley had a problem with printing a page when condensed mode was chosen in the Page Setup dialog box. This problem has been completely solved in version 1.1. Generally, the best printed text output on the IIGS is achieved using the condensed mode. The IIGS's screen has a resolution of 640 by 200. This makes the pixels twice as tall as they are wide. An ImageWriter (or LaserWriter) produces dots that are the same height and width. In an effort to achieve a WYSIWYG (What You See Is What You Get) environment, the "normal" mode for printing with most IIGS specific software has the ImageWriter printing two dots, one above the other, for each "tall" pixel on the screen. As a result, a 9 point font is really printed 18 points tall unless condensed mode is chosen.

When graphics are created for the IIGS, they are designed to be viewed on the screen. To make them look good on the printer in condensed mode they need to be "stretched" vertically first. Medley deals with this problem by allowing you to import text with the page setup in normal mode and

Disk of the Month Catalogue

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

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

Apple IIe, IIc disks

Terc Basic Enhancements

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

Davex Utility Disk

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

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

Extended Command Processor 8

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

Modem Utility Disk #1

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

Modem Utility Disk #2

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

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

Appleworks Utility Disk #1

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

Appleworks Utility Disk #2

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

Appleworks Templates

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

Appleworks/Prodos Utilities Disk

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

Prodos Pot-Pourri

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

Apple II Technical Notes

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

Technical Notes Update #1

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

AkroCAD

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

Publish It! Utilities/Templates

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

Apple II Games Disk

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

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

2

Dos 3.3 disks

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

Dos 3.3 Utilities Disk

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

Hires Doodle

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

Dos 3.3 Games Disk

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

Apple IIGS disks

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

Apple IIGS Games Disk #1

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

Apple IIGS Games Disk #2

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

card game. It is a great game.

GS Backgammon - Another popular board game for your GS.

Apple IIGS Games Disk #3

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

Mines of Moria

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

GS/OS Utilities Disk #1

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

the GS Finders desktop.

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

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

Type Face - This one displays fonts on the screen.

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

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

Animation Displayer - Displays Paintworks Plus animation files.

GS/OS Utility Disk #2

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

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

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

Doctor Daily - Virus detector. Automatically checks for viruses.

Fixer - Desktop based text file utility.

Funkeys - Add macros to your GS.

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

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

Program Icons - 33 new icon files.

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

CheapPaint

CheapPaint is a paint program with all the features normally expected from today's commercial paint programs, however it allows you the freedom of 256 colours on the screen at one time. You can create any of the 4096 different colours

3

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

GS Desk Accessories Disk

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

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

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

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

JumpStart Disk

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

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

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

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

Area Codes CDA - STD codes for USA and Canada.

Digitized Sounds - Sound Effects

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

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

Digitized Sounds - Theme Songs 1

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

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

Digitized Sounds - Theme Songs 2

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

Sounds - 4 theme songs.

Animal Sounds - 8 animal sounds.

Digitized Sounds - Music.Sounds

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

Sounds - 12 musical sounds.

Digitized Sounds - Phrases #1

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

Sounds - 12 way out phrases.

Digitized Sounds - Phrases #2

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

Sounds - another 20 way out phrases.

Music Construction Set Songs

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

Rock Songs - 50 songs.

Classical Songs - 19 songs.

Show.tunes - 24 songs.

Christmas Music - 41 songs.

Other Songs - 31 songs.

Requires Music Construction Set.

Music Studio Songs #1

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

Requires Music Studio.

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

Music Studio Songs #2

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

Requires Music Studio.

Apple IIGS Graphics #1

Cartoons - 11 pictures.

Sesame Street - 3 pictures.

Toys - 3 pictures.

Program Pictures - 25 pictures.

Apple IIGS Graphics #2

Girls, Girls, Girls - 14 pictures.

Cars - 9 pictures.

Outer Space - 4 pictures.

Planes - 5 pictures.

Planets - 4 pictures..

Apple IIGS Graphics #3

Animals - 16 pictures.

Flowers - 4 pictures.

Landscapes - 10 pictures.

Apple IIGS Graphics #4

Film and TV - 24 pictures.

Famous People - 5 pictures.

Music - 5 pictures.

Product Logos - 5 pictures.

Fantasy - 4 pictures.

Apple IIGS Graphics #5

Art - 17 pictures.

Clip Art 320 - 4 pictures.

Digitized Pictures - 16 pictures.

Apple IIGS Graphics #6

Apple IIGS - 6 pictures.

Assorted - 3 pictures.

Closeups - 3 pictures.

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

Discount Packs

Check the discount price table for prices.

Prodos Shells Pack

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

Modem Utility Pack

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

Appleworks Pack

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

Technical Notes Pack

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

Dos 3.3 Pack

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

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

Apple IIGS Games Pack

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

GS/OS Utilities Pack

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

Digitized Sounds Pack

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

Music Studio Songs Pack

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

Apple IIGS Graphics Pack

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

Disk Pack Prices

Prices for 5.25 inch Disks:

	with disk	without disk
2 disks	\$8.00	\$6.00
3 disks	\$9.00	\$6.00
4 disks	\$12.00	\$8.00

Prices for 3.5 inch Disks:

	with disk	without disk
2 disks	\$14.00	\$8.00
4 disks	\$24.00	\$12.00
6 disks	\$36.00	\$18.00

These prices are for Disk Packs only.

How to Order!

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

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

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

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

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

Software Library Order Form

Name:

Address:

Suburb: Post Code:

Mail order or Pick-up order at meeting

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

Credit Card Number:

Expiry Date:/..... Signature:

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

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

then stretching the art when switching to condensed. Let's hope that any upgrade to the IIGS improves the vertical resolution of the super high-res screen. This would greatly alleviate formatting problems on the IIGS.

When working with most DTP programs, it is suggested that you set up the page layout first. Text is imported after you've determined the format of your document. You can do this with Medley. In fact, it comes with a disk of "Style Sheets" which can be used as templates for your newsletters. I find it fun to put the text onto a blank page first, and then play with adding art and text areas. Some pretty neat effects can be created this way.

Comparing Medley with other 16 bit IIGS software with page layout capabilities, such as AppleWorks GS or GraphicWriter II, is difficult. There is no question that Medley runs slow. But Medley can do a variety of things that AppleWorks GS and GraphicWriter can't. Wrapping text around any shape, not just rectangles and circles, is a powerful feature. And Medley has an excellent ability to "fine-tune" the formatting of a document and produce a high-quality final product. In the speed versus quality battle, Medley wins on quality.

What do you get?

Medley comes with five disks: System, Program, Clip Art, Style Sheets, and Dictionary. Without at least two 3.5 inch drives you will be doing some disk swapping. Medley requires 1.25 Megabytes of RAM (1 meg on your card) and a 3.5 inch drive. I recommend at least a second 3.5 inch drive and if possible a hard disk. (Seems like there's more and more

software that needs that full RAM card and a hard disk.)

Medley includes a well written 253 page loose-leaf manual and a four-page quick reference card. The manual includes "getting started" and "quick tour" sections for starting up and a reference section for looking up specific information. Printed copies of all of the Style Sheets and Clip Art are also included.

