

September 1990 Edition

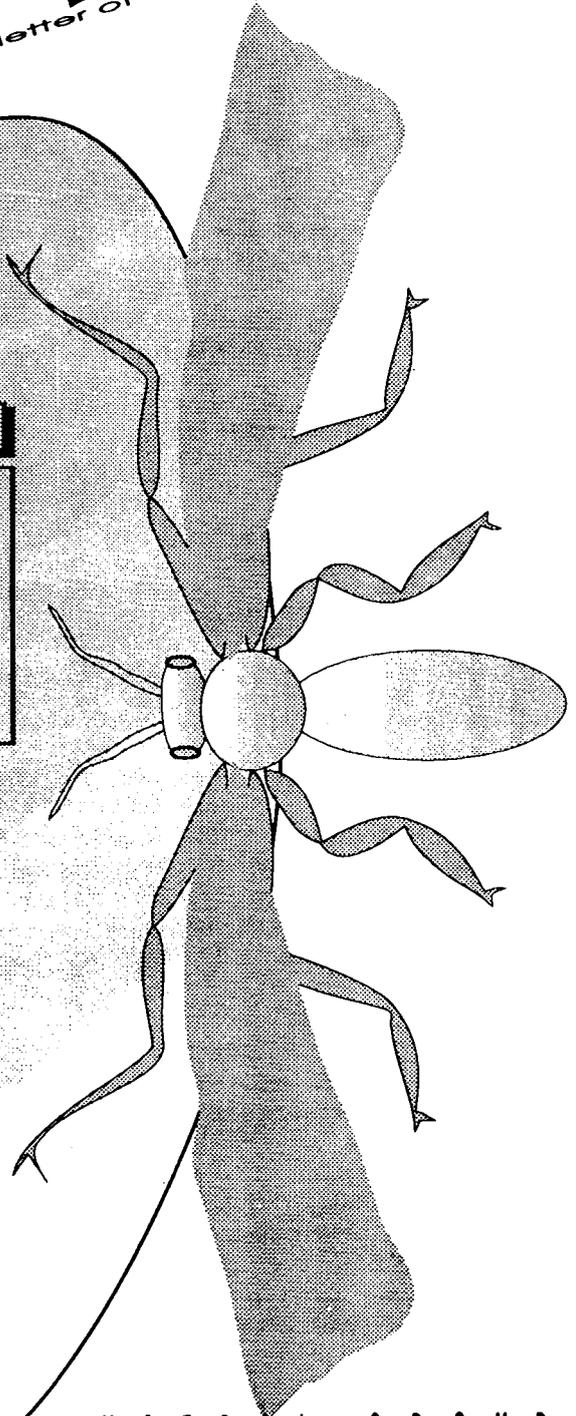
Volume 9/Number 8

Apple Bug

the newsletter of Apple-Q Inc.

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\$1.50

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

THE BRISBANE APPLE USERS' GROUP

Apple-Q Inc. Information Page

Help Line

Apple II+	Bob Godbehere	(07) 808-3892	7-9 pm & W/E
Apple IIc	Bernie Benson	(07) 345-1545	Business Hours
Apple IIs	Vince Crosdale	(07) 351-3090	7-9 pm
	Dale Rodgie	(075) 38-6942	7-9 pm
AppleWorks	Bernie Benson	(07) 345-1545	Business Hours
	Todd Dixon	(07) 891-6299	Business Hours
	Sheryl Mann	(071) 96-7401	7-9 pm & W/E
AppleWorks (education)	Ann White	(07) 371-4067	Anytime
AppleWorks GS	Dale Rodgie	(075) 38-6942	7-9 pm
Applesoft	Graham Black	(07) 883-1525	1-6 pm
	Vince Crosdale	(07) 351-3090	7-9 pm
Beginners	Ann White	(07) 371-4067	Anytime
Communications	Vince Crosdale	(07) 351-3090	7-9 pm
Discovery (Viatel)	Sheryl Mann	(071) 96-7401	7-9 pm & W/E
Disk of the Month	Dale Rodgie	(075) 38-6942	7-9 pm
Educational Programs	Ann White	(07) 371-4067	Anytime
General Software/Hardware	Todd Dixon	(07) 891-6299	Business Hours
Machine Language (IIc, gs)	Dale Rodgie	(075) 38-6942	7-9 pm
Macintosh	Todd Dixon	(07) 891-6299	Business Hours
	John Finch	(07) 260-5218	7-9 pm & W/E
Modems	Vince Crosdale	(07) 351-3090	7-9 pm
Software Library	Sheryl Mann	(071) 96-7401	7-9 pm & W/E

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

Executive Committee

Vince Crosdale	President	(07) 351-3090
John Finch	Vice-President	(07) 260-5218
Bob Godbehere	Secretary	(07) 808-3892
Bernie Benson	Treasurer	(07) 345-1545
Ann White	Registrar	(07) 371-4067
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Sheryl Mann	Software Librarian	(074) 96-7401
Graham Black	Hardware Librarian	(07) 883-1525

Assistant

Todd Dixon	Reseller Contact	(075) 78-1096
	or on Sat. morning	(07) 891-6299

Bulletin Board

Name:	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

This Month

General Meeting	Committee Meeting
Sunday 16th September 1990	Monday 17th September 1990
Hours: 11.00 am to 4.30 pm	Starts: 7.00 pm

Next Month

General Meeting	Committee Meeting
Sunday 21th October 1990	Monday 22th October 1990
Hours: 11.00 am to 4.30 pm	Starts: 7.00 pm

All meetings are held at:

Hooper Education Centre, Kuran Street, Wavell Heights

Membership Fees

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

At the discretion of the Executive Committee

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.

Coming Events

September:

We are going to try something new and have a 'Bring & Brag' meeting. We will set up a number of computers and you bring a software package and talk about it.

October:

October is the time for our Annual General Meeting. We will be enjoying, apple pie, cider & ice cream cake as part of the year.

November:

Check out the next Apple-Bug for details on the demonstration for November.

More Info

- The copying of Commercially produced software is not sanctioned by Apple-Q Inc. and members who do so risk expulsion from the group.
- No one is allowed behind the Trading Table counter except the Committee members and anyone appointed to work at the Trading Table.

