

**APPLE-BUG**

**The Newsletter of APPLE-Q Inc.**

**the Brisbane Users' Group**

**Post Office Box 721**

**South Brisbane**

**Queensland 4101**

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**CREDITS**

Once again, the credit for getting this issue to press, goes to Graham Black and the tireless efforts of the Executive Committee, along with the help of a few members who have taken some time out to put their fingers to the keyboard. The Hooper Education Centre has once again performed the impossible task of accepting our pages, making enough sense out of them to make the plates, doing the actual printing, collating, stapling, folding and stapling again, and getting them to Australia Post, who in turn attempted to get them to you in time for you to read them before the sun sets on another Open Day, for yet another month.

- |    |                    |    |                         |    |
|----|--------------------|----|-------------------------|----|
| >> | Graham Black       | -- | Stuck with it again     | << |
| >> | the Members        | -- | For their Contributions | << |
| >> | Microsoft Word     | -- | Desktop Publishing.     | << |
| >> | EPSON LQ-1500      | -- | For the Typesetting     | << |
| >> | The Hooper Centre  | -- | Printing & Distribution | << |
| >> | The Apple Computer | -- | The reason for it all   | << |

[ Executive Committee ]

PRESIDENT	BERNIE BENSON	07-345-1545
VICE-PRESIDENT	ERIC CONOLLY	07-261-1860
SECRETARY	BOB GODBEHERE	07-808-3892
TREASURER	TONY TRUSCOTT	07-266-4795
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EDITOR	{VACANT}	
HARDCOPY LIBRARIAN	BRETT DUTTON	07-870-8599
SOFTWARE LIBRARIAN	KEN SMITH	07-345-1995

[ Bulletin Board System (BBS) ]

APPLE-Q Inc. BBS

NODE #1 : online 24 hours  
Telephone : (07) 284-6145  
baud Rates : 300,1200/75,1200,2400 (CCITT & BELL)  
Data Specs : 8 Data bits - 1 stop bit - No Parity - Full Duplex  
Sysops : Graham Black, Vince Crosdale and Brett Dutton  
Calls to system : 9823  
Registered users : 420 (as at 3rd April 1988)

BBS stands for : Bulletin Board System  
SYSOP stands for : SYStem OPERator

[ What's When ]

At the Hooper Education Centre - Kuran Street - Wavell Heights - on the third (3rd) Sunday of each month, except December.

Sunday 17th April 1988  
Open Day  
Hours: 9:00am - 4:30pm

Monday 18th April 1988  
Committee Meeting  
Starts: 7:00pm

Sunday 15th May 1988  
Open Day  
Hours: 9:00am - 4:30pm

Monday 16th May 1988  
Committee Meeting  
Starts: 7:00pm

[ Membership Fees ]

Joining Fee: \$10	Adults/Family: \$20
Full time Students: \$12	Pensioners: \$12

Corporate Membership: \$50  
Associate Membership: \$ 5 plus \$5 Joining Fee (BBS only)  
( Full time students under 21 years on production of student card )  
( Pensioners on production of Pensioner Card )  
( ....at the discretion of the Executive Committee )

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Copying fees for the Club's Public Domain Software are 50 cents per disk side, with a minimum charge of \$2.00 for 5.25" disks. Please enquire to the Software Librarian about the charges for the 3.5" disks. We cater for the [], [+], [/e], [/GS] and MAC. The copying of commercially produced software cannot be sanctioned by APPLE-Q Inc. and members who do so risk expulsion from the group.

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All contributions for the newsletter, should either be handed to a Committee member at the Open Day, or posted to: The Editor - Apple-Q Inc. - P.O.Box 698 - Redcliffe - Qld 4020. The deadline for all submissions is the committee meeting immediately following the Open Day.

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[ Editorial ]

The March meeting went without a hitch and was well attended. Many members renewed their memberships, and we gained 10 new members. I would like to welcome: Kerry Robinson, H.Dening, Nicholas Bain, Peter Coade, Ben Sprey, Gavin Wellman, Yogesh Chandra, Graham Wobcke, Tony Bowring and Robert Butler to the group.

Last month, Peter Newland of Computer City was unable to give his talk, but we managed to get Lloyd Ernst from Computer Orchard to give a demonstration on communications. He brought along a Macintosh computer and NetComm's Trail Blazer modem. The modem was demonstrated working at several speeds, from 300 baud up to 19.2k, which is the fastest baud rate available for communications over the phone lines. Thank you Lloyd for a very interesting demonstration.

This month we will be having an auction of computer books that we have discovered were hiding in the cupboard. There are many reference manuals on all sorts of things. Bernie doesn't know it yet, but he has just volunteered to be the auctioneer, after all, it was his idea. Good one Bernie.

The power boards have started disappearing again. As of this month, if anyone wants to borrow a power board at the meeting, they will have to leave a \$5 deposit. The same applies to the extension cords. We cannot afford to keep replacing these items - they cost too much. Please check your gear and see if you have something with the club's name plastered all over it.

Would the members who bring their children along to the meetings, please restrain them. Some of them have the bad habit of wasting the coffee in the coffee machine, and it is always left up to the committee to clean up the mess. Also, coffee is expensive, as you are well aware. The Hooper Centre allow us to use the machine as a courtesy, and we would hate to lose the use of it, so please watch out for anyone who might be wasting the coffee.

The LOGO competition ends in June. We need a logo for the newsletter, and the prize is one years full membership. Your submissions must be on disk as a file that can be retrieved so that it can be printed out, and also on paper, so that we can see it. Please do not submit anything that has a copyright on it. In other words, no cheating. We need original ideas from all those creative minds that display their talents each month.

Members are once again reminded that they MUST display their membership cards on their machines. If you do not display your card, then you will be asked to remove your equipment from the premises. We are still getting complaints that there is not enough room for members to place their equipment, and we are trying to weed out the bludgers who will not pay their fees.

At the last meeting, members were bringing the small tables down from under the main building. This will stop. Members will no longer be allowed to fetch these tables, because they do not return them, and then the committee has to get rid of them at the end of the day. A number of tables will be provided at the start of the day, and when these are full, you will have to wait until someone leaves so that you can have their space.

I would like to thank all the members who have contributed to the content of the newsletter. Unfortunately there was not enough room in the last newsletter to place all the contributions, but they are not being wasted. As you will see, there are several very interesting articles in this issue. Please keeps those contributions coming, as we can never get enough of them.

**Member Services**

Help is available in the following areas:

Bulletin Board - Graham Black - 883-1525  
Accounting - Bernie Benson - 345-1545

We are looking for more volunteers - let us know in what area you are prepared to help others.

[ **Hardcopy Library** ]

With the risk of sounding repetitive, the library was well used last month. Unfortunately the list of outstanding books and magazines did not have the effect that I would have liked. So with the exception of the few who responded, I will be chasing up the outstanding books, with an invoice for the value of the item.

A selection of books and magazines will be displayed each, along with the complete list. If you require anything from the list, then come and see me and I will get it for you.

Conditions of borrowing:

You must present your membership card upon borrowing from the library. Books and magazines are lent out for a one month period only, and must be returned by the following meeting. If you borrow a book or magazine, and cannot return it, you will be invoiced for the replacement value.