The manufacturer's suggested price is \$195.00 (US), but I have seen it available by mail order for as low as \$126.00 (US) (Programs Plus - Incider 2/89). Milliken seems to provide very good support. Version 1.1 of the software will be provided automatically and free of charge by sending in the registration card. (I am presently working on a beta copy of 1.1) And the Style Sheet disk was also sent to me free without

"In the speed versus quality battle, Medley wins on quality."

prompting on my part.

It is obvious that Milliken has spent a lot of effort designing and implementing Medley. It is an example is a product that really uses the IIGS's special features. Developers are becoming much more confident in the IIGS's user base and with the release of GS/OS, Apple's support of the system. With the release of programs like Medley and AppleWorks GS over the last year I believe that Apple can expect to sell a lot of GS's. I'm very much looking forward to AppleFests in Boston and San Francisco this year. I expect we'll see a lot of interesting announcements from both Apple and developers.

EDITOR: Reprinted from Applications - Sydney Apple User's Group newsletter.

Tips on Icons and the GS Finder

by Rob Moore and Jim Merritt

EDITOR: These tips and notes come from the authors of the GS Finder. If you edit Finder icons, this article will help you to avoid some of the problems in changing icons.

1. Avoiding the dreaded 'Disappearing Trashcan syndrome'

- Do not alter the GS Finder.Icons file in any way. There are better ways to accomplish the same functions. These will be explained later.
- Do not have any icons assigned to filenames with wildcards that also do not have the filetype specified. In fact, we highly recommend specifying a filetype for all icons you add to the icons folder. It's a rare case when you can specify a name and not also know the filetype. The subtype may or may not be specified.
- Above all, do not attempt to replace the "generic document" icon in Finder.Icons, that is used when no other icon matches the file name or filetype. This icon serves a special purpose in

the Finder icon structure and must not be altered or moved.

2. How to properly modify the Finder.Icons. (Wait a minute - We said you couldn't do this!)

- Make a copy of the Finder.Icons file and delete all of the icons you don't want to change. **You Must delete the Generic Document icon.** It's last in the file. The Finder gets really upset if there is more than one of these.
- Edit the icons you want to change and save the file with a new name of your choice. Your edited icons will be used in place of the corresponding icons in Finder.Icons.
- You can change the Trashcan's image but you can't increase its size much. Don't try to change any of its other characteristics.

3. Fun with Folders. Want customized folder icons? It's easy.

- Open Finder.Icons and copy the Directory folder icon - labeled DIR.
- Open a new or existing icon file of your own and save the copied folder icon there. **Close** the Finder.Icons file.
- Edit the icon to add a picture or whatever and change the filename for the icon to the name of the folder you want this icon to represent.
- Now you have a customized folder icon. To do more, use

copy and paste to duplicate the icon in your file and edit the copies.

4. Some general info:

Other than Finder.Icons, icon files are loaded by the Finder in directory order. If there are multiple icons that could match a given file or filetype, the last one loaded will be used. This happens because the Finder loads the icons files as they're found in the directory and then searches the list of icons backwards from last to first looking for the first match it can find.

If none of your custom icons match a given file, the Finder will always find a match of some sort in Finder.Icons, with the Generic Document Icon being the match of last resort.

So if the Icon you see is not the icon you expected, you probably have more than one icon that matches your file and the one shown is farther down in the directory than the one you wanted. You can rearrange the directory or better still, just delete the duplicate icons you don't want.

It's smart to delete any icons that you're not using. They're all loaded by the Finder and each uses a certain amount of memory, whether it's displayed or not. Have fun.

Virus Warning - "Load Runner"

by Brian McCaig (Virus Buster)

Well folks, here it is...installment number 3 in the Saga of the virus for the Apple II. First it was CyberAids, which wasn't all that great and was quickly defused. It was followed in June of 1988 by Festering Hate, a more sophisticated and deadly evolutionary offspring of CyberAids. F.H. spread rapidly throughout the Apple II world and was particularly insidious as it; infected (usually) the first .SYSTEM file in the root directory, usually Basic.System, would infect more than one file per disk, would infect files in sub-directories, and when it 'went off' would destroy all volumes currently on-line at the time. This included RAM disks and Hard Drives!

By now, most of you are aware of Festering Hate and that there are several good virus detecting/protecting programs available that have virtually eradicated the FH virus. It is to the credit of the Apple II community in general, and selfless people like Glen Bredon that FH was halted before it got too out of hand. As a matter of fact it was the very vehicle that spread the virus so rapidly that was also responsible for its quick demise. After I did my initial research on FH last year I wrote a brief study of it and uploaded the study to most of the active BBS's in Canada and the U.S. I also sent copies to Glen Bredon and others who acted very quickly to develop the 'cures'. But it was the massive telecommunications network of Apple II users that spread the details so quickly and stopped FH.

Now, number 3 virus has just appeared. Called, rather nostalgically, "LODE RUNNER", it is not quite as destructive as its predecessors but its a virus nonetheless. Here's what I've been able to pull together so far:

Source

Although we're not 100% positive it appears that the program called SPEEDY SMITH is the culprit. A recent import from France, Speedy Smith is one of the fastest copy programs for the IIGs. A full 800K disk copy takes about 50 seconds (without verification) to 70 seconds (with) using SS. It has an excellent SHR screen with 'thermometers' that indicate the copy's progress. Unfortunately the reason we

cannot either convict or acquit SS is that its creators have seen fit to invent their own DOS. This DOS is not readable by standard Apple II sector editors such as the one in Copy II Plus. There are several reasons, however, for suspecting Speedy Smith. First SS's displays are in French and the virus's text screens are as well. When catalogued Copy II+ indicates that there are 292 used Prodos blocks, but adding up the individual files' blocks only totals 148. And lastly, what better vehicle for the spread of a virus than a copy program?

How was it Discovered?

Lode Runner was discovered almost by accident by several members of the Apples BC Computer Society. Shortly after receiving several new disks of IIGs software, including Speedy Smith, one member found that his Test Drive II refused to run. This was followed by backups and originals of Space Quest I and Police Quest. At first it was thought that the member's IIGs was having hardware problems. But at the same time another friend from Eugene, Oregon contacted us about having seen a French hi-res screen appear on his monitor just before his Copy II+ disk was trashed. Not being Canadian he was only able to pick out the word "virus". Armed with this info and the 'damaged' Space Quest disks I spent a weekend checking things out. At the same time other friends in Oregon & California were independently analyzing infected disks.

How do you know if Your Disks are 'Infected'

There are 4 ways of detecting Lode Runner:

- 1) When the virus "goes off" and erases your disk...no exactly the most desirable way,
- 2) If you have a copy of Space Quest I then you can use it to check all your disks. Boot any suspect disk and wait until the drive stops. Replace the disk with Space Quest and do the or 4 fingered salute (OA-CTRL-RESET). Note: Keep Space Quest write protected so that it doesn't get screwed up. Space Quest boots to the point where it asks you to press joystick button then you can be pretty sure that the previous disk is OK. If Space Quest trashes with an error messa;

(#206) then the previous disk is likely infected.

If you DO get an infected disk then you MUST either power down your IIGs or run the self-test before continuing with your testing to clear the RAM as the virus seems to install itself there.

3) A better check (and much faster) is to boot Copy II+ and run the 3.5" Sector Editor. Do a read of Block 0000 (Track 00, sector 00, side 01). If the first 3 bytes are 01 A9 50 then the disk is infected. Those 3 bytes aren't the only bytes that are different but they are all that is necessary to identify the virus.