Contributions to Apple-Bug

If you would like to contribute to the Apple-Bug, please send in your article (on disk where possible) to the clubs address. Your disk will be returned. Deadline for the Apple-Bug is the General Meeting.

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.

Meeting Format

11.00 am - 12.00 pm - Informal period including:

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

12.00 pm - 12.30 pm - Lunch

Trading Table, etc continues during this period.

12.30 pm - 2.00 pm - Demonstration

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

2.00 pm - 2.30 pm - Afternoon tea break

Draw raffle prize and door prize.

2.30 pm - 4.00 pm - Special Interest Groups:

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

4.00 pm - 4.30 pm - Open for Business

Trading Table, Software Library open for business.

4.30 pm - Close the day.

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. Apple-Bug is printed by the Hooper Education Centre. Thanks to Computer City for the use of the LaserWriter.

Apple-Bug Magazine

is a publication of
Apple-Q Inc.

(the Brisbane Apple users group)

Postal Address:

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

Meetings Held at:

Hooper Education Centre
Kuran Street, Wavell Heights

Editorial

by Dale Rodgie

Welcome to another Apple-Bug. The last edition of this magazine had a few problems getting to your door. The original copy of the newsletter and the address took longer to get to the Hooper Education Centre. We apologise to members for not getting the newsletter before the meeting.

Now that that is out of the way, we are coming up to the Annual General Meeting in October and, as in past years, all the Committee positions are vacated. If you wish to nominate for any position in the Committee, please read the details at the end of this edition. Remember that nominations must be in by the last mail on Friday the 5th of October. Or you can give the nomination to Bob Godbehere by Sunday the 7th of October.

We have just bought a number of new books for the Hardcopy Library. See Graham Black at the next meeting to check them out.

Bring & Brag

This is a new idea for a demonstration this month. Sheryl will be demonstrating how to transfer files between an MS-Dos machine and her Apple using CrossWorks. After this short demonstration, it is up to you. Bring in a software program and show it to other members. A number of computers will be set up to use for the demonstrations.

Membership Cards

It appears that a few members have not received membership cards by mail. The reasons for this will be investigated by an Australia Post contact.

However, in the short term, if *you* have not received a card showing your current membership number and new expiry date, please let the Registrar know. It would be better to issue another card than to have people go "cardless". (Mind you, a new card will only be issued if our records show you as currently financial!)

New Members Interest Group & Computers at Meetings

Several months ago the committee made a decision to allow "virgin" computer users to bring their machines to meetings for use in the "New Members" interest group. This allows us to help new members with problems to solve those problems with a "hands-on" demo. (It also allows a better understanding of what the problem is, as it's not always obvious from a new user's description! No offence intended!

Only limited use has been made of this offer to date, so this is a reminder for members wanting help with software and/or hardware problems.

Some Thoughts on the Future of Apple-Q

by Ann White

Before I joined Apple-Q, I belonged to two other Computer user groups, and I currently belong to another User group. It seems to me, as a relative newcomer to Apple-Q, that there is room for change / improvement in the way we do things in Apple-Q. This is not to be seen as a criticism of the current committee, (Indeed, I'm part of it, so I'd share the blame if that were necessary.) but rather some suggestions for consideration by you as the members.

Meeting Duration

Current format takes up 5.5 hours (11am - 4.30pm). Many people don't have this much time to spend. I feel we could achieve much more if we could make the day more compact and at the same time give members more say in the month to month organisation of the club.

One possible example:

11.30 - 12.00 Trading Table / Memberships / Disk orders / Library etc.
 12.00 - 1.00 Guest Speaker / Demo
 1.00 - 1.30 Question time / announcements/ club business
 1.30 - 3.00 Special Interest Groups
 3.00 - 3.30 Trading Table etc. again.

(ie. Shorter hours, time for eating organized within those times, rather than as extra time in the program. Often a source of frustration to members waiting for only one or two things.)

Decision Making

Currently, the committee meets on the Monday night immediately following the Club Day, generally about 7.00pm and this meeting goes on until 10.30, even as late as 11.30 occasionally. We probably lose the possibility of contributions from people who can't afford the trip across town and the double dipping of time two days in a row. Further, this format is potentially a disincentive to general members to attend committee meetings (a) to know what and how we do things and (b) to keep an eye on where we "lead" the club.

Three possibilities occur to me:-

1. Hold committee meetings either before or after the actual club meeting so that members can be present/contribute should they wish.
2. Hold committee meetings at another time in the month eg. 1st week. This would allow a better spread of time commitment, rather than all hours out of two consecutive

days. Perhaps better for both Committee members and interested general members. This would also be closer to the "cut-off" point for renewal of membership and printing of AppleBug mail labels etc.

3. Devote 30 - 45 minutes each club day to a general meeting so that fewer decisions were made at Committee level and more were made by the general membership. In most clubs, a committee / executive is only in decision-making mode between general meetings. Our committee makes all the decisions from one AGM to the next.

Activities within Club Days

I personally believe the exodus of younger members and the game-players is regrettable. While games are not my personal bag (that's a *personal preference* not an elitist exclusion . . . I'm not into CAD either!), there ought to be room for them in the club.

Software Copying

No reputable computer user group can afford to sanction pirate copying of software (as has happened in the past), particularly if we want the support of Apple, Apple centres and the third party software developers. We did do the right thing in eliminating this from club days. What consenting computer junkies do in the privacy of their own homes is another thing . . . and a function of their personal ethical standards, and I'm not prepared to pontificate on that!

Physical Space

A problem arises with the noise and crowding in to a relatively small space when more than one or two activities are in progress, particularly if the activities involve so effects. Further, if the guest speaker is of limited or specialist appeal, there is no chance currently of making either /or presentations. While I appreciate the printing and other assistance of Hooper Ed Centre, I think we need a bigger / more diverse space in which to cater for the multiplicity of interests of members comfortably.

Venue

As part of the physical space question, I would also question whether Wavell Heights is sufficiently central. Perhaps in the process of seeking out a larger, more flexible meeting place we should look to a more central venue?

"The Other Group"

I have no desire to "take over" the Southside group, but I would imagine it would be mutually beneficial to ally

ourselves in some way for the benefit of combined purchasing power / deals for members etc. As I said, I have no fixed views on this, just regret that this "schism" needed to occur. After all, the resources of Apple-Q were built up over the years from the contributions of all members, and all continuing members should be able to benefit from those resources.