With these few simple rules, more members can get more use out of the library.

[ **Software Library** ]

This month has again been a behind the scenes scenario. Hopefully we will have some positive news regarding a machine supplied by Apple Computer Australia Pty. Ltd. for the copying of Public Domain Software by April Open Day.

The ever diligent and generous Bob Godbehere supplied his own machine for use on the library on the March Open Day and traded off the stimulating conversation and knowledge exchange, as he committed himself to the library for the day. Thanks Bob.

Library Volume #45:

The prefix before each file name represents the file type. i.e. A=Applesoft - B=Binary - I=Integer - T=Text. When enquiring about a particular disk, please quote the Volume, Disk and Side numbers. The Software Library is open to all financial members each Open Day in the office by the front door.

**Volume #45 - Disk 1 - Side 1 : Free Sectors = 34 (8.5k)**

B S.D. RESET MSG	B SIDE NUMBER 45
A HI	B SOFTCOVER
A HELLO	A MENU
-----	
A NUMBER 45 COVER	B COVER.NUMBER 45.PAC
B COVER ANIM	
-----	
A CONTENTS MAP	T CONTENTS MAP.T

```

-----
A POKERSQUARES          B GAMEBOARD.PAC
B SHAPES                B PACK/UNPACK
T ABOUT. POKER SQUARES

-----
A GOBBLE                A GOBBLE MAIN
B GOB.SCREEN           B GOBSHAPES.A$800.L$7D0
T ABOUT.GOBBLE

-----
A COMPSORT              T ABOUT.COMPSORT

-----
A JUPITER               B LOWER TEXT
T ABOUT.JUPITER

-----
A MEGAINTRO            A MEGABUCKS
T ABOUT.MEGABUCKS

-----
A KK MENU               A PICTURE PAINT
B PP                    A GR TO HGR
B SHAPES.GR            B TRAIN ENGINE
T ABOUT.LO-RES GRAPHICS UTILITI
=====

```

**Volume #45 - Disk 1 - Side 2 : Free Sectors = 15 (3.75k)**

```

-----
A HELLO                 B S.D. RESET MSG
B SIDE NUMBER 45

-----
A SOFTDISK PRESENTS    B LOWER MUSIC
B LOWER TEXT           B PLAYER
T STASH HI             T RESTORE LOW
A RECON                T RECONT

-----
T FEATURES21           T SOFTGAB
T ALL ABOUT DISKS      T ABOUT CAROL DAY
T FOR ONE-WAY SUBSCRIBERS
T QUOTE OF THE MONTH  T RECIPE OF THE MONTH
T SOFT SPOUT

-----
T FEATURES22           T INTRODUCTION
T CRAFTY CODE - INPUT 1
T CRAFTY CODE - INPUT 2
T CRAFTY CODE - INPUT 3
T BLUNDER BUSTERS - OUTLINE
T BLUNDER BUSTERS - CASE ERRORS
T HI-RES SWITCHES     A Q & D CASE CONVERT POKES

-----
A DOS TUTORIAL MENU    T DOS TEXT.14
T BITS TEXT.14

-----
T FEATURES23           T DIOPHANTINE EQUATIONS
T A USEFUL LEMMA       T DO SOLUTIONS EXIST?
T SOLVING THE EQUATION T FINDING ALL SOLUTIONS
A DIOPHANTINE

-----
A RICH & FAMOUS        T RICH & FAMOUS DATA

-----
T FEATURES24           T BACK ISSUES
T SOFT REWARD          T ABOUT HARVEST
T ABOUT PIPELINE       T ANNUAL SUBSCRIPTION
=====

```

## Volume #45 - Disk 2 - Side 1 : Free Sectors 27 (6.75k)

A HELLO	B SIDE NUMBER 45
B S.D. RESET MSG	A Q & D TEXT READER
-----	
A ALFREDO'S DIGESTIVE DILEMMA	A ALF.PROGRAM.A4
B ALF.SHAPES.A4.1	B ALF.SHAPES.A4.2
-----	
A NECROMANCER II	B CASE CONVERTERS
-----	
A RECOLLECT	T RECOLLECT HIGH SCORE
B SOUND ROUTINE	T R.GENERAL
T R.ROCK AND ROLL	
-----	
A SURVEY START	T SURVEY!
A Q & D POLLSTER	T POLL QUESTIONS DEMOGRAPHICS
T POLL QUESTIONS HARDWARE	T POLL QUESTIONS SOFTWARE
T POLL QUESTIONS SOFTDISK	
-----	
A P.S. CONTEST	T P.S. CONTEST!
-----	
A Q & D PS.IMAGER	B Q & D PS.IMAGER.OBJ
B LOWER TEXT	B PS.SHIP
B PS.HAM	B PS.ELEC
B PS.MATH	B PS.BAT.LINES
B PS.WEST VIRGINIA	B PS.HAPPY BIRTHDAY
B PS.SHIELD	B PS.ELEPHANT1
B PS.EAGLE	B PS.SAD.CAT
B PS.BUNNY.WAND	B PS.ACE.DIAMOND
B PS.KANGAROO	B PS.TREBLE
B PS.BUGLE	B PS.BEAR
B PS.CHAIR	B PS.SOFTDISK!
B PS.UNICORN	B PS.AMERICAN FLAG
B PS.COBRA	B PS.ALLIGATOR
B PS.PIANO MAN	B PS.GUITAR
B PS.COWGIRL	

## Volume #45 - Disk 2 - Side 2 : Free Sectors = 17 (4.25k)

A HELLO	B SIDE NUMBER 45
B S.D. RESET MSG	
-----	
A SOFTDISK PRESENTS	B LOWER TEXT
B LOWER MUSIC	B PLAYER
T STASH HI	T RESTORE LOW
-----	
A FORMS.MENU	A BORDER.BLANK
A SIGN-UP.FORM	
-----	
T FEATURES42	T ADVENTURE HINTS
T ADVENTURE REQUESTS	T APPLEWORKS #1
T APPLEWORKS #2	T APPLE III NEWS
T BBS INFORMATION #1	T BBS INFORMATION #2
T BUGS & STUFF	T CONVERT CP/M FILES
T FROM LONDON	T HARDWARE AID REQUESTS
T HARDWARE HINTS	T PAL CORRESPONDENCE #1
T PAL CORRESPONDENCE #2	T PAL CORRESPONDENCE #3
T PRINT SHOP	T PRINTER HINTS
T PRINTER REQUESTS	T PROGRAM HINTS #1
T PROGRAM HINTS #2	T PROGRAM REQUESTS #1
T PROGRAM REQUESTS #2	T PROGRAM REQUESTS #3

T QUESTIONS???

T REVIEW - GUARDZAP MAPS

T REVIEW - MINER 2049 II

T REVIEW - STAR SG-10

T REVIEW - BOSTON COMPUTER DIET

T REVIEW - ONE STEP BEYOND

T REVIEW - MOCKINGBOARD

T REVIEW - THE NEWSROOM

-----  
A PIPELINE  
=====

[ Help needed ]

Has anyone had any experience with:-

using a card called *COMPUTERISE 2* or similar to transfer video camera images to HI-RES pictures?