4) If you recall, last year during the Festering Hate panic it was noted that one of the best ways to have an Apple II virus was in BLOCK (0) on any Prodos disk. At that point, anticipating another virus, Guy T. Rice wrote a small virus detector/fixer. If you put this program into the SYSTEM/SYSTEM.SETUP folder on IIGs disks then it would automatically detect and correct modifications to Block (0). Now for LODE RUNNER this will also work.. that is, it WILL detect LODE RUNNER and it will try to correct Block (0). BUT, it appears that due to the method of spreading of LR Guy's program cannot correct it. Every time you boot the disk it'll give you the virus detect error. I think the reason for this is that LR installs itself in RAM upon bootup in preparation for infecting a new disk.. and the only way you can be sure that its gone is to either power down or run the self-test.. and since Guy Rice's program does an auto-reboot and corrects the block (0) all in one step then the RAM never really clears and the virus re-infects the disk. And since you cannot write-protect the disk it becomes a vicious circle. I am going to try to get these observations to Guy Rice in the hopes that he can modify his program. Note: Three other problems with using Guy's program: its no good for 5.25" disks, it only works with a IIGs and it only works with disks that are bootable. LODE RUNNER can infect ANY Prodos disk because it resides in one of the blocks created when a disk is formatted.

There is a 5th way.. the friends in Eugene, Ore have written a Binary program to detect and disarm the virus and I will try to include it in this file when I upload it. The reason theirs is successful is that the detector is not part of the disk being checked and thus the "circle" is broken.

Method Of Spreading

As far as we can tell the virus is spread two ways: by being copied with a copy program and by booting an uninfected disk (using OA-CTRL-RESET) immediately after running an infected disk. NOTE: For a disk to be infected it must not be write-protected. The virus does NOT infect actual files so none of your files will look modified in either their file length or their modified date. The virus also does not search all drives, as did Festering Hate, so cannot be detected that way. Because it doesn't infect files it only infects one spot per disk and cannot destroy any sub-directories. Therefore your cannot get rid of the virus just by re-copying the files...the virus is actually part of the Prodos kernel created when the disk is formatted.

What happens when it 'Goes Off'?

To get Lode Runner to "go off" you must set your Control Panel's clock to the following: the MONTH must be October, the DAY must be an odd numbered day and the minute must be a number divisible by 8. Next you must boot an infected disk then boot (using OA-CTRL-RESET) any other disk. This second disk must NOT be write-protected or the virus won't activate.

Once the second disk is booted the virus will appear. Its a red screen with text characters as follows:

```
+++ SYSTEM FAILURE in : +++
                                08
```

and proceeds to count down to zero where the screen changes to another with a multi-colored scrolling background and the following text;

```
000E Copies.      Distr:Artistes Associes

=== LOAD RUNNER ===

Premier virus NON-DESTRUCTEUR sur IIGS

par SUPER HACKER & SHYRKAN
du MASTERS CRACKING SERVICE 1988 Lyon
```

By the time you've read the first screen the disk that you just booted has been rendered useless. LR does not appear to erase more than the current disk and doesn't seem to affect 5.25" disks. Not being an expert in French I am unable to determine whether the phrase below the title means: "The first non-destructIVE virus for the IIGs" or "The first non-destructIBLE virus for the IIGs". This is a 'moot' point however as it DOES destroy one disk when it goes off. In addition, and I believe that the writers of LR didn't plan this, LR will destroy Space Quest 1 and Police Quest for the IIGs if they are booted AT ANY TIME after an infected disk.. and if they are not write-protected. It is not necessary for LR to "go off" for these programs to be rendered useless. I have only found these two that behave in this fashion but I am sure there are more.. likely most of the Sierra programs for the IIGs.

Acknowledgements

As with the studies on Festering Hate there are many people who collaborated on the research for this virus. Many thanks go out to:

APPLES BC members,

Ross Woodhouse - for being so insistant that something WAS wrong.

Pat Daley - for gathering data, programs and relaying info. EUGENE, OREGON users,

Jack Stalcup - for accidentally setting the virus off because

the battery in his IIs was dead. And for sending the programs and keeping the communications alive.

Neil Parker and Mike Suiter (sp?) - for analyzing LR and writing the detection/correction program.

EDITOR: This article and the detection program was uploaded to a U.S. bulletin board. The full article and the virus detection program have been uploaded to the Apple-Q Inc. BBS.

Real Time Conference with Rodger Wagner

EDITOR: This is the transcript of a online conference with Roger Wagner from Roger Wagner Publishing as guest speaker. The conference was held on December 4th, 1989. This transcript is Copyright 1989 GENIE, All rights reserved. Permission has been given to reproduce this transcript.

<(A2Pro Eric) A2PRO.ERIC> I'd like to thank Roger Wagner for being our guest here tonight. As you probably know, Roger publishes HyperStudio, called the best new Apple II application since AppleWorks. I personally think it's just great <grin>, and can be used to develop some really amazing stuff. And that's what we're here to talk about tonight. We'll be discussing how to develop 'studioware' and use XCMDs to make your stacks explode with excitement. If you have a question, please type /RAI and wait for me to call on you. Roger, any opening comments?

<ROGER.WAGNER> Nothing big for the moment. Thanks to you all for coming to learn more about programming in HS. The best way to start, since I think you all are fairly familiar with the software itself, is to just start answering your questions.

<(Eric) E.MERRILL> Have you given some thought to developing a way to import stacks from <gasp!> Macs?

"Roger publishes HyperStudio, called the best new Apple II application since AppleWorks."

<ROGER.WAGNER> Reading Mac stacks is very problematic. The first problem is the screen resolution. Since the Mac has 400 vertical screen lines, converting the screen would leave out half the information, and I think the results would be judged almost worthless. Then, there's the problem that most Mac stacks take a lot of memory (2-4Mb) and a hard disk. This isn't very standard for the GS. Then, there's the problem of Xcmds in 68000 code on the Mac. Not very encouraging, I know. But hey, I think we should get all those Mac people to start asking, "why can't I run HyperStudio stacks on my Mac?". By the way, I'd like to mention that those here tonight really have a good shot at those working on HyperStudio. Not only are myself and Eric Mueller here, but Michael O'Keefe is also here. Michael worked on the paint tools and quite a number of other parts of HyperStudio.

<(Eric) E.MERRILL> Thanks.

<(Herb) H.HROWAL> Well, since I should probably get HyperStudio before I can start programming with it, what is the current version and price?

<ROGER.WAGNER> HyperStudio is \$149.95, and is version 2.0. This includes 4 disks: HyperStudio (system disk w/ HS), HS.Demo (demo stacks), HS.Art (250+ clipart images), and HS.Sounds ("clip-sounds"), and also the digitizing card and microphone. For anyone with version 1.0 or 1.2, they should already have received the 2.0 update.

<(Herb) H.HROWAL> Thanks.

<(Tyler) A2.TYLER> So the external speaker is no longer included, and if not why?