Publications

With the imminent commencement of Appeelings, perhaps we don't need to strive for production of such a full magazine each month? Perhaps the onus should be put more

on members to contribute, exchange views, reviews etc? Perhaps if that became the norm it would not be so hard to get a new person to take on the job of editor?

Challenge

Apple-Q is our User Group. What it is or becomes, the degree to which it meets our needs, its standing in the Apple world depends on what we put in to it, rather than what we can take from it. This is meant to provoke some thought rather than supply definitive answers. What do you think? What suggestions would you like to offer?

Publish It! Round Table Conference

EDITOR: Here is another Real Time Conference Transcript with guest "speaker" Bruce Rosenblum of Turning Point Software. The conference was held on April 17, 1990. Copyright (C) 1990 by the Apple II RoundTable of GENie. All rights reserved.

<[Dave] A2.DAVE> Our guest this evening is Bruce Rosenblum of Turning Point Software. Turning Point wrote PublishIt! for TimeWorks. Bruce, I'll let you tell everyone what the new PublishIt! has to offer.

<[Bruce] A2.GUEST> Thank you for the warm introduction, Dave. The new version of Publish It!, which we refer to as Publish It! 3, is loaded with exciting new features. It think the final list we worked from had 35 features, but the highlights fall into 4 main categories. The first is that we've vastly expanded the import capabilities. PI3 accepts Super Hi Res pictures (all IIGs formats) along with Print shop IIGs and NewsRoom graphics formats. These new formats lead to the second major feature which is colour printing on ImageWriter printers and other colour printers (such as Epsoms). We can print your imported graphics in colour (with SHR palettes correctly interpreted) along with text and graphic objects in colour. The third area of major improvement is in the new layout features such as flexible page grids (user specified) and cut/copy/paste of groups. The last area of major improvement is in the area of PostScript support. We now will print PostScript files to disk, and we support Encapsulated PostScript for importing resolution independent art work (a feature only found in the Mac and PC world before, not the Apple II world). This summary covers the highlights, but I'm sure I'll point out details of other new features as the evening progresses, so I'll hand it back to Dave to moderate.

<[Dave] A2.DAVE> Wow, quite a list. Ok, we'll open the floor to questions now.

<M.GOODING> I have a Macintosh w/LaserWriter at work and a IIGs at home. I wonder how to get PostScript to LaserWriters on Macs and are there any limitations.

<[Bruce] A2.GUEST> Mike - with PI3, you can 'print' the PostScript output from PI to a file on disk. This file can then be read from an Apple II 3.5" disk on the Mac using a program called Apple File Exchange (it comes with every Mac that Apple ships). Once you have read this file on the Mac (it's a pure text file) you can then download it to your LaserWriter using a program like the Adobe font downloader. In this way, you can use PI3 at home, but print on your LaserWriter at work.

<M.GOODING> Is there any limitation to graphics or font downloading?

<[Bruce] A2.GUEST> Mike - there are no limitations on the graphics except that since LaserWriters don't support colour, we will only print graphics which you import in black and white on the LaserWriter. Any bit map font which you use can be downloaded to the LaserWriter, however we do not support downloading font outlines such as Adobe's hi resolution fonts (but then, no Apple II program supports downloading outline fonts).

<[frank] F.DASILVA2> Does it absolutely require a gs to run pi3.0? and is a font editor included?

<[Bruce] A2.GUEST> Frank - PI (all version from the original thru PI3) have NEVER and will NEVER require a IIGs to run. All you need is a IIGc or IIGe with 128k of RAM (the IIGe must have the enhanced ROMs). We do not include a font editor since there are several very good ones available from other third parties (at least 3 at last count) and we don't feel a need to compete with these other companies. Just to clear up some confusion about PI and fonts, the font format for all versions of PI has been the same format as that for IIGs fonts. In earlier versions, we would only install fonts with a ProDOS file type of \$F7. In PI3, we also will directly install IIGs type \$C8 fonts, however there still is a difference. The IIGs fonts were designed to be printed at 72 x 72 dots per inch (dpi), and the PI fonts were designed for 72 x 120 dpi which yields higher print quality. We feel that our fonts will look better than most IIGs fonts when used with PI, however we are no longer actively discouraging the

use of IIGs fonts if users are happy with the quality that they're getting.

<[frank] F.DASILVA2> Sounds good, but will 3.0 support characters beyond ASCII 127, I ask this because I need French characters to run with my 2c and do not know of any editors.

<[Bruce] A2.GUEST> Frank - PI does not support foreign accented characters. I believe that the Beagle font editor will work on a IIc.

<[Dave] A2.DAVE> Yes it will Bruce.

<[frank] F.DASILVA2> That will do I have to run. Bye and good night from the land of snow and Icechow.

<[John] J.SURIA> What kind of print quality will the program output to a LaserWriter SC?

<[Bruce] A2.GUEST> PI will not work with a LaserWriter SC (nor will any other Apple II program). The IISC is NOT a PostScript printer. The IISC requires a SCSI interface and 300 dpi fonts. Maybe with Apple's new SCSI card, we will see drivers for it, but until then , don't hold your breath.

<[John] J.SURIA> Are any of the LaserWriters PostScript-able?

<[Bruce] A2.GUEST> All of the other Apple LaserWriter printers are PostScript printers. Only the SC (the cheap one) is not PostScript.

<[John] J.SURIA> Is it GS/OS v5.02 compatible?

<[Bruce] A2.GUEST> PI runs under ProDOS 8, not GS/OS. PI can be launched from GS/OS and you can then return to GS/OS from PI, so in that sense, PI is compatible but if we were a IIGs specific program, we would not only lose all the IIe and IIc users who are happy PI users, but we would also have to tolerate many of the compromises of the IIGs toolbox and OS which we feel are not acceptable.

<[John] J.SURIA> That is all. Thanks.

<[Tyler] A2.TYLER> Bruce, just want to first let you know that I received my PI3 update today.

<[Bruce] A2.GUEST> Sorry it took so long. I'll have to talk to the warehouse people.

<[Tyler] A2.TYLER> Many of the new features are very useful, however, there are a few areas that I am still not satisfied with. For instance, when Mike Menze did a conference here discussing the development of PI3, he mentioned that the thumbs would be added to the scrolling menu scroll bars. What happened?