I have a SONY 8 video camera recorder and would like to make hi-res pictures of flowers, leaves, birds, insects etc for reproduction with *PUBLISH IT* to make newsletters for the Nature Club. This would be easier, quicker and more accurate than present method of trying to draw them with *MOUSEPAINT!*

Regards

Cedric Webster

[ Tips & Techniques ]

by Dale Rodgie

This months Apple Tip is a menu subroutine that you can use in your Applesoft programs. This routine, called *AUTO MENU*, displays all your menu options centered on the screen and the top option is highlighted. You then use your up and down arrow keys to select the option you want. When you press an up or down arrow key, the highlight moves to the next option. Either up or down depending on which key you have pressed. You then press Return to accept.

At the bottom of the screen, is a message to tell the user which keys can be used. The routine only works on an 80-column screen, however it could be converted to work on a 40-column screen. It works in both ProDOS and DOS 3.3. If you have an Apple //+ you can change the numbers 138 with 136 and 139 with 149 in lines 60250 to 60290. This will allow you to use the Left and Right Arrow keys. If your Apple does not have Mouse Characters, add the following line to the routine:

```
60200 VTAB 22: HTAB 10: PRINT "Use Up and Down Arrow Keys to select and  
      <RETURN> to accept."
```

Apple //+ owners can modify the line above for their computers.

How to Use It:

First type in Listing 1 from the next page. Then save it under the name "AUTO.MENU". When you want to add it to your program, type:

```
EXEC AUTO.MENU
```

The operating system, either ProDOS or DOS 3.3, will load in your computer and try to run the routine. Since you did not GOSUB the routine, you will get an error message. That's O.K. Now the routine is in memory, you can call it every time you want a menu. To call the routine, load you menu options into MENU\$(1) to MENU\$(x) like so:

```

10 MENU$(1) = "Open File"
20 MENU$(2) = "Close File"
30 MENU$(3) = "Quit Program"
40 MNUM = 3
50 GOSUB 60160

```

Lines 10 to 30 load the menu options into MENU\$(1) TO MENU\$(3). Line 40 loads 3 into MNUM or the number of menu options. Line 50 calls the routine. Upon return, CHOICE will carry the number of the option you selected. So if you selected "Quit Program", CHOICE will equal 3.

The advantage of this routine, is that you can use it more than once in the one program. Therefore, all your menus can use this routine.

### Listing 1.

```

60000 REM *****
60010 REM * *
60020 REM * AUTO MENU *
60030 REM * *
60040 REM *****
60050 REM -----
60060 REM To use AUTO.MENU, load MENU$(1) to MENU$(x) with the menu
60070 REM choices and MNUM with the number of choices. Then GOSUB
60080 REM the routine. It will display the menu choices in the
60090 REM centre of the screen - you use the up and down arrow keys
60100 REM to select the option and press <Return> to accept. The
60110 REM number of your choice will be returned in CHOICE. This
60120 REM routine is written for an 80-column screen and works in
60130 REM both DOS 3.3 and ProDOS.
60140 REM -----
60150 REM Menu Routine
60160 HT = 0:VB = INT ((24 - MNUM * 2 - 1) / 2):VP = VB + 2:VM = VB + MNUM * 2:
VT = VB + 2
60170 FOR I = 1 TO MNUM: IF LEN (MENU$(I)) > TL THEN TL = LEN (MENU$(I))
60180 NEXT :HT = INT ((80 - TL) / 2)
60190 FOR I = 1 TO MNUM: VTAB (I * 2 + VB): HTAB HT: PRINT MENU$(I): NEXT
60200 VTAB 22: HTAB 21: PRINT "Use ";:MC$ = "J": GOSUB 60340: PRINT " and ";:
MC$ = "K": GOSUB 60340: PRINT " to select and ";:MC$ = "M": GOSUB 60340:
PRINT "to accept."
60210 VTAB VT: HTAB HT: INVERSE : PRINT MENU$((VT - VB) / 2): NORMAL
60220 A = PEEK (49152): IF A < 128 THEN 60220
60230 POKE 49168,0
60240 X = PEEK (49200) + PEEK (49200)
60250 IF A = 138 AND VT < VM THEN GOSUB 60320:VT = VT + 2: GOTO 60210
60260 IF A = 139 AND VT > VP THEN GOSUB 60320:VT = VT - 2: GOTO 60210
60270 IF A = 141 THEN CHOICE = ((VT - VB) / 2): RETURN
60280 IF A = 138 THEN GOSUB 60320:VT = VP: GOTO 60210
60290 IF A = 139 THEN GOSUB 60320:VT = VM: GOTO 60210
60300 GOTO 60220
60310 REM Remove Highlight Routine
60320 VTAB VT: HTAB HT: PRINT MENU$((VT - VB) / 2): RETURN
60330 REM Mouse Character Printing Routine
60340 PRINT CHR$ (27);: FLASH : PRINT MC$;: PRINT CHR$(24);: NORMAL :NORMAL

```

### Cheap RAM for the GS

If you were like me and bought a 512K GS, You soon discovered that many of the GS programs need more memory than the your 512k machine has. It is then you look into buying a Memory Expansion Card. Even at U.S. prices, the card is expensive. Here's a tip to give you another 256k of RAM for about \$15.00. Well under the cost of buying new RAM chips. After you have bought your GS-RAM, take your old card (the card that came with the computer) to a large electronics firm. The RAM chips on the card are soldered to the card. They must be carefully desoldered before you can add them to your new GS-RAM. If the job is not done correctly, one or more of the RAM chips could be destroyed. Ask the technician to remove the eight RAM chips. You could also get him to insert the chips in your GS-RAM, however it will cost more. To install the desoldered chips yourself, follow the directions in the GS-RAM manual. Remember to touch the GS's power supply before you start work. The chips are sensitive to static electricity and touching the power supply will discharge any static electricity. Now lay the GS-RAM with the chips facing up on a piece of paper. The GS-RAM will tell you where the chips will be placed. When installing the chips by hand, be careful not to touch the legs of the chip. Place one side of legs into the correct socket and slightly push the chip so the other legs line up with the other holes. Then press the chip into place. A few warnings about this procedure; firstly you can easily damage either the chips on the card or the desoldered chips if not handled correctly. If you are still not sure what to do, get a technician to do it. You should re-install the card in your GS and use the RAM testing program that came with the card to test the new chips. I have done this procedure myself with no problems, however if you have a different brand of card, check with the manual to see if the chips on your old card can be used on your new memory expansion card. The GS-RAM manual lists the brand name and type of chip needed - hopefully other manuals do the same. One last thing, the chips on the Apple 256k memory expansion card are 150 nanosecond chips while the newer GS-RAM card chips are 120 nanosecond chips. The term "150 and 120 nanosecond" refer to the speed that data is stored and retrieved to and from the chip. The lower the nanosecond, the faster the chip. My GS-RAM is a "Rev. C" version and it uses 120 nanosecond chips. Even though I used 150 nanosecond chips on the card there seems to be no problem. For one thing it will slow down the speed of the card. The cost for desoldering the RAM chips was \$15.00, to give you an idea of the cost. I have heard of other GS owners finding that the chips are hard to remove from the old card. So the decision is yours.