<ROGER.WAGNER> The introductory price ~~at~~ configuration on HyperStudio was \$129.95, and included the speaker as an "offer you couldn't refuse." However, that's a lot of product on our end at that price. When we put the price back to a more realistic level, we made the speaker optional since some people said they already had a speaker of some kind. There is still a coupon in the box for \$9.95 for the amplified speaker for those who don't have an external speaker of some kind.

<(Dean Esmay) A2PRO.ERIC> Roger, when are you going to release a 'run-time version' of HyperStudio so that I can release my own stacks with a version to let others use it without HS?

<ROGER.WAGNER> Good question! Basically, our first priority was to get the software finished. Now that this is done, I have talked to the authors about a run-time module. This will take a little while to finish up, but shouldn't take very long. I'm hoping within the next month or so.

<(Tyler) A2.TYLER> Excellent!

<(Dean Esmay) A2PRO.ERIC> Thanks Roger!

<(Bryan) B.PIETRZAK1> I don't have HyperStudio (yet) could you tell me a little about Xcmds, and how they integrate with HyperStudio? (from a programmer's viewpoint)

<ROGER.WAGNER> Sure! The theory of operation is really simple: When HS loads any particular stack, it also looks for a file in the same directory as the stack named HS.XCMD. If it finds it, then it loads it into memory. Part 2: When a button is created, you can link the button to the Xcmd function, and define a string of text that will be passed to the Xcmd code when that button is pressed. Every button can have its own command string. Now, when the user clicks the button, HyperStudio calls the loaded code segment, and passes to it a pointer to the command string. It also passes a list of entry points for some basic HS functions, such as move to next card, previous card, find card #, find text, refresh screen, etc. When the Xcmd finishes, it returns via an RTL to HS, which continues with whatever it was doing. The only requirement for an Xcmd is that it be able to pick up the X and Y regs for a point to the table of other pointers. Thus, you can

write Xcmds in assembly language, C and Pascal. Ron and I are also going to discuss what needs to be done to make Micol BASIC a viable language for Xcmds.

<(Tyler) A2.TYLER> Neat!

<(Bryan) B.PIETRZAK1> Are they dynamic? How well does it run over a network? Does HS go back to the disk often (enough to aggravate :)?

<ROGER.WAGNER> The commands are not dynamic, and one of the nice things about HS, as with many of our products, is that it is not disk-intensive. Once in memory, that's it. Only loading another stack needs the disk. HS runs very well on a network, and there are several schools that I know of currently running it with AppleShare.

<(Bryan) B.PIETRZAK1> When programming the Xcmds (I use Pascal), are special headers needed, or do I write it using guidelines laid out in the manual (maybe I should buy it before I ask :-)?

<ROGER.WAGNER> I haven't written the Pascal Xcmds myself, so I can't tell you exactly. I did just receive a suite of sample Xcmds from Ken Kashmarek, that provide new versions of Eric's Exerciser in Merlin assembly, APW assembly, APW C, APW Pascal, and TML Pascal. I do know that Pascal takes some special handling for things like dialog boxes, etc., but no more than for any other GS program using the language. These files will be available on Call Apple's Apple Crate after the next issue, where they will be the subject of an article, and I assume they'll be available here also.

<(Bryan) B.PIETRZAK1> Ok, there was something else, but I forgot. Thanks.

<ROGER.WAGNER> By the way, I should mention: for those familiar with the current Xcmd setup, (you can only have one Xcmd per stack), Ken Kashmarek is also working on an Xcmd disk (separate product) for those interested in this, that will have a "master" Xcmd loader for using multiple Xcmds in a stack, plus a number of new Xcmds for things like reading CD-ROM discs, more SHR tricks, and some other goodies.

(Tyler) A2.TYLER> Outstanding!

<(Bryan) B.PIETRZAK1> You know, I have HS on order, but I never really knew what it was... now, I can't wait to get it! Geez, more of my time spent on something other than school! Thanks!

<(Jay Jennings) A2PRO.ERIC> Roger, hi! When will we see an 8 bit version of HyperStudio?

<ROGER.WAGNER> Sorry to say, not likely. HS is designed to really make the GS stand up and salute! The limited memory in the IIe and lack of sound abilities are a problem. However, if an industrious software author came to me with something that looked promising, I certainly wouldn't turn it away! (hint, hint)

<(Jay) A2PRO.ERIC> Thanks Roger.

<(Eric) E.MERRILL> Roger, what would you think about expanding HS to allow multiple palettes per screen, so we aren't limited to 16 (dithered) colors?

<ROGER.WAGNER> Well, here are the problems: at the least, we can't put two palettes side-by-side. That's a

hardware limitation. Vertically, we could have 16 palettes on the screen, but managing these might be very confusing for the average user. I would be more interested in supporting 320 mode graphics, but maybe there's some interest in multiple palettes on the same 640 screen. Do you have some comments on this Michael?

<(M.OKEEFE1)>The big problem for multiple palettes is, as Roger said, the user interface. We are looking into 320 mode and a palette editor.

<(Eric) E.MERRILL> Are you familiar with the interface used by Paint.256? It has a really nice method of allowing the user to select different palettes...

<ROGER.WAGNER> No, I haven't seen it. Michael?

<(M.OKEEFE1)> I haven't seen in either.

<ROGER.WAGNER> Isn't Paint 256 going to be BeaglePaint?

<(Eric) E.MERRILL> Gee... I didn't know that...

<(Ron) MICOL.SYSTEM> Hi Roger. I read a rumor in (I think) a recent MacUser which mentioned that Apple might release a HyperCard for the GS. Can you please fill me in on the advantages of Hyperstudio over Hypercard?

<ROGER.WAGNER> I obviously can't say what HyperStudio might do differently than a hypothetical Apple product, but I can compare HS to HC on the Mac, at least to a small extent. HS is not an HC clone. I deliberately started with a blank piece of paper without even reading about HC or looking at the program, and asked myself, "what should hypermedia on the GS be like?" My first concerns were for ease of use on the level of a Print Shop, good graphics, and very importantly, a way to instantly add a sound to a stack someone was creating. In many ways, the digitizer card was really the start of HyperStudio. After the basic outline was done, I contacted Apple to see if it was ok to use words like "stack", "home card", etc. in the interest of making it an easy transition for those who had used HC on the Mac. They said ok, and the Apple user interface itself creates some more similarity.

"Many people ask about scripting in HyperStudio. We deliberately made HyperStudio auto-scripting."

Here are the basic differences: HC is much more database oriented than HS. We don't particularly try to do card sorting, calculations, etc. HS, on the other hand, is much better at doing things like sound and animation. In general, many of the things that would be add-ons in HC are built into HS. For example, the sound recording part, laser disc control, touch screen drivers, animation - all those would require purchasing \$100's worth of extra programs and hardware on the Mac. Many people ask about scripting in HS. We deliberately made HS "auto-scripting." That is, connecting buttons, attaching sounds, animations, and so on all happen automatically as you add objects, and select actions from menus. This creates an environment where you can do things very quickly without having to do a lot of detail work.

People I've talked to that have used both HS and HC have said that HS is much easier to create things in. If you do want to do advanced programming things, the Xcmd ability in HS opens a door to a wide variety of extensions and special functions. As came up earlier, I think you can also imagine what HC on the GS would likely to be. Apple would be under a burden to make the GS HC as much like the Mac as possible. If you've ever seen very many ports, you know that this usually compromises the destination product. A Mac without 2-4Mb and a hard disk isn't even a real Mac by current standards. Most GS machines would have a hard time easily (comfortably) running Mac stacks with the typical GS setup. On the other hand, HS runs very well on a standard GS, and if our run-time package does what I think, I believe you'll be able to run some stacks on a 768K machine. Are there any particular areas I haven't covered that you have questions about (sorry to be so long in the answer)?