<[Bruce] A2.GUEST> Mike Menze didn't check with those of use who make the feature list before he stated that we would make the change. These things happen sometimes. Sorry for the confusion.

<[Tyler] A2.TYLER> What is the reason that it was not included? Obviously it is a violation of the human interface guidelines?

<[Bruce] A2.GUEST> They weren't included in earlier versions and due to code size limitations, we have not added them to later versions. We felt some of the other features were more important. Yes it's a violation of Apple's

Human Interface Guidelines.

<[Tyler] A2.TYLER> Well, I would definitely consider it for the next version, whenever it might be. Using the arrows to scroll through a menu is a real pain. Second, Mike also mentioned that there would be a way to import one PublishIt file into another PublishIt file. Has this been implemented, and if not, why not?

<[Bruce] A2.GUEST> Tyler - That feature was never on our list. I've never heard of it before tonight, so I can't comment on Mike's saying it would be included.

<[Tyler] A2.TYLER> Well, I complained about that to TimeWorks ever since the first Publish It came out. Apparently, there seems to be a communication problem. Incidentally, the transcript of the conference with Mike Menz is still in our library. You may want to download a copy and look that over. Third, Do I still have to install all the fonts that I want to use into Publish It? Wouldn't it be eas for Publish It just to read in the fonts in the IIGs font directory? Also, is there still an upper limit on the number of fonts that PI can handle?

<[Bruce] A2.GUEST> PI has a limit of 24 installed fonts at one time. This limit is so the program can still run on 128k machines like the IIc and IIe . Because of this limit, we have not considered auto-installation of fonts in a IIGs font directory. We acknowledge that this limit causes problems for a few of our users, however we aren't read to give up support for the IIc and IIe users. We will re-examine this issue for a future release.

<[Tyler] A2.TYLER> One other issue, why must Print Shop imports be in DOS 3.3 format only? For many of us, hard drives have almost eliminated the use of floppies, and specifically 5.25" floppies. Also, with the upcoming release of the ProDOS version of IIe/c Print Shop, it would seem logical to accept ProDOS Print Shop graphics. Any comment on this?

<[Bruce] A2.GUEST> Print Shop graphics are only created and used almost exclusively in the DOS 3.3 world. Therefore, we build our support around the predominant of these graphics.

<[Hire me too!] B.PIETRZAK1> DOS 3.3? :-)

<[Bruce] A2.GUEST> There are no standards for the existence of these graphics in a ProDOS environment (e.g. file types, aux types, etc). As for The New Print Shop, the product has not yet been released, and the graphics formats for it are not yet available to third party developers, so it's premature to talk about PI importing those graphics. When it ships and we can obtain the new file formats, we will examine the issue for an upgrade.

<[Tyler] A2.TYLER> Regarding importing SHR graphics, will both 640 and 320 mode graphics be usable by Publish It! 3?

<[Bruce] A2.GUEST> 640 only if they're black and white. All 320 mode graphics are usable. How many people do you know who are creating 640 colour graphics?

<[Tyler] A2.TYLER> HyperStudio users create 640 mode

colour graphics all the time. When the 320 mode graphics are imported, do the palettes remain intact?

<[Bruce] A2.GUEST> The colours are much more limited which is why we chose not to support them. We will import them, but the colours will vary from the originals. On 320 mode graphics, the palettes DO remain intact. No gs specific program can make that claim which is one reason we refuse to do a IIGs specific version of PI.

<[Tyler] A2.TYLER> One final question, how much longer until we see the next version?

<[Bruce] A2.GUEST> No comment.

<[Dave] A2.DAVE> Thanks Tyler and Bruce. Phew.... Mike, you are up.

<M.GOODING> How do you tell PI3 to put PI fonts into the PostScript file output so it can be downloaded to the laser printer?

Bruce] A2.GUEST> If you want bit map fonts to be downloaded to the LaserWriter from PI, you must UNCHECK the Font Substitution box. The default setting is checked.

<M.GOODING> Can Microsoft Word on the Mac be used to dump PostScript with graphics to the LaserWriter?

<[Bruce] A2.GUEST> I know that MicroSoft Word on the Mac can include PostScript pic comments, but I don't believe it can be used to download PI PostScript file since the standard Mac LaserPrep header will surround our PostScript code. Stick to something like the Adobe font downloader which I know will work.

<M.GOODING> Is Adobe font downloader a public domain utility or is it part of the Adobe Illustrator system?

<[Bruce] A2.GUEST> The Adobe font downloader is a Mac utility that comes with any Adobe outline font that you purchase. Most service bureaus have a copy.

<M.GOODING> Are there any PD programs to dump a PostScript file to a LaserWriter on the Mac?

<[Bruce] A2.GUEST> Not that I know of off the top of my head, but check with some user groups (Boston Computer Society, Berkeley Mac Users Group, etc) . Apple's font downloader does not have the capability to download a PostScript file that's not a font.

<M.GOODING> By the way, it hasn't been said, but I believe that PI thru version 2 is the best quality desktop publisher for the Apple...including any I've used for the IIGs.

<[Bruce] A2.GUEST> Thank you, Mike. We'll try to keep it up.

<M.GOODING> One more thing, have you considered adding diagonal line or arrow drawing?

<[Bruce] A2.GUEST> (adding to list for future versions...)

<M.GOODING> Done for now.

<[Dave] A2.DAVE> Thanks Mike. Ok, my turn. How can someone use the PostScript files you export to print on PC? Can it be done?

<[Bruce] A2.GUEST> Dave, it's a similar procedure as

printing those PostScript files from a Mac. All you need is a small program which will download the PostScript file directly to the LaserWriter. In our case, we have used a program called LWPRINT.EXE which comes with Apple's AppleShare card for the PC.

<[Dave] A2.DAVE> Ok, that I can accept. Will you consider the possibility of doing a downloader for the Mac for people who like to go to Kinkos, etc . to print files?

<[Jerry] QC> !

<[Bruce] A2.GUEST> Dave, as I mentioned before, most service bureaus (such as Kinko's) already have the Adobe font downloader there.

<[Dave] A2.DAVE> Ok, Jerry has a comment.