### Change your GS Cursor

Do you get tired looking at the same cursor on the GS? Would you like something new? Here's a tip from the GS Firmware Reference Manual. Enter into Applesoft Basic and type in the following key strokes:

<Control>-<^> and then <\_>

You should now have a flashing underline cursor like in Appleworks. However, you can use almost any keyboard character as a cursor. Simply type the character you want as a cursor after <Control>-<^>. You can also use it in programs. For example:

```
10 PRINT CHR$(30); CHR$(95)
```

The CHR\$(30) is the ASCII code for <Control>-<^> and CHR\$(95) is the code for the underline or underscore character. In 8-Bit Machine Language, just print the command to the screen using the COUT1 (\$FDF0) routine or COUT (\$FDED) if the output pointers are set for the screen.

00/0300:	A9 1E	LDA #1E	Same as <Control>-<^>
00/0302:	20 ED FD	JSR FDED	Print it to Screen (Cout1)
00/0305:	A9 DF	LDA #DF	Underline character
00/0307:	20 ED FD	JSR FDED	Print it to Screen (Cout1)
00/030A:	60	RTS	Return to calling program

In 16-Bit Machine Language, just use the WriteChar tool from the Text Tool Set like so:

00/0300:	18	CLC	Set the GS in native (16-bit) mode
00/0301:	FB	XCE	
00/0302:	C2 30	REP #30	
00/0304:	F4 1E 00	PEA 001E	Push <Control>-<^> into stack
00/0307:	A2 0C 18	LDX #180C	Load X with Tool and Tool Set number
00/030A:	22 00 00 E1	JSL E10000	Execute Tool (WriteChar)
00/030E:	F4 DF 00	PEA 00DF	Push underline character into stack
00/0311:	A2 0C 18	LDX #180C	Load X with Tool and Tool Set number
00/0314:	22 00 00 E1	JSL E10000	Execute Tool (WriteChar)
00/0318:	38	SEC	Set the GS in emulation (8-bit) mode
00/0319:	FB	XCE	
00/031A:	60	RTS	Return to calling program

To return to the old cursor, just press the DELETE key after entering the command. This tip works in both 40 and 80 columns.

### Appleworks Printer Codes for the CPA-80 Printer

*by Sheryl Mann*

Appleworks is very limited in its ability to combine various type sizes and styles within a line. Those of you who have used Zardax and have bothered to set up a parameter file for your printer's capabilities would realise just how limited Appleworks is. There was an article in *Apple User* (June 1987) by Jaromir Smejck which looked at the ways and means of using the existing functions to incorporate codes (on an Epson printer) which would allow you to put condensed, enlarged, italic, elite, condensed enlarged, elite enlarged size and type within a paragraph or even a line. Some of the codes which he mentioned do not work with a CPA-80 machine so I have adapted these codes to suit.

I did have trouble initially in that Appleworks V2.0 would not accept the Control-@ code. This problem was solved when I noticed a small patch listed in *Incider* (December 1987, p 26). It does state that it may not work with other desktop accessories - I have Autoworks on the same disk and it appears not to trouble it at all. I still had a problem in that it also does not recognise Control-D which is part of the code for condensed print but fortunately it can be overcome by using Control-O instead. The codes as entered are shown first with their new function.

An example of the combinations of print achieved follows next. By the way, if you have a machine which has the expanded RAM option you can also download different fonts which can also be mixed and matched in your document.

Finally, I have listed the different functions you may wish to use and have shown the keys which must be typed to achieve the desired results. It must be remembered that you cannot have two Control-B's (Escape code) one after the other as the program will regard the second Control-B as a Boldface End and therefore a different code. Therefore Control-L is also a Lead-In code (Escape) when it is necessary to have two. This is illustrated in the combination to produce Elite and Bold together. Elite requires an Escape M and Bold requires an Escape G. If they are separate they can both use Control-B. When they are required together the code would be:

```
Control-B + M + Control-L + G to begin and
Control-L (to cancel first Control-L but setsit for Condensed) +
Control-B + H + Control-B (to cancel Bold and also to return to Pica) to
end.
```

I would appreciate any feedback regarding the use of these codes - there may be easier ways in which to set up some of the functions.

## SPECIAL PRINTER CODES SET UP FOR APPLEWORKS FOR PRINTER FILE CP80

### Characters per inch

5 Characters per inch	Enlarged	Escape ! Space ^
6 Characters per inch	Elite Enlarged	Escape ! ! ^
8 Characters per inch	Condensed Enlarged	Escape ! \$ ^
10 Characters per inch	Pica	Escape ! Control-@ ^
12 Characters per inch	Elite	Escape ! Control-A ^
17 Characters per inch	Condensed	Control-O ^
<b>Boldface Begin</b>	<b>Lead-In Code</b>	<b>Escape ^</b>
<b>Boldface End</b>	<b>Pica On</b>	<b>Escape ! Control-@ ^</b>
<b>Subscript Begin</b>	<b>Backspace</b>	<b>Control-H ^</b>
<b>Subscript End</b>	<b>Pica On</b>	<b>Escape ! Control-@ ^</b>
<b>Superscript Begin</b>	<b>Italics On</b>	<b>Escape R Control-S ^</b>
<b>Superscript End</b>	<b>Italics Off</b>	<b>Escape R Control-@ ^</b>
<b>Underline Begin</b>	<b>Lead-In Code</b>	<b>Escape ^</b>
<b>Underline End</b>	<b>Condensed On</b>	<b>Control-O ^</b>

### Example

**Elite + BOLD *Italics* + EMPHASIZED ENLARGED**

**Underlined Condensed + ENLARGED Proportional**

**Condensed <sup>Superscript</sup> | <sup>Superscript</sup> ||**

**subscript | subscript || Back <---**

**Elite + ENLARGED *Elite* + ENLARGED + *Italics***

### Function

### Achieved by

Enlarged On	Control-B + W1
Enlarged Off	Control-B + W0
Elite Enlarged On	Control-B + !!
Elite Enlarged Off	Control-B
Condensed Enlarged On	Control-B + !\$
Condensed Enlarged Off	Control-B
Pica	Control-B + P
Elite On	Control-B + M
Elite Off	Control-B + P
Condensed On	Control-L + P + Control-L
Condensed Off	Control-B + P + Control-B
Bold On	Control-B + G
Bold Off	Control-B + H
Emphasized On	Control-B + E
Emphasized Off	Control-B + F
Underline On	Control-B + -1
Underline Off	Control-B + Control-B + -0 + Control-B
Subscript On	Control-B + S1
Subscript Off	Control-B + Control-B + T + Control-B
Superscript On	Control-B + S0
Superscript Off	Control-B + Control-B + T + Control-B
Back Space	Subscript Begin (from Options Menu)
Italics On	Superscript Begin (from Options Menu)
Italics Off	Superscript End (from Options Menu)

## [ MEMBERSHIP LIST ]

This membership list has been set out to show all members who are financial at the 1st April 1988, and gives Name, Suburb, Post Code, Phone number and System type for each member, where possible. This is not a complete list, as several members have requested that their details not be published. Also we have excluded computer clubs and business houses. This should assist you in locating other members in your area. If any of your details are incorrect, please let us know, so that we can update our records. This list is published once a year.