"The 2.0 version of Sound Shop does support more sound file formats than 1.2"

<(Ron) MICOL.SYSTEM> Thanks Roger, you've answered all my questions.

<(Jeff) APPLIED.ENG> Hi Roger, it's good to talk to you again. I enjoyed meeting you at the Developer Conference held here at AE. My question is about HS and sound and Midi. Any chance of updating the Sound Shop program to support more formats? Also, any plans for future Midi support (ala Audio Animator)?

<ROGER.WAGNER> The 2.0 version of Sound Shop does support more sound file formats than 1.2, so for example, Sonic Blaster is now supported. We are working on a new version that will support compressed (ACEd) files, so that will be coming also. Midi is very interesting to me, and we bought a midi keyboard and interface in hopes of adding some support for that. In fact, the author of Sound Shop was originally working on Midi things when I distracted him with HS. I hope we'll be able to do something with this, but it may be a little later. I haven't seen Audio Animator, but if you want to swap another HS, maybe we could get Dave working a little sooner!

<(Jeff) APPLIED.ENG> Ok, I'll check on it. Thanks.

<(Bryan) B.PIETRZAK1> What are the limitations of Xcmds? Could I write a stack to backup hard drives using multiple Xcmds (when that's available)? I've also got a general question about interfaces, but I'll come to that in a minute.

<ROGER.WAGNER> Xcmds are essentially your own program, and so have almost no limitations per se. How much is appropriate to do within HS is another matter, but there's no reason I can think of. Do you have any input on this Eric?

<(A2Pro Eric) A2PRO.ERIC> Hmmm - I don't there would be a definite limit... other than disk and memory space, of course. I think Ken Kashmarek's multiple-XCMD handler would let you make a HD backup program with several

Xcmds, if you wanted.

<(Bryan) B.PIETRZAK1> This is kind of general, I've used "hypermedia" very little, but it seems to me that it is in conflict with Apple's Human Interface Guidelines. I use HyperScan on a Mac II the other day and it took me a few minutes just to figure out how to scan something. Is Apple pushing HIG or Hypermedia more? Does anyone understand what I am trying to say?!?!?

<ROGER.WAGNER> Yes, I understand exactly. Bruce Tognazzini, father of the HIG had an article in the last Apple Viewpoints about this very topic. The HyperCard and HIG interfaces are different. I personally have some gripes about HyperCard, for example auto-saving while you just want to experiment with what's on the screen, and I specifically tried to be closer to the HIG design than HC. However, what you're getting at may be more generic, that is, the basic differences in program design. I don't think that HC or HIG has to be the only way to create programs in the future. I certainly isn't the ultimate shell for communications programs, spreadsheets, etc. HS is best used for what it is best suited for: communicating ideas and information, and also just plain having fun with the computer.

<(Bryan) B.PIETRZAK1> I think that for some purposes Hypermedia is great, but, I agree, it has it's place, and that is not everywhere. Thanks for the feedback.

<(Eric) E.MERRILL> Will a future version of Hyperstudio allow the creation of animation files (Paintworks-type)? Also, wouldn't you like to go to the trouble of allowing Fantavision GS movies to be imported? :-). Would these require too much memory?

<ROGER.WAGNER> As you know, HS can currently create animations within the stack, but you're right, it doesn't save the final output as a single file that could be moved around as a single unit. It's funny you mention Fantavision GS - I was talking to Scott Anderson, author of FGS today, and he's very interesting in working with us in this direction.

<(Tyler) A2.TYLER> Fantastic!

<ROGER.WAGNER> From our discussions today, the main problem is that FGS is 320 mode, and HS is 640. He thinks a 640 mode of Fantavision is pretty easy. If so, then we could have something like this very soon. Also, with Xcmds, I don't see why we couldn't play 320 mode Fantavision files pretty easily. Michael - how hard would it be to output a \$C2 animation file?

<M.OKEEFE1> Right now, when an animation sequence is created in HS, only a portion of the screen is used (the portion the user selects). This is different from the way regular \$C2 (Paintworks-style) animations work.

<ROGER.WAGNER> I just realized - with the HS Xcmds being able to move to next card, etc., it seems this would be a very easy Xcmd to create. Not all Xcmds have to be used by the final stack user, there's no reason Xcmds couldn't be used as utilities within HS itself by the stack creator, kind of like Xcmds. I suppose an NDA could also do this, but I think this is something an Xcmd could do better because of its access to internal HS routines. By the way, I want to say - I think

Xcmds are an area that could really blossom with a place like A2Pro. We provide the source files for everything on the disk in the hopes that people will modify them. Please feel free to enhance the source we provide, and post your improvements here. For example, surely some of you could improve the slide show command to show a single picture by name?

<(Eric) E.MERRILL> Has HS turned out the way you first envisioned it? What is better than you first thought possible? What would you like to improve?

<ROGER.WAGNER> A very nice and insightful question. Believe it or not, I was really surprised myself by how well the program turned out. You know, you have a certain idea when you're outlining things, but the final parts of the product fit and worked together so well, I was pleasantly surprised by how much you really could do with it. Best of all, I think that it is really great to have a program that can actually change the way people think of the GS in a positive way. There are areas I would like to improve. I want to continue the idea that everything can be chosen from menus and done quickly and easily, while still adding more options and features. We want to add, for example, a lot more options in the Button Actions dialog box. The big question is not writing the program itself, but rather what kind of user interface will still let 1st graders use it (yes, they are!), and advanced users too, all feeling like the program does what they expect it to. Suggestions and ideas are welcomed!

<(Tyler) A2.TYLER> Actually, Roger has done an excellent job of addressing my question, without me actually answering it. I was interested on what he might be able to disclose on the future development of HyperStudio. Roger, is there anything that you might have not spoken about yet?

<ROGER.WAGNER> I think I've covered a lot. I've made a list of about 150 items that *could* be added to the software. It all comes down to trying to give them priorities, and the task of trying to figure out which ones will help the most people first. We really would like to do a 320 mode, and I want to add more drivers for video discs, and also make some of the more subtle procedural operations smoother. And, of course, we'll try to make it easier to edit the functions of existing buttons, although it is true that you can delete and recreate in literally seconds. There's a funny moral/something here, by the way. It's easy to get spoiled with computers, always wanting them to do more and faster. However, with more and faster, most of the time, what you're already doing gets slower in the process, while the computer has to think about (and use up memory) with the fancy stuff. I've noticed that as the hardware to handle graphics word processors gets faster and more memory, my old Apple II+ word processor, the Write Choice, is now blindingly fast and efficient. In terms of actual productivity, sometimes simple is actually more productive. Next time you're doing something in HS, and wishing it was faster, try an experiment and actually time how long whatever it is takes. My guess is it's only a few seconds. Maybe all of 15 minutes to create an entire stack if all the graphics, etc. are on hand. Would doubling the size and making the software disk intensive be worth a few extra features? Sorry to get out the soapbox. Didn't really mean to,

but it is something I think about in trying to balance everything for the best final product possible.