<[Jerry] QC> Can raw PostScript be downloaded from a IIGs? Say if I didn't have a LaserWriter, and wanted to have a friend who doesn't have PublishIt print my documents via a PostScript dump? (Say the friend had a LW and a IIGs)

<[Bruce] A2.GUEST> I am not aware of any tools available on the IIGs to dump raw PostScript to a LaserWriter. Up to now, there's been no demand for such a tool.

<[Jerry] QC> Thanks. Maybe someone should write one!

<[Dave] A2.DAVE> Bruce, Don Lancaster does it all the time. :) Anyway... back on track here. Can we get colour printing on a IM II using colour files?

<[Bruce] A2.GUEST> Dave, Don uses a custom serial hookup - not standard stuff at all.

<[Dave] A2.DAVE> :)

<[Bruce] A2.GUEST> Dave, please clarify what you mean by colour files.

<[Dave] A2.DAVE> Colour DHR, and SHR graphics that I import.

<[Bruce] A2.GUEST> Absolutely yes! We will print not only DHR and SHR colour graphics (with the correct colours), but also Print shop IIGs graphics and old colour Single Hi Res graphics in colour. Furthermore, you can print text and objects (such as lines, rectangles, etc) in colour. Finally, you are not restricted to just the ImageWriter II. We also support an colour Epson or Okidata printer as well.

<[Dave] A2.DAVE> Sounds great. Can a colour graphic be forced to print in B&W?

<[Bruce] A2.GUEST> Yes, you can selectively turn colour printing off for each graphic or for the entire print job.

<[Dave] A2.DAVE> Ok, thanks.

<[Tyler] A2.TYLER> On that line of questioning, any chance we might see an ImageWriter LQ driver in a future version?

<[Bruce] A2.GUEST> Apple has pretty much disowned the ImageWriter LQ printer in recent months, so I'd say that's pretty unlikely.

<[Tyler] A2.TYLER> I sure would like to know where you are getting your information, since we have been informed that System Software version 6.0 will most likely have a driver for the LQ and also, a new version of the sheet feeder for the LQ is due to be released. One further question...

<[Bruce] A2.GUEST> Most of the trade publications have reported that Apple is offering to swap LaserWriter SC printers for ImageWriter LQ printers because of continuing problems with those printers.

<[Tyler] A2.TYLER> Will PI3 run from an AppleShare file server, or will it present the user with a similar message about a non-existent network version that PI 2 did?

<[Bruce] A2.GUEST> PI3 will present the same message. It can be started from any local Apple II, and it can access files located on a server, but it cannot be launched from a server.

<[Tyler] A2.TYLER> Thank, from what I have seen, there is still a lot more to be developed before Publish It even comes close to DTP programs on either the PCs or the Mac, I am sorry to say.

<[Bruce] A2.GUEST> Tyler, I appreciate your last comment. In all honesty, I don't expect that PI for the Apple II will ever match (or come close to) DTP programs for the Mac and the PC. Those are much more powerful machines which can do more things. We will do the best we can in the confines of the Apple II architecture.

<[Tyler] A2.TYLER> Bruce, I will put my GS up against any PC machine, any day!

<[For Hire!] A2.JAY> Thanks...does TPS do any IIGs programming?

<[Bruce] A2.GUEST> Jay, TPS is willing to do IIGs programming, but to date, we have not completed any IIGs specific projects (due to lack of market demand). We are actively involved in writing programs for the Apple II family, IBM PC, and the Macintosh.

<[For Hire!] A2.JAY> Hmm...then I guess I don't need to ask my next question. Thanks.

<[Steve is APW] S.CHICK1> When you talk about dumping "raw" PostScript does this mean that _PicComment can't do it because it inserts the header?

<[Bruce] A2.GUEST> _PicComment can't do it, because when that is used, the Mac has already inserted calls to LaserPrep which would distort the environment in the LaserWriter since we also rely on LaserPrep being in a certain state. When I refer to dumping 'raw' PostScript, I mean that there is NO header or trailer of any sort.

<[Steve is APW] S.CHICK1> I assume that _PicComment on the GS does the same.

<[Bruce] A2.GUEST> Same idea, but the text is a little different since the IIGs uses GSPREP, not LASERPREP.

<[Steve is APW] S.CHICK1> Thanks.

<M.GOODING> Can you group objects & set specs on the whole set? If not it would be a good feature.

<[Bruce] A2.GUEST> No, show spec only works on one object at a time, however you can now cut/copy/paste groups. Also, when you move groups with snap- to active, the whole group can align to a grid, and finally, move to front and send to back work on groups. Suggestion is noted for the future.

<M.GOODING> Does copy also copy text and graphics in

a box?

<[Bruce] A2.GUEST> No, copying text and copying graphics are still two distinctly separate actions.

<M.GOODING> I mean, when you copy a text box and paste it will the text in the box be pasted too, or just the box empty?

<[Bruce] A2.GUEST> The box will be empty. The box and the text are completely separate which is why copying text and objects have remained two separate actions.

<M.GOODING> Ok, have you allowed for horizontal printing?

<[Bruce] A2.GUEST> No, we don't have landscape mode printing. It's tough to do with 72 x 120 fonts which is what gives us high quality dot matrix printing in the first place.

<M.GOODING> I do a lot of presentations so a landscape format would be nice. Have you thought about adding hooks for others to add on features like Appleworks?

<[Bruce] A2.GUEST> We've considered it, but due to the degree of code changes every time we do an update plus the fact that there is NO memory which is unused where someone could hook in an add-on utility, we've chosen not to add any hooks.

<M.GOODING> Can't wait for my update to arrive!!

<[Ron] MICOL.SYSTEM> Ok.. I use Ventura to lay out our ads and then I print to a PostScript file and take it to a Compugraphics Imagesetter to print out at 2400 dpi. I don't expect PI to offer everything that Ventura does but I was wondering what the main differences in capabilities are? (hopefully you don't have all the bugs too)

<[Bruce] A2.GUEST> Ron, that's not a question I can really answer since I haven't ever used Ventura Publisher.

<[Ron] MICOL.SYSTEM> Ok... let me just ask if you can anchor graphics to text, do table of contents and index generation automatically, and anchor call out boxes to graphics.

<[Bruce] A2.GUEST> Those are 4 things we can't do.