Surname/First Name	LOCATION	P/C	PHONE #	System
RUTHERFURD. BRUCE	NEW ZEALAND		Unknown	
ETHERSON. ADRIAN	BALLINA.NSW	2478	Unknown	
NEALE. BRIAN	Via BANGALOW.NSW	2479	066--87-1144	
HART. PAUL	MURWILLUMBAH.NSW	2484	066--72-1973	//GS
LABOZZETTA. ROBERTO	SORRENTO.VIC	3943	059--84-3870	//c
ALLEN. PETER	PETRIE TCE.QLD	4000	07--832-4006	//e
ROBINSON. KERRY	BRISBANE.QLD	4001	07--252-2125	MAC
STABLUM. STEVEN	HERSTON.QLD	4006	07--852-1572	
BAKER. GARRY	HAMILTON CENTRAL.QLD	4007	07--265-4872	
ROWLAND. BILL	ASCOT.QLD	4007	07--262-2167	//e
MARTYN. LAURIE	CLAYFIELD.QLD	4011	07--263-7562	//e
UHR. STEPHEN	CLAYFIELD.QLD	4011	07--262-5835	//e
BLACKMAN. MARK	WAVELL HEIGHTS	4012	07--359-0110	//c
NELSON. KEN	WAVELL HEIGHTS.QLD	4012	07--266-2239	
RAGUSE. DON	WAVELL HEIGHTS.QLD	4012	07--266-1801	
TRUSCOTT. TONY	WAVELL HEIGHTS.QLD	4012	07--266-4795	//GS
COX. DREW	VIRGINA.QLD	4014	07--266-8360	//c
LLOYD. PHILIP	BANYO.QLD	4014	07--267-7330	//e
RITCHIE. MARK	NUDGE.QLD	4014	07--267-7533	][+
MIDGLEY. DOUGLAS	SANDGATE.QLD	4017	07--269-3568	
CONOLLY. ERIC	BRACKEN RIDGE.QLD	4017	07--261-1860	][+
POLLARD. IAN	CLONTARF.QLD	4019	07--284-0501	//e
STRINGER. JAY	CLONTARF HTS.QLD	4019	07--284-4854	][+
APPLETON DOUG	SCARBOROUGH.QLD	4020	07--203-4515	//e
BLACK. GRAHAM	KIPPA RING.QLD	4020	07--883-1525	//e
HURREN. JAMES	REDCLIFFE.QLD	4020	07--203-8510	
SWEETSER. TERRY	REDCLIFFE.QLD	4020	07--203-4210	//e
LOCKYER. DAVID	WEST CHERMSIDE.QLD	4032	07--359-1368	
LOCKYER. MICHAEL	WEST CHERMSIDE.QLD	4032	07--359-1368	
SELLERS. JEFFREY	WEST CHERMSIDE.QLD	4032	07--359-1339	
CORK. B. A	ASPLEY.QLD	4034	07--263-4285	
COADE. PETER	GEEBUNG.QLD	4034	07--265-6425	//e
DIAMOND. FAMILY	CARSELDINE.QLD	4034	07--263-5067	
GAUCI. JOHN	ZILLMERE.QLD	4034	07--265-1642	
MACLEAN. ROD	GEEBUNG.QLD	4034	07--265-5034	
SOLLY. PAUL	ASPLEY.QLD	4034	07--263-6828	//e
WELLMAN. GAVIN	ZILLMERE.QLD	4034	07--265-5431	compat
GORTA. PETER	ALBANY HILLS.QLD	4035	07--264-2723	
WALKER. COLIN	BALD HILLS.QLD	4036	07--261-2150	][+
AMOS. LEN	EVERTON HILLS.QLD	4053	07--359-1954	
ANDREWS. GORDON	EVERTON PARK.QLD	4053	07--353-1697	
BUTLER. ROBERT	EVERTON PARK.QLD	4053	07--355-9986	//c
BOROUGH. ANDREW	McDOWALL.QLD	4053	Unknown	
BRENNAN. MICHAEL	EVERTON PARK.QLD	4053	07--355-7771	
FORRESTER. ARTHUR	MITCHELTON.QLD	4053	07--355-9719	compat
GIBSON. BRAD	EVERTON PARK.QLD	4053	07--355-3675	//e
GREGOR. DAVID	McDOWALL.QLD	4053	07--353-1352	compat
HOCKINGS. CLINT	EVERTON PARK.QLD	4053	07--355-0588	
LITTLE. PETER	EVERTON HILLS.QLD	4053	07--355-5743	