<(Tyler) A2.TYLER> Well, since you spoke some of your philosophy here, I am going to add some of mine to it. My feeling is that we should never let Apple know that we are content. If we do, we will NEVER see improvements in the Apple II line. We should always want bigger and better after all, this attitude has given the Mac users bigger and better things. I feel that the Apple II is an extremely capable machine, and if we don't keep asking for more, we may never see what these capabilities can do. Any comment?

<ROGER.WAGNER> I certainly didn't mean to imply we should seem to be content with the status quo. The *last* thing Apple Computer thinks at this point is that we're content!

<(Tyler) A2.TYLER> Thank goodness! Anyway, thank you for an excellent product that exploits the capabilities of the Apple IIs and really ties together the different areas that the machine has to offer.

<ROGER.WAGNER> Say, Mark, when is RWP gonna publish the best font program ever?

"I've made a list of about 150 items that *could* be added to the software."

<(A2Pro Mark) A2.MARK.C> (<blushing> When it is finished... I hope!!!) Anyway, I'm working on what I consider to be a pretty basic stack. It'll have about 650 cards, all on the same background: three buttons, (Home, Back and Forward), a graphic sample of the font (a graphic object), and a short text snippet describing it, with its specs (a text object).

<ROGER.WAGNER> Actually, I really have been playing with a stack to show the different font styles, just so I could have a good reference when creating stacks. How come the GS font chooser interface doesn't show a font sample like the Mac?

<(A2Pro Mark) A2.MARK.C> I wish I knew the answer to that one, Roger...

<(A2Pro Eric) A2PRO.ERIC> I'd like to thank Roger for being here tonight... Roger, any closing comments?

<ROGER.WAGNER> None in particular. I do hope you'll upload those source files, and let's get a dynamite Xcmd section going here in A2Pro. It's an area with a lot of potential, and an area where even a casual programmer can really do some neat things in a few evenings.

<(A2Pro Eric) A2PRO.ERIC> Okay... thanks a bunch Roger!

<ROGER.WAGNER> Thank you!

<(A2Pro Mark) A2.MARK.C> Thank YOU!!!!!!

<(A2Pro Eric) A2PRO.ERIC> Clap clap clap!!

<(Jeff) APPLIED.ENG> Great RTC! <clap> <clap> <clap>

<(A2Pro Eric) A2PRO.ERIC> And THANKS a BUNCH Michael O'Keefe for the cameo appearance!

<M.OKEEFE1> No problem!

End of Transcript

Permission is hereby granted to not-for-profit user groups to reprint this transcript in its entirety, provided that this notice is included.

To sign up for GENie, follow these simple steps:

1. With your computer and modem, dial 1-800-638-8369.

2. When you connect, type HHH and hit the RETURN key.
3. The computer will type U#=. You respond with XJM11706,GENIE.
4. Now answer the questions and you will be able to use GENie the next working day. Be sure to have a credit card or checking account number handy when you sign up.

Balance of Power - The 1990 Edition

by *Mark Lloyd*

To Aspiring Geopoliticians, How are we to prevent, or at least avoid, the nuclear annihilation of our civilization? After forty years, we have still no clear answer to this most fundamental question. Balance of Power is a game about this question. It present's the question; you must find the answer.

BOP: The 1990 Edition is a enhanced version of the original Balance of Power, Geopolitics in the nuclear age, Chris Crawford being the developer, programmer, and designer. New improvements being:

- extra 26 nations making 80 in all, with trade policy provision, (the manual states 18 new nations but the original Apple// version only had 54).
- Background feature that is not necessary for game play but adds a very informative and extensive databank on global affairs to date.
- Crisis Advisory team there to assist and on blame in making those crucial decisions.
- updated statistics on all nations.
- Non-Nuclear military action between minor nations.
- a few bugs, that nobody ever reported, have been squashed.
- and last but most important Multipolarity, enabling each nations actions to affect the course of the game.

To begin the game you take on the role of either President George Bush of the United States or General Secretary Mikhail Gorbachev of the Soviet Union with your term in office spanning eight years. The year is 1989. During those eight years, your goal is to avoid nuclear confrontation while at the same time increase your prestige rating. You do this by supporting friendly governments, eliminating unfriendly governments, and foiling the efforts of the other superpower. Your weapons in this diplomatic battle are arms shipments,

interventions, economic aid, the CIA (or KGB), treaties, diplomatic pressure, and trade policies.

To assist in all this planning, a vast array of data is available to you so enabling you to follow the progress on all nations. You can monitor diplomatic relationships, the progress of insurgency, the political stability of governments, and a host of other quantities. A special close-up window provides a detailed account of a selected country.

Your challenge as a superpower is to monitor their policies and use your influence, at times to the point of diplomatic crisis, to protect your interests.

Due to the sheer size of the new expanded database, you will experience a considerable load time, go boil the jug and make a cuppa, you can also refill your mug during each end year next turn Phase, since your machine must recompute all data for every country. So a Transwarp card would be a definite improvement if not a must.

BOP II runs under GS/OS without a copy protection scheme on disk, thus being able to be transferred to Ram (if you got enough) and Hard disks without problems. A copy protection scheme in form of needing the manual is in affect though. And also, just don't think that you'll get straight into game play because you can't, will have to read the manual to play effectively.

To sum up, I think you will either love or hate this game (if you could call it that), for myself, I'll stay on friendly terms with this awesome simulation, after a few years in office against my compassion-less foe, I began to feel the effects of incursion and destabilization.

EDITOR: This games requires a Apple IIGS with 1 Megabyte RAM. This article was reprinted from the Australian GS Users Assoc. NewsDisk - September/October 1989 edition.

Talking Sticky Bear

by *David Haynes*

Title: New Talking Stickbear Alphabet
Publisher: Optimum Resource Inc.
Minimum Memory: 512K
Documentation: Comprehensive

The New Talking Stickbear Alphabet is a welcome addition to the Stickbear range of software, especially so as this is a specific IIGS version. It makes good use of the sound and graphic capabilities of the IIGS, and as such can readily captivate the interest of young children. In the instructions supplied it is stated that the program is designed for children aged 3 to 6 years, but can also be used with children as young

as 18 months.

I would tend to support these guidelines, as I have used the program successfully with children from 2 years (in the school classroom situation.)

The program is supplied on two 3.5 inch disks and consists of three activities:

1. Alphabet - where each letter of the alphabet, when selected by the child, is represented by two animated pictures
2. Letter Hunt - where Stickbear himself asks the child to press an alphabet letter on the keyboard
3. Fast Letters - where Stickbear speaks any letter the child presses, (no matching pictures for this activity).

The instructions not only provide the user with the basic steps for operating the program, but also discuss ways in which the adult can assist and enhance the child's learning with this program. After using this program with children and their parents I feel it is worth emphasizing one of the points made in the instructions:

Children often experiment in ways difficult for adults to understand. It is all too easy to jump in and say, "No" not that button, this one. This program is designed to allow children the opportunity to explore the keyboard themselves, and in doing so the various features of the program. As adults we must be careful not to intervene too quickly, especially with the very young child, and as children first begin to explore the program. (Let them press some non-alphabet keys.)