<[Ron] MICOL.SYSTEM> Ok, thanks.

<[Dave] A2.DAVE> Thanks Ron. Due to Bruce dealing with a bout of flu, we will close it here. Bruce, could we get your closing comments?

<[Bruce] A2.GUEST> Thanks, Dave. Thank you all for coming tonight. I appreciate the questions and comments. You have some good ideas for future enhancements to Publish It!. If any of you have additional questions or comments, or you'd like to get further information about PI or the upgrade to PI3, please contact Timeworks at:

444 Lake Cook Rd.
Deerfield, IL, 60015
708-948-9200.

Thanks again for all of your support.

<[Dave] A2.DAVE> Thank you Bruce very much for coming here tonight!

<[For Hire!] A2.JAY> <clap clap clap>

<[Dave] A2.DAVE> Clap, Clap, Clap.
 <[Writ Yur Own] C.MCKINSEY> Thanks for coming
 tonight! <clap> <clap>
 <[Uze Toolz!] S.CHICK1> Apple II Forever!
 <[Writ Yur Own] C.MCKINSEY> Apple II Forever!
 <VITESSEINC.> Apple II to the death!!
 <[For Hire!] A2.JAY> Apple IIgs Forever!

End of transcript

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Apple II PublishIt! 3.0 Output to a Mac/Laserwriter

by *Mike Gooding*

This article provides a step-by-step procedure to use PublishIt! 3.0 on an Apple II, and print the resulting output on a Laserwriter Printer connected to a Macintosh computer.

PublishIt! 3.0 includes an option to send its Laserwriter (PostScript) output to a text file on disk. This allows a very convenient mechanism, or "Bridge", to then output this PostScript file on a Macintosh computer with a Laserwriter Printer attached, as you may have at work. This is discussed in the updated PublishIt! 3.0 manual, but I found this unclear, and one piece of the referenced software unavailable on my Mac. I could not find the Mac output program referenced (Adobe Font Downloader), so I found a way to do this using Microsoft Word, which may be on more Mac systems.

1. Apple II Procedure

Start PublishIt! 3.0.

- a. Select Printer Interfaces "Laserwriter" or "Laserwriter NT" Font Sizes (depending on Mac equipment you will be using). This will assure proper sizing of fonts on trial and final displays and printouts, either on your local dot-matrix printer or the Laserwriter.
- c. Select Printer Setup for 8 1/2 x 11 Page Size.
- d. Use PublishIt! 3.0 to develop your publication. Be careful to use fonts which have Laserwriter equivalents (i.e. Wilmette). These are the only ones with scalable equivalents which are automatically substituted by the Laserwriter. Otherwise, you get bit mapped characters, which aren't smoothed as well. Also, be sure not to use any area 0.5 inches from any edge. Laserwriters can't print that close to the edge!
- e. Be sure to Save Your File before proceeding.
- f. Select Print - be sure to:
 1. De-select: Font Substitution

2. De-select: Laserprep Initialization

3. De-select: Smoothing

4. Select: Output to Disk

g. Select "ok" (or press Return), and PublishIt! 3.0 will output the PostScript to the current directory (folder) as a file named "POSTSCRIPTx" (where x will be 0 to 9). You may output additional (10 total) files, each being numbered sequentially.

h. Select "Quit" PublishIt! 3.0.

i. Move the PostScript output files (POSTSCRIPTx) to a Prodos formatted 3.5 inch floppy disk. You may rename these files for convenience.

j. You are now done with the Apple II part of the procedure. Now on to the Macintosh!

2. Macintosh/Laserwriter Procedure

a. Move PostScript files from Apple II Prodos formatted disk to Macintosh formatted disk with the following procedure.

1. Locate and Launch the Mac application program "Apple File Exchange Utility (AFE)". It should be located in the "System" folder.

2. Once AFE is active, insert your Prodos 3.5 inch disk (step 1.i above) in the Mac drive. The right side of the display will show a scrollable window of files on the Prodos disk which are eligible for transfer to Mac formatted disks.

3. Select the PostScript file you want transferred by clicking that file name. It becomes highlighted.

4. Select (click-on) the "Transfer" button. Your file will now be transferred to the indicated Mac disk (shown on the left side of the display). You may transfer other files at this time (steps 2.a.3 & 2.a.4),

5. Select "Quit" AFE. Your Prodos disk will be ejected.

b. Use Microsoft Word to output PostScript files to the Laserwriter Printer with the following procedure.

1. Locate and Launch the Mac application program "Microsoft Word". Individual Mac's may locate this in various directories (folders).

2. Select "Open" your POSTSCRIPTx file. This will load the PostScript text into the Microsoft Word Processor

and display it on the screen. Take a look through it. See if you recognize anything.

3. Hold "Shift" while placing the I-Beam at the beginning of the file and Click the Mouse. Keep holding "Shift".

4. Holding "Shift", move the vertical elevator to the bottom. Keep holding the "Shift".

5. Holding the "Shift", place the I-Beam at the end of the file and Click the Mouse. Release the "Shift" key now. All your PostScript text should be highlighted now.

6. Pull down the "Format" menu, selecting "Define Styles".

7. Type in "PostScript" (with capitals exactly as shown) and press Return. All highlighted text will now be converted to "PostScript" style.

8. Pull down the "File" menu, selecting "Print" and press Return. You should get nice output on the Laserwriter. You will also get an extra blank page, but I don't know why.

9. Pull down the "File" menu, selecting "Quit". Select "No" to Save Changes question.

10. Trash the POSTSCRIPTx files so you don't leave them on the Mac disk consuming unnecessary space.

11. You are now done with the Macintosh procedure, and have hopefully been successful!

I hope that this procedure is helpful to others desiring high quality Desk Top Publishing. If you have any comments about this article, or have accomplished similar "Bridges to Macintosh" for the Apple II, I would sure like to hear from you. My address is below. My handle on America On-Line is ArchMike if you want to reach me there. I can also be reached on Genie and Compuserve.

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Chesterfield, MO 63017
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SwitchMaster RoundTable Conference

EDITOR: Here is another Round Table Conference from GENie. The Guests for this RTC are Jeff Fox and Scott Hammond, the authors of SwitchMaster from QLabs. This transcript was recorded on May 29, 1990. Copyright (C) 1990 by the Apple II RoundTable of GENie. All rights reserved.