LUKACZ. ALEX	EVERTON PARK. QLD	4053	07--353-3907	//e
PAPPIN MARK	EVERTON PARK. QLD	4053	07--354-1295	
SCHAUER. ROLF	STAFFORD. QLD	4053	07--377-5520	//c
TUESLEY. CAMERON	EVERTON PARK. QLD	4053	07--355-5467	//c
O'NEILL. MEGAN	McDOWALL. QLD	4053	07--353-1306	
CROSDALE. VINCE	FERNY GROVE. QLD	4055	07--351-3090	//e
DOWDING. EDWARD	FERNY HILLS. QLD	4055	07--351-5782	//e
JENSEN. MARCIA	FERNY GROVE. QLD	4055	07--351-1969	//e
MCDONALD. RON	FERNY GROVE. QLD	4055	07--341-3700	MAC
FEREDOES. JOSEPH	FERNY GROVE. QLD	4055	07--351-4930	
KEULEMANS. MICHAEL	FERNY HILLS. QLD	4055	07--351-5696	//c
BAIN. NICHOLAS	REDHILL. QLD	4059	07--368-3516	//e
KRAMARENKO. MICHAEL	REDHILL. QLD	4059	07--369-0087	][+
GANNAN. TERRY	ASHGROVE. QLD	4060	07---30-2775	
HOLLAMBY. JOHN	ASHGROVE. QLD	4060	07---38-6307	//c
LOWIS. JAN	THE GAP. QLD	4061	07--300-3079	//e
CROUCH. NOEL	THE GAP. QLD	4061	07--300-1224	//c
FRANCIS. DAVID	THE GAP. QLD	4061	07--300-1484	
THOMSEN. NEAL	THE GAP. QLD	4061	07---30-3731	
JOHNSON J. O.	THE GAP. QLD	4061	07--300-2153	//e
LONGHURST. ANDREW	THE GAP. QLD	4061	07--330-3320	//c
BOOKER. YOSEVA	PADDINGTON. QLD	4064	07--369-5164	//e
DAVIS. JARED	PADDINGTON. QLD	4064	07--369-0176	compat
ANDERSON. JAKE & DAPH	RAINWORTH. QLD	4065	07--369-1670	
ELTHAM. TIM	BARDON. QLD	4065	07---38-3136	//c
BONE. GEOFF	TOOWONG. QLD	4066	07--371-8820	
CARSTAIRS. ILFRYN	TOOWONG. QLD	4066	07--870-3141	//c
DUTTON. BRETT	TOOWONG. QLD	4066	07--870-8599	][+
GALEAZZI. CELSO	TOOWONG. QLD	4066	07--371-8054	//c
CAUCER. SHEAMUS	ST. LUCIA. QLD	4067	07--311-4568	//c
GRIMBECK. PETER	ST. LUCIA. QLD	4067	07--371-9704	//e
BLACKETT. LEN	INDOOROPILLY. QLD	4068	07--378-3963	
FINCH. JOHN	TARINGA. QLD	4068	07--870-7498	MAC
MCINALLY. JOHN	CHELMER. QLD	4068	07--379-4974	//c
O'SULLIVAN. BARRY	TARINGA. QLD	4068	07--870-1352	
MACDONALD. BRUCE	TARINGA. QLD	4068	07--371-6821	//e
CHEN. PHILIP	KENMORE. QLD	4069	07--378-8027	
DICK. BOB	CHAPEL HILL. QLD	4069	07--378-6303	
HOPPER. TREVOR	KENMORE. QLD	4069	07--378-5356	//e
RABAA. PETER	CHAPEL HILL. QLD	4069	07--378-2104	//GS
WARD. RALPH	CHAPEL HILL. QLD	4069	07--378-1175	
CONNORS. DAVID	SINNAMON PARK. QLD	4073	07--376-4382	//c
BAJENOFF. DON	MT OMMANEY. QLD	4074	07--376-8235	//GS
BRIDGE. PAT	JAMBOREE HEIGHTS. QLD	4074	07--376-3685	//e
PULMAN. JAMES	JINDALEE. QLD	4074	07--376-1213	//e
WADDINGTON. HAL	RIVERHILLS. QLD	4074	07--835-8966	//c
DONNELLY. AUSTIN	GRACEVILLE EAST. QLD	4075	07--892-4848	MAC
LOW. BERNARD & FAMILY	DURACK. QLD	4075	07--372-3400	//e
TAINTON. GRAHAME	DURACK. QLD	4077	07--372-2881	//e
CONRICK. Mrs. MOYA	HIGHGATE HILL. QLD	4101	07--844-7912	//e
ENEVOLDSEN. FIONA	HIGHGATE HILL. QLD	4101	07--844-7728	//GS
O'SULLIVAN. D. F.	BRISBANE. QLD	4101	07--844-9360	
CASTON. BEN & VIKKI	DUTTON PARK. QLD	4102	07--44-9013	
MALLEY. SHANE	WOOLLOONGABBA. QLD	4102	07--391-6106	//e
KAZOULLIS. STAUROS	ANNERLEY. QLD	4103	07--393-1897	
LITTMAN. MERVYN	ANNERLEY. QLD	4103	07--848-1539	
PLATH. OSMOND	ANNERLEY. QLD	4103	07--848-8834	//c
FAULKNER. GEORGE	YERONGA. QLD	4104	07--848-0912	//GS
PAFF. RONALD. J	MOOROOKA. QLD	4105	07--892-1074	//c
BENSON. BERNIE	SUNNYBANK HILLS. QLD	4109	07--345-1545	//e

KEYNES. NATHAN	MACGREGOR. QLD	4109	07--343-1061	
MELICK. OLI	MACGREGOR. QLD	4109	07--349-0703	//c
MCDONALD. JOHN	SUNNYBANK HILLS. QLD	4109	07--345-5826	MAC
SMITH. FAMILY	SUNNYBANK HILLS. QLD	4109	07--345-1995	//GS
GARTHE. TONY	ACACIA. RIDGE. QLD	4110	07--275-1334	Cat
KARLSSON. BOB	WOODRIDGE. QLD	4114	07--208-7855	//e
MOORE. ROBERT	WOODRIDGE. QLD	4114	07--208-6313	][+
CHAPLIN. GARY	ALGESTER. QLD	4115	07--273-2896	//e
SAGGERS. KELVIN	BROWNS PLAINS. QLD	4118	07--800-4660	//GS
CHANDRA. YOGESH	BROWNS PLAINS. QLD	4118	07--800-5024	compat
HARVEY. L. G.	UNDERWOOD. QLD	4119	07--341-5382	MAC
HUGHES. J	UNDERWOOD. QLD	4119	07--341-2693	
OTTO. DEBBIE	UNDERWOOD. QLD	4119	07--341-5742	][+
BOWRING. TONY	GREENSLOPES. QLD	4120	07--397-6263	//e
EGGLESFIELD. RICHARD	MT. GRAVATT. QLD	4122	07--349-8888	//e
MCDONNELL. BRIAN	MT. GRAVATT. QLD	4122	07--349-5702	//e
PRZYBYSZ. STEFAN	WISHART. QLD	4122	07--349-9315	//GS
SPREY BEN	MT GRAVATT. QLD	4122	07--349-5744	//e
SCHWARTZ. A	WISHART. QLD	4122	07--343-1835	
FITZPATRICK. STAN	MT. GRAVATT. QLD	4122	07--349-3881	
NOONAN. GREG	ROCHEDALE. QLD	4123	07--341-4503	//c
GODBEHERE. BOB	SLACKS CREEK. QLD	4127	07--808-3892	][+
HENDERSON. DIANNE	SPRINGWOOD. QLD	4127	07--208-0304	
TAYLOR. W	SPRINGWOOD. QLD	4127	07--209-1427	
UEBEL. MARTIN	SLACKS CREEK. QLD	4127	07--208-6497	//c
STOODLEY. ALAN	MARSDEN. QLD	4133	07--200-6938	//e
DICKINSON. DAVID	CARINA. QLD	4152	07--398-5358	//e
HANNAM. GRAHAM	CARINDALE. QLD	4152	07--398-9405	MAC
WOBCKE. GRAHAM	CAMP HILL. QLD	4152	07--398-3676	//c
LAFFEY. MARY	CHANDLER. QLD	4155	07--245-5261	
FORSTER. IAN	SHELDON. QLD	4157	07--240-7621	//e
MARLOW. IAN	WELLINGTON POINT. QLD	4160	07--207-1750	//e
POYSER ROSS	ALEX HILLS. QLD	4161	07--824-3772	//e
GOLDER. J	CLEVELAND. QLD	4163	07--286-2184	//c
SHELLEY. MALCOLM	NORMAN PARK. QLD	4170	07--398-3484	
SHEPLEY. DAVID	NORMAN PARK. QLD	4170	07--395-0738	compat
SAIKOVSKI. AARON	HAWTHORNE. QLD	4171	07--399-5839	//c
GRAVEUR. ED	MANLY WEST. QLD	4179	07--396-0263	//c
NELSON. DANIEL	LOGANLEA. QLD	4204	07--200-6868	//e
SMITH. ALAN	BETHANIA. QLD	4205	07--299-6324	][+
CLUNE. DARREN	BEENLEIGH. QLD	4207	07--287-2819	
CRAIG. ROBIN	HELENSVALE. QLD	4210	075--53-2883	
RODGIE. DALE	BUNDALL. GOLD COAST. Q	4217	075--38-6942	//GS
KING. JASON	BURLEIGH WATERS. QLD	4220	075--35-6520	//c
CHIPPERFIELD. JOHN	EAGLE HEIGHTS. QLD	4271	075-045-1942	
MACLAURIN. PETER	TAMBORINE MTN. QLD	4272	075--45-1673	//e
ANNETTE. MARTIN	KOORALBYN VALLEY. QLD	4285	075--44-6176	//c
EASTICK. PETER	BEAUDESERT. QLD	4285	075--41-2038	//e
BROCK. FAMILY	REDBANK PLAINS. QLD	4300	07--814-4636	][+
ANSON. ALEC & DIANA	BERGINS HILL. QLD	4304	07--282-3280	][+
EVANS. CHRIS	EAST IPSWICH. QLD	4304	07--281-5003	
BIGGIN. LINDSAY	IPSWICH. QLD	4305	07--281-1514	
JEFFREY. GRAEME	RACEVIEW. IPSWICH. QLD	4305	07--288-9735	//GS
TOWNSON. MYLES	IPSWICH. QLD	4305	07--280-2244	//GS
WILLMAN. GEOFFREY	RACEVIEW. QLD	4305	07--202-1664	
GREAVES. BARRY	BOONAH. QLD	4310	075--63-1041	
LEADBETTER. BRIAN	KALLANGUR. QLD	4503	07--204-6496	
PATTERSON. JOHN	MORAYFIELD. QLD	4506	071--95-2258	//c
MANN. SHERYL	CABOOLTURE. QLD	4510	071--96-7401	//GS