Looking in the instructions you will also find a list of skills the authors feel this program can develop, such as visual and auditory discrimination, matching upper and lower case letters. It is also pleasing to see suggestions for "off - screen" activities which could enhance a child's learning with, and enjoyment of, the program, (alphabet letter cards - sorting and matching, thinking of the "beginning sound" of an object in the room). Such off-screen activities are important in helping children gain maximum benefit from the computer. It is a two - way process - a computer program like the Talking Stickbear Alphabet can encourage children to explore letters, words and sounds off - screen, and by engaging in these explorations off - screen, children can return to the computer with new ideas and experiences.

I have found this program to be highly motivating for 5 and 6 year old children in the classroom situation. With very

little assistance these Kindergarten children began using the program. They quickly discovered that each letter has two different pictures, and would soon return to favorite screens, (the airplane and tiger were popular).

Some points to consider:

- the boot - up time of approx, 85 seconds (non-enhanced IIGS). With very young children it may be better to have the program loaded before bringing them to the computer, (although children seem to learn to wait for the machine). I am unaware of the performance of the program when installed on a hard drive.
- the delay between a key being pressed and the relevant picture appearing, (on the "alphabet" & "letter hunt" activities). Each animated picture must be individually loaded from the 3.5 inch disk after the key is pressed. This was also a consideration with the Talking Reader Rabbit program. (The Learning Company). However, program execution with Reader Rabbit can be greatly enhanced when the entire program is loaded into RAM (min.1.25.meg. required). It would be nice to see such an option with the Talking Stickbear Alphabet.
- remember the origin of this program - The United States, and so a little explanation is required for "zee" and unfamiliar creatures such as the gopher. (A minor consideration when you bear in mind the overall quality of this program).

Overall, I have found the Talking Stickbear Alphabet to be a very worthwhile program for introducing young children to the computer. The vivid colours of the well-defined graphics along with the exciting sound effects will gain and maintain a young child's attention. It is supported by clear helpful instructions and suggestions for gaining maximum benefit from the program. It would be helpful to hear from those who have used this program from a hard disk, to determine any improvements in speed of execution.

I'm sure all those who use the IIGS with young children eagerly await IIGS specific versions of the other well-known Stickybear programs from Optimum Resource.

EDITOR: Reprinted from the Australian GS Users NewsDisk.

Beware!

by Jodee Rushton

Beware! Your refrigerator is assaulting your CPU...Your air conditioner is bludgeoning your hard disk...and your microwave is playing mayhem with your data files. Sounds farfetched?

Sounds that we don't even notice because we're so used to them - such as the refrigerator compressor turning on or the AC kicking in or the clothes washer switching cycles - may

sound innocent enough. But each time one of these events occurs, there is an incredible demand for power. It's this sudden power demand that usually causes your lights to dim momentarily and it's called a power surge or transient.

But what you don't see is real scary. As the power level snaps back, a high voltage surge hits your computer equipment like a miniature bolt of lightning. These voltage spikes and surges can cause your computer to crash, lock up, or loose data. These surges inside your home can occur on an average of hundreds of times per day.

In March, 1988, Safeware, an insurance company that insures computers, did a study of loss claims and found that

40% of them were the result of power surge problems. In the July, 1989 issue of MacWorld, it stated that "...Half of Safeware's claims are for power surge damages. That number is going up, even though people have surge protectors because people are leaving their computers on all the time and using modems. If you have a modem connected to a phone line, that's another line that can take high voltage transients into the computer.

Some computer users buy some form of power protectors simply because of the 1% chance of damage and/or loss due to lightning strikes. Most, however, must be presented with more compelling reasons to purchase and install a power protection device. That's where education comes in. Most computer users worry only about lightning as a source of potential damage. However, the chances of damage due to lightning are slim compared with the havoc raised by voltage transients from overlooked sources such as the electricity that powers the computer system and the voltage spikes and surges due to the operation of household appliances.

Sorting through the selection of power protection products available can be confusing, if not overwhelming. It is only by learning the basics about power protection, as it applies to your computer, that you take responsibility for protecting your investment. The focus of this article is on suppression devices; isolation and regulation devices will be mentioned only in passing.

Why should you buy a power protection device?

Your sensitive electronic equipment may be damaged by electricity required to operate it. That's because electrical power is polluted. It's filled with electrical spikes, surges, and noise interference that can impact the operation and longevity of the semiconductors in your equipment. Your computer system can be affected by power surges from two overall sources:

- the electrical system that powers your components, and
- the telephone line, if you have a modem connected.

Within the building, whole house systems such as the air conditioning unit and household appliances such as the refrigerator, microwave, and washer put inductive loads on

the home's electrical supply that generate high voltage (electrical systems) transients.

These transients can be many times higher than the nominal 117 VAC that constitutes standard household correct.

Outside the building, the primary sources of electrical system power surges and spikes are:

- utility company's switching of grids for the redistribution of electricity,
- power line accidents, and
- lightning.

Lightning is the most common source of over-voltage in telephone lines. Transients caused by lightning strikes or distribution line switching have relatively high impedance and short duration. In addition, since telephone cables often share a pole and ground wire with the electrical utility power system, the currents that accompany power system faults can induce overvoltages in the telephone cables. These overvoltages have longer duration than lightning-induced transients. Bell Labs, a leader in electronics R & D, estimates that major power surges from outside your home occur on an average of 63 times per month.

Transient overvoltages range from harmless values just above normal voltage to several kilovolts kV. Household 120VAC lines may carry maximum surge voltages of 6 to 8 kV. The damage resulting from these transients can be placed into one of three categories according to transient magnitude. "Destructive" damage is usually lightning-induced and is impossible to miss. "Dissipating" damage is not immediately apparent but, after your computer is repeatedly exposed to transients of this magnitude, the chips will be all but destroyed. The last level of damage in terms of severity is called "disruptive" damage. Disruptive damage comes from such subtle power transients that users assume nothing is wrong.

Only 11% of harmful power transients were undervoltages (brownouts) and only 1/2% were outages (blackouts). Almost 90% of all power pollution occurrences were transient overvoltages - voltage spikes and surges...

EDITOR: Reprinted from the October 1989 edition of Signal - Honolulu Apple Users' Society Newsletter.

Reasons not to Write Articles for Your User Group

Excuse 1: I'm just a beginner and I don't know what to write!

- The club has many new members and MAYBE you can help other to solve problems you might have encountered in setting up your own computer.
- If you are a beginner, some of us old-timers need an

understanding of what your problems are.

- Fresh views of old problems often lead to new solutions.

Excuse 2: I just don't have the time!

- Can't you budget a little time for the club? It only takes 15-30 minutes to write a short article. Please.

Excuse 3: I'm a poor speller and/or writer.

- The editor will attempt to correct all spelling errors so your article will look nice.

Excuse 4: I write so badly, I wouldn't want my article to be published.

- We accept articles from ANONYMOUS writers (so long as it is not copyrighted material).

Excuse 5: I am not doing anything with my computer!

- How about telling us why not?

Excuse 6: All I do with my computer is play games or use it for business or use it for school or I bought it for the kids, etc.

Tell us what games you are playing and why? What programs do you use for business and why? How do you use your computer in school? Why just for the kids? Why don't you use it too? What hardware did you buy and why? What lead you to select an Apple over an MS-DOS machine?