<[Dave] A2.DAVE> I would like to welcome this evenings guests, Jeff Fox and Scott Hammond. Jeff and Scott have written a new program which will shortly be released by QLabs called SwitchMaster. I will let Jeff and Scott tell you some more about themselves and the new program.

<[Jeff Fox] A2.GUEST> Hello, My name is Jeff Fox I have been programming for 7 years now I started out in BASIC. In the last three years I switch over to assembly language, which I programmed Switch Master in. I am currently studying programming and electronics at El Camino college.

<[Scott] APPLE.GUEST> Ok. I met Jeff about 2 years ago in a BBS I was running at the time. My dad was the author of 'FastData Pro' and he was looking for someone to make a program that would write fastdata as a CDA. Knowing how great a programmer Jeff was, I got him interested in the project and Switchmaster was born. I'm currently studying biochemistry at Loyola Marymount University in Los Angeles.

<[Dave] A2.DAVE> Thanks Jeff and Scott. Walker, can you re do that blurb you sent before? Then we will open the floor.

<[QC Walker] W.ARCHER2> SwitchMaster is a CDA

based switcher program. It allows you to have up to 127 ProDOS 8 programs in memory at once and to switch between them at any moment no matter where you are in the programs. Since SM allows you to select whether to save a 64k or full 128k partition it can save RAM or disk space. And the program overhead is also very small.

<[Eric] E.MERRILL> Each of the saved programs can have a 128K partition? It will support up to 8 megs (less system memory & overhead) of partitions?

<[Scott] APPLE.GUEST> It'll support any amount of ram. It saves 128 or if you need, 64k.

<[Jeff Fox] A2.GUEST> The max it can save is 127 (8 meg).

<[Eric] E.MERRILL> What happens if one of y programs crashes? Can that cause you to lose other programs, too?

<[Scott] APPLE.GUEST> No, not usually. S.M. will let you switch another program over the crash if the cda menu still works. You can load the same application over the crashed one or a desktop or anything else.

<A2PRO.ERIC> My comments are for Jeff and Scott...

<A2PRO.ERIC> I just wanted to ask them if they have regular GENie accounts, and if they've seen A2Pro at all...? (or if they're familiar with what A2Pro is, for that matter)

<[Scott] APPLE.GUEST> No, neither Jeff nor I have regular accounts and I don't think I'm familiar with A2Pro.

<A2PRO.ERIC> Okay....

<BRYAN.ZAK> uhoh! :)

<[QC Walker] W.ARCHER2> Hopefully, once the cash starts pouring in <knock on wood> I'll convince them that A2Pro is a necessity.

<A2PRO.ERIC> I'm sort of here in an unofficial position as A2Pro Ad Man <grin>. Briefly (very briefly), A2Pro is the Apple II Programmer and Developer RT here on GENie. It's where all the programmers hang out. If you ever need some help or want to bounce ideas off other Apple II programmer-types, drop by A2Pro. 1700+ programming-related file in the library, and tons of active discussion areas in the bulletin board. I'd _love_ to see you two over there. Tell Walker to set you two up with GENie accounts. :) That's my pitch. Nice program, BTW, I'm looking forward to seeing it at KansasFest.

<[Jeff Fox] A2.GUEST> Thanks.

<BRYAN.ZAK> Ok. How do you handle programs like Appleworks that use more than 128k?

<[Jeff Fox] A2.GUEST> Switch Master only saves the first two banks (128K).

RYAN.ZAK> Ok, so data can potentially be lost then?

<[Scott] APPLE.GUEST> A program like appleworks can be saved to ram, but not to disk. The ram that appleworks uses will stay there and when you switch back you're at the same place that you left. If you try saving it to disk...

<[QC Walker] W.ARCHER2> Programs which use memory outside of the normal 128k main and aux banks cannot have their partitions reliably saved to disk. For instance, AppleWorks may save to disk fine, but the additional banks used for the desktop will not be copied over. This is not a problem in RAM since (if I'm not mistaken) AW makes memory manager calls to allocate the RAM. Programs that break the memory rules (ie. ProTerm) may have problems if running with other partitions saved to ram or when running with AppleWorks.

<A2PRO.ERIC> You didn't have that prepared ahead of time, did you, Walker? <grin>

<[Scott] APPLE.GUEST> Yeah, if you save AW to disk, you loose your workspace and loose your data. So just save AW in ram and everything's ok.

<BRYAN.ZAK> Ok, that's what I was looking for. Ok, 'n I access saved partitions (or whatever they are called :) while running under GS/OS?

<[Scott] APPLE.GUEST> Yes, but not while running a 16 bit (gs/os) program. If you stick to 8 bit even while in the gsos operating system ie, //e type programs it'll work fine. SM can't but SM 4 will be able to switch 16 bit programs.

<[Jerry_K] QC> AppleWorks also grabs all available memory, so you'll probably want to install a few dummy partitions first then delete them after running AppleWorks.

<BRYAN.ZAK> Ok, that's what I meant, running a 16-bit application. That's about it for me, thanks!

<[Eric] E.MERRILL> How do you select which program to resume? I mean, if you have 127 applications saved, it would get pretty tiresome to just pick from number 1 to number 127. :-)

<[Jeff Fox] A2.GUEST> There is a scroll bar of programs.

<[Eric] E.MERRILL> How do you select the name that appear in the scroll bar?

<[Scott] APPLE.GUEST> Just hit return to select.

<[Eric] E.MERRILL> Rephrase: how do you select what name will appear for a particular program in the scroll bar?

<[QC Walker] W.ARCHER2> Arrow keys... no mouse if that is what you mean.

<[Scott] APPLE.GUEST> You can type the name in when you save it.

<[GS Warrior] A2.JAY> Except for the number of programs that can be saved, why would I want to use your program rather than SoftSwitch from Roger Wagner Publishing?

<[Jeff Fox] A2.GUEST> The Disk routines are built in, it takes less memory, its faster. You can save 64K programs as 64K not 133K.

<[QC Walker] W.ARCHER2> Here are some comparisons between SM and SoftSwitch.