GRAY. STEWART	SAMFORD. QLD	4520	07--289-1462	][+
HAMLEY. K	SHELLY BEACH. QLD	4551	071--91-5337	][+
DENING. MRS. HEATHER	BUDERIM. QLD	4556	071--45-3928	//c
AUGHTON. AUS	BUDERIM. QLD	4556	071--45-4251	//c
WEBSTER. CEDRIC	BUDERIM. QLD	4556	071--45-2147	//c
CARROLL. JOHN	MAROOCHYDORE. QLD	4558	071--43-4985	
LINGARD. RONALD	MAROOCHYDORE. QLD	4558	Unknown	
MENZ. KEVIN	YANDINA. QLD	4561	071--46-7632	
DOUGHTY. PETER	TEWANTIN. QLD	4565	071--49-7955	][+
YOUNG. PETER	COORAN. QLD	4569	071--85-1472	//e
WOODHEAD. ERIC	via GYMPIE. QLD	4570	071--86-7255	
SHEPHERD. PETER	GYMPIE. QLD	4570	071--84-6305	
PICKETT. TREVOR	BUDDINA BEACH. QLD	4575	071--44-1129	][+
HARM. MARK	GAYNDAH. QLD	4625	071--23-1405	//e
AKERROYD. LLOYD	TANNUM SANDS. QLD	4680	079--73-7037	
CLEWS. ROBERT	MIDDLEMOUNT. QLD	4746	079--85-7415	//e

[ On-line ]

by Greg Noonan

Earlier this week I was able to log onto the Midnight Express, which is one of the oldest systems in Brisbane. It has been operating for approx. 3 years, on and off. Midnight Express is now a member of Userworks Network, which is a collection of system which have grouped together and introduced a cover charge to help cover the phone bills. This network has recently brought in a mail transfer system called *Rapid Mail Transfer*. If you are a member of the Userworks network, then you are able to communicate between at least three different systems, the same way you do with Nemo BBS on the Apple-Q BBS.

System News

Last month we saw the close of Apple-Q Inc. Node #2. Kelvin has decided to start up his own BBS. The Phoenix BBS is now on-line on (07) 800-4660.

We also have another new system on-line, Videotext BBS, which requires Prestel software, the same as Viatel. This system 1200/75 baud (v23) and to my knowledge is the only public access videotext board operating in Queensland.

Here we have a list of all the Brisbane Bulletin Board Systems. This list will be updated each month.

Brisbane Bulletin Board Systems

<u>Independent Systems</u>	!	<u>Userworks Network</u>
Apple-Q Inc. BBS Node #1 . ( 07) 284-6145	!	Educational RCP/M ... ( 07) 266-3369
Amiga Express ..... ( 07) 393-5352	!	BMUG RBBS ..... ( 07) 366-4833
Ampak PBBS-RCP/M ..... ( 07) 263-7070	!	Missing Link BBS .... ( 07) 808-3094
Hi-Tech C Software BBS .. ( 07) 38-6872	!	Rock Cave BBS ..... ( 07) 359-1809
Kangaroo Point TAFE. IBBS ( 07) 393-1763	!	Electric Dreams ..... ( 07) 399-1322
Redcliffe Library (FIDO) ( 07) 283-0315	!	Fix ..... ( 07) 284-5814
Tomorrowland RMSD ..... ( 07) 371-0944	!	Sidecar BBS ..... (075) 46-3252
!art++ BBS ..... ( 07) 221-4508	!	Midnight Express .... ( 07) 350-2174
Videotext BBS ..... ( 07) 262-3708	!	
Role-Playing BBS ..... ( 07) 300-1864	!	
Revolution BBS ..... ( 07) 350-2174	!	
Macintosh BBS ..... ( 07) 350-2174	!	
Phoenix BBS ..... ( 07) 800-4660	!	

Updated on a Monthly Basis

The help files give a great deal of information. For instance, and I quote: "Phasor power is attenuated over distance so that the effective range (klicks) is in the ratio 1: 4: 6. When combined with Traverse this results in a doubling of each weapons effectiveness."

Now that may well be nice useful information, but at this stage in my relationship with Ring Warp, I wanted something a bit more basic.

After reading all the information files, and running the demos, I still do not know how to play the game. The information assures me that this is not just another arcade shoot-it-out type of game, and that it needs strategy to win. At this stage I will have to take their word for it.

Overall impression:

Introduction and graphics - Very good.

**File Edit Information Action Play By Mail Games**

**Design Ship Specifications**

**P#1 Hanadu: Design Specification #1**

<b>Hull Type</b>	<input type="text" value="1st letter"/>				
<b>Warp Drive</b>	<input type="text" value="0"/>	<b>Imp. Inter.</b>	<input type="text" value="0"/>	<b>Tractor Beam</b>	<input type="text" value="0"/>
<b>Dir. Dector</b>	<input type="text" value="0"/>	<b>Rad. Shield</b>	<input type="text" value="0"/>	<b>Tractor Rep.</b>	<input type="text" value="0"/>
<b>Pet. Sensor</b>	<input type="text" value="0"/>	<b>Damage Rep.</b>	<input type="text" value="0"/>	<b>Nova Launch.</b>	<input type="text" value="0"/>
<b>Sens Jammer</b>	<input type="text" value="0"/>	<b>Combat Cyb.</b>	<input type="text" value="0"/>	<b>Nova Missile</b>	<input type="text" value="0"/>
<b>Pulse Phasor</b>	<input type="text" value="0"/>	<b>Transmat</b>	<input type="text" value="0"/>	<b>Anti-N Miss.</b>	<input type="text" value="0"/>
<b>P-Booster</b>	<input type="text" value="0"/>	<b>H-Booster</b>	<input type="text" value="0"/>	<b>S-Booster</b>	<input type="text" value="0"/>
				<b>Units total</b>	<input type="text" value="0"/>

**Exotic**

**Blackout**
 **Zapper**
 **SupaNova**

**Damper**
 **Disruptor**
 **Negnav**

**OK**

Fig. 2

Game graphics - good but far too small. Sound - well, I suppose beauty is in the ear of the listener. I must admit I played with the sound OFF most of the time.