Excuse 7: Everything has already been written about!

- Well, how does FAME grab you? We trade newsletters with

other clubs all across the country.

- It takes more than dues to make a good newsletter. It takes articles you can write.
- Has anyone in the club offered a willing hand to help you with some problem you had? Here's your chance to pay the club back. Write about your problem and how it was solved. It's very possible others are having the same problems.

Excuse 8: I don't know how to submit an article.

- You have a computer and a word processor, put it on disk and send it in.

Excuse 9: I don't have a word processor.

- Why not? It's the most commonly used function of a computer and probably the only real reason a person should own a computer. Buy One!
- If you really don't have a word processor, write your article, and I'll type it!

So what's your excuse? Don't let 1% of the people do 99% of the work for our club.

EDITOR: Reprinted from the Louisville Apple Users Group newsletter.

Disk of the Month

by Dale Rodgie

After November's offering we are back to two disks of the month. The first is a Dos 3.3 Games Disk. A number of Hires and text games appear on this disk. The best of which is Miniature Golf. On the GS side we also have a games disk. This disk is jam packed with Super-Hires games. GS/OS has been removed from the disk to fit as much on as possible. To use the disk, boot GS/OS. The file icons will appear on the Finder desktop when you insert the disk. Just click on the file you wish to run.

You can order these disks or any of the previous Disk's of the Month by ordering at the General Meeting or use the Software Library Order Form in this issue. You can also use the form to pre-order the disks and pick them up at the meeting - no waiting! Also other public domain disks and the Eamon Games Disks can be ordered using the order form. The prices for the Disk of the Month are:

	with disk	without disk
5.25 inch	\$5.00	\$4.00
3.5 inch	\$8.00	\$5.00

Let's have a look at this months offerings:

Dos 3.3 Games Disk

Acey Deucey - In this game you are dealt two cards and are

asked to bet on the likelihood of the next card having a value between their values. You start with 50 dollars.

Anti-Gravity - This is an arcade style game that can be played with either a joystick or the keyboard. For some reason, this game does not like my GS, so I do not recommend it for gs users.

Artillery - A Hires simulation of applied physics. Try and destroy the tank with as few shots as possible.

Checkers - This is a game of checkers. The computer is 'X' and you are 'O'. The computer will move first. squares referred to on a co-ordinate axis.

Miniature Golf - Up to four people can play this Hires game. There are ten holes containing things such as ramps, water traps, doors that open and close, windmills, bumps, mounds, and multiple holes for you to get the ball into. Complete with sound effects and you can control the speed of the ball.

Planet Of The Robots - A time warp has suddenly transported you into the future, when a war using neutron bombs and bacteriological warfare has completely wiped out the human race. However, the computers and robots don't know this, and keep going about their business as if nothing has happened. You explore the world you've been thrust into. The object is to get back to the 20th century. In this text adventure game you can also save the state of the game to disk

and continue it later.

Hires Puzzler - Using a Hires picture of your choice. The puzzler scrambles the picture and you can put the picture back together. Use the left and right arrow keys and 'A' and 'Z' keys to arrange the picture. A number of pictures are included on the disk (listed below).

Hires Graphics - Pic.Cartoon, Pic.Da Bin Ich, Pic.Dragon, Pic.Easter, Pic.Logo, Pic.Mickey, Pic.Sesame, Pic.Tut, Pic.Winston

Solitaire - This is a Hires game of solitaire. The object of the game is to remove all but one of the pieces from the board. You can only jump diagonally over another piece and the piece that you jumped over is then removed from the board.

Apple IIGS Games Disk #3

Copy Killers - This is the second in the series of 24 hour programs. This program was written in under 24 hours. In this game, your job is to collect the disks and avoid the pirates and the virus. Requires a joystick.

Crystal Quest - This is a demo version of this great new game. It contains full instructions and you can play the first five frames or up to three minutes (which ever comes first). The object of the game is to collect the crystals on the screen. Sounds easy?...well try it.

Dazzler GS - This games requires two players. In this game a number of randomly selected letters appears on the screen. You job is to find as many words (four letters or more) as

possible. The person with the most number of words gets a point. This program keeps the score for you.

Fill Maze - A 3D perspective view of a walk through a randomly generated maze, intended as a demonstration of the power of the Apple IIGS's unique fill mode graphics. However, it also makes a good but simple game. It also has a Demo mode. The speed of this game is fantastic.

Four in a Row - Four In A Row is a strategy game played on a vertical rack of eight columns. Each column can hold eight playing pieces. To play you drop one of your pieces in the column of your choice. The piece slides down to the lowest position in the column (the bottom, or to the top of other pieces in that column). If a column is full it cannot be used for new moves. The object of the game is to have get four of your pieces in a row before the computer does.

Music Game - This is a good game for the kids. The Music Game plays a short series of notes and you have to reproduce the notes in the right order. You can vary the number of notes played at a time.

Video Poker - The old game of poker is now available on your GS. It is a good way to lose money without it hurting so much.

Yahtzee - This is the familiar dice game for the Apple IIGS. The game itself is easy to use and play, and the instructions are included within the program. You can have up to four players and the computer can also. You can even let the computer play against itself.

Just GS NewsDisk

January 1990 Edition

This issue contains:

- ⇨ **Seven Round Table Conferences.** These are edited transcripts "conversation" between a special guest and Apple users across the States. They were linked via a multi-user BBS called GENie. Guests include the authors of System Software 5.0, AppleWorks 3.0, HyperStudio and the makers of Laser computers and the 65832 microprocessor.
- ⇨ **Nucleus.** Nucleus is a demonstration program for the GS that takes the GS to its limit. It uses its own operating system and contains some great graphics and sound. Some digitized sound is also used. You can also change the display - command keys are displayed on screen.
- ⇨ **APW and Orca/M Macros.** Are you tired pushing parameters into the stack, then Punk Ware Macros are for you. All the tool calls and GS/OS calls are included in these macros. Each tool call can be done on one line of source code.
- ⇨ **And much more...**

All this for just \$8.00 at the Software Library or you can order by mail. Use the Software Order form.

Stop Press

Ariel Publishing is planning to publish a new monthly magazine called 8/16. It will be aimed to the Apple II and

Macintosh programmers. 8/16 will contain many source code examples. You will also be able to buy the source code on disk. A yearly subscription costs \$29.95 (US). Contact Ariel Publishing, P.O. Box 398, Pateros, Wash. 98846 - Phone (509) 923-2249 for more details.

Apple-Q Inc. Auction Form

Apple-Q Inc. (the Brisbane Apple User's Group)

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 12.00 p.m. A 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 1.00 p.m.

Members Name: Membership Number:

Item	Reserve Price
.....	\$.....
.....	\$.....
.....	\$.....
.....	\$.....
.....	\$.....
.....	\$.....
.....	\$.....
.....	\$.....

Apple-Q

(the Brisbane User's Group)

Please fill in this **Membership/Renewal 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

Joining Fee

- \$10.00 Adults, Family & Corporate
- \$5.00 Full Time Students (under 21) & Associate

Annual Subscriptions

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

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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 II GS 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:.....

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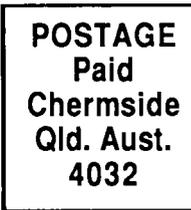
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