I do believe that this is a serious attempt at making a game that

needs more than just a good eye and fast reactions, however, in the demo version this is not apparent, and the suspicion remains that the "full" version would have the same problems of too small graphics and too cumbersome a play tactic.

# Ring Warp™ - the game.

A report by J L Finch.

Recently the Apple club received a Macintosh disk through the mail, and I was asked to check and report on the disk.

The disk contained a game called Ring Warp. The game opens, after the start up screen of the Ring Warp logo, on a black screen, with the pointer being a small space ship.

The menu bar gave access to "Old" games, "New" game, Information - some 30 screens of information and graphics (see Fig. 1), some commands on "Grids", and a sound off/on control.

Calling up a "New" game produced a configuration box (see Fig. 2) that

allowed you to design your own fleet. I found the information screens very detailed, however nowhere in them did I actually see an instruction on "how to play the game", and this version, being only a demo, did not give that information by trial and error methods.

Clicking "Old game" gave a selection of a few existing "games" which produced action on the screen where some very, very small space ships weaved in and out of each other in an intricately choreographed ballet to a strange accompaniment of noises. A "score" in the corner of the screen increased in number, although what it actually kept score of was not clear.

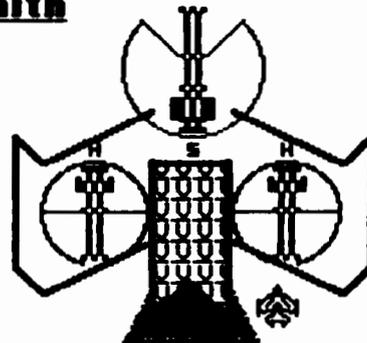
The size of the picture could be increased, however you lost part of the action in doing so. Eventually the logo "Ring Warp" came up again and that was that.



## Hull Types

The ship plan for each Hull indicates the number, position & orientation of Heavy and Super Heavy Phasors. Base ships have four Super, all other Hulls have the equivalent of 4 Heavy Phasors.

## Ring Wrath



Since the traverse of Heavy & Super Phasors is restricted, close attention should be paid to the Hull type when designing Shipspecs and deciding tactics. The first step in designing a ship specification is to choose the Hull, which may be done by entering a single key stroke for the first letter of its name.

## Shielding

Each Hull has both an Impulse and Radiation Shield. These shields are divided into quadrants as indicated. Each quadrant absorbs damage independently, until it reaches overload, whereupon internal damage occurs. The Impulse shield protects against Phasor fire, the Radiation shield protects against the effects of Nova Missiles, your other major weapon.

Fig. 1

## More Macintosh Public Domain Software



Games 02

Logo of the South Australian Apple Users Club from whome these games were obtained.

Wheel



Wheel

Cross between scrabble and roulette.



Daleks+(Mac+)

Daleks for the Mac plus.



Brickles5

Vertical ping-pong against a wall.



LAZlife v2.0

The game of life. More a demo than a game.



Snake's Alive

Eat all the bugs and eggs. Very good game. Excellent sound effects.



Hustle

A bit like Snake's Alive. Sound not as good.



Wizard's Fire

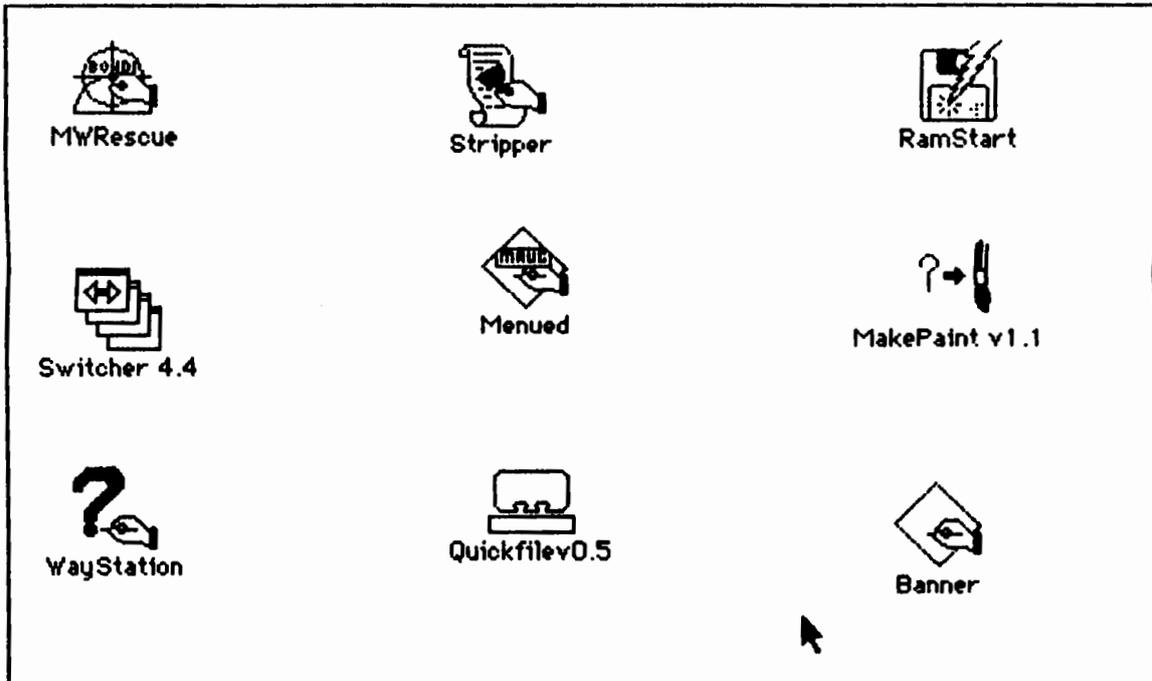
Arcade type game. Fast action.



GunShy

Ever played Mah Jong? This is a game of tiles and not a gun in sight. Well written and a good game.

# Macintosh Public Domain Software:



**MWRescue:**

Program to help recover damaged MacWrite files.

**Stripper:**

Before anyone gets too excited this strips files!

**Ramstart:**

RAM disc program. Get more speed for applications.

**Switcher:**

Will allow 2 or more applications to run at the same time.

**Menued:**

Will allow you to modify menus to you own style.

**Makepoint:**

A Macpaint™ utility. It inputs a PICT file and converts it to a Macpaint file.

**WayStation:**

An alternative to the Finder.

**Quickfile:**

A small database program. Ideal for addresses etc.

**Banner:**

This will let you print very large lettering along the length of computer paper.

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**COMPUTER BITS:**

CMS Hard Drives

Apple // series with SCSI card

SD 20 - 20 Meg .....	\$1729.00
SD 43 - 43 Meg .....	\$2282.00

Macintosh series:

Note: Drives available for the SE in internal and external configurations from 20 meg to 300+ meg.

SD 20 - 20 Meg .....	\$1594.00
SD 43 - 43 Meg .....	\$2148.00

Contact Graham Black at the Trading Table or phone (07) 883-1525, any day after mid-day.