SwitchMaster vs. SoftSwitch 8.9 (All times in seconds)

Operation	SwitchMaster		SoftSwitch	
	64k	128k	Fast	Slow
Load from disk	16	24	40	56
Load from RAM	4	5	7	8
Save to disk	27	37	50	58
Save to RAM	7	8	6	11
Load from Disk into RAM	18	26	66	79

Disk space required by saved applications (in blocks) 136 .264 269 269

Disk space required by program 70 blocks 46 blocks

Memory taken by program 37k 122k

Maximum switchable applications 127 9

<[Scott] APPLE.GUEST> the biggest pluses for SM is the fact that many 8 bit programs only use 64k.

<[GS Warrior] A2.JAY> And what price are we talking about for this marvel software engineering? Since it's so much better it must cost a lot more, right?

<[QC Walker] W.ARCHER2> Ready for another ecto blurb?

<[GS Warrior] A2.JAY> Heheheh!

<[Scott] APPLE.GUEST> Softswitch costs more...

<[QC Walker] W.ARCHER2> SwitchMaster is still in beta testing but we should have all of our compatibility testing and documentation done within 4-5 weeks. At that time it will retail for \$39.95 (with an actual target price of \$29.95 mail order).

<[GS Warrior] A2.JAY> Okay, thanks.

<[QC Walker] W.ARCHER2> One comment... To be fair to SoftSwitch. SS is easier to switch between applications with and has that nifty graphics interface. You won't get that with SM, but what you will get is more memory for your real applications and an easy to use text interface that allows for many more applications to be in ram at once.

<[Snd Guy] JEFF.H> Howdy! Any plans for a GS/OS version similar to Switcher on the Mac? I think there's a real market for it.

<[Scott] APPLE.GUEST> GS version. Yes we're working on it.

<[Snd Guy] JEFF.H> Ok, sounds good.

<[Dave] A2.DAVE> Can you tell us something about what problems you need to work around to make it work?

<[QC Walker] W.ARCHER2> From a programming standpoint, Dave?

<[Scott] APPLE.GUEST> Elaborate please.

<[Dave] A2.DAVE> Programming, technical, memory, whatever.

<[Scott] APPLE.GUEST> Ok, SwitchMaster requires 8 bit programs. It can save up to 127 128K programs in ram, and an unlimited amount to disk. It can also save 64K programs which will save you 64k of ram. We haven't had any trouble with 8 bit programs so far except with appleworks - with the memory it grabs and proterm, same problem. Does that answer your question?

<[Dave] A2.DAVE> I think so for now.

<[GS Warrior] A2.JAY> Who's the brains behind SM? Scott or Jeff?

<[Jeff Fox] A2.GUEST> We both design, I am the only one who does the programming.

<[GS Warrior] A2.JAY> Okay, what's it written in?

<[Jeff Fox] A2.GUEST> Assembly.

<A2PRO.ERIC> Merlin or ORCA or APW?

<[GS Warrior] A2.JAY> Good! What assembler do you use?

<A2PRO.ERIC> (oops, sorry <grin>)

<[GS Warrior] A2.JAY> Shut up Eric, this is my turn!

<[Jeff Fox] A2.GUEST> Merlin 8-16+

<[GS Warrior] A2.JAY> Ever use MPW IIgs?

<[Jeff Fox] A2.GUEST> No I never had the chance.

<[GS Warrior] A2.JAY> Have you any desire to write IIgs programs on a Mac?

<[Drew] CV.TECH> Loaded question.

<[Jeff Fox] A2.GUEST> Yes I am thinking about doing both.

<[GS Warrior] A2.JAY> Okay, Tim gets one point. Another question...

<TIM.SWIHART> :-)

<[GS Warrior] A2.JAY> Did a CDA version of FastFind ever get done? Or did you get busy with SM and shelve it for now?

<[Scott] APPLE.GUEST> Nope. SM took over that job. Fastdata can be saved using SM. A single program switcher never got made. SM took over the spotlight.

<[Jeff Fox] A2.GUEST> I don't think there are any planes for a new fastData, are there Scott?

<[Scott] APPLE.GUEST> Nope.

<[GS Warrior] A2.JAY> So FF/CDA is in limbo right now, eh? Since all hip Apple II programmers will be at the A2-Central Summer Conference, I assume you guys will be

there?

<[Scott] APPLE.GUEST> Where will it be?

<[GS Warrior] A2.JAY> Kansas!!!

<[QC Walker] W.ARCHER2> I will be there, but I don't think Jeff or Scott know much about it yet.

<[GS Warrior] A2.JAY> Kansas City, July 20-21, 1990. Gee, Walker, you're fired! All the greats will be here! Okay, well, think about it.

<[QC Walker] W.ARCHER2> I've been waiting to get them a few checks before I suggest they do anything that costs actual money. :)

<[Drew] CV.TECH> My only real question, being as self-centered as I am (grin), is will it work with the "phantom" drives of a RamFAST card?

<[QC Walker] W.ARCHER2> Just a sec, hehehe, I'll be right back with the answer.

<[Drew] CV.TECH> I see.

<[GS Warrior] A2.JAY> Hahaha!

<[Drew] CV.TECH> If you work with the funky slot 2 slot 5 fiasco then you should work with my phantoms. Same technique.

<[QC Walker] W.ARCHER2> Yep. It works just fine with the phantom drives.

<[Drew] CV.TECH> Good. Sounds like a winner to me.

<[QC Walker] W.ARCHER2> One thing we should mention is that the disk IO stuff for saving partitions is built right into the CDA. SS requires a separate program to save a partition to disk.

<[KansasFest] A2PRO.ERIC> So what's in store for the future from the Jeff and Scott programming team? (Be detailed! <grin>)

<[Jeff Fox] A2.GUEST> A new version on SM by the end of the year, I hope. With things to make the users life easier. I don't know what will be on it.

<A2PRO.ERIC> Hmmmmm, but the new version will switch 16-bit desktop apps?

<[Jeff Fox] A2.GUEST> That's something I am working on, I hope to add that.

<[Scott] APPLE.GUEST> 16-bit apps are very hard to locate and capture and saving them where they don't want to be saved could cause them to crash so putting that in will be a task.

<[Jeff Fox] A2.GUEST> There should be a Auto loader to load the P8 files into RAM at boot.

<A2PRO.ERIC> By auto loader, you mean that it will load a previously saved application and re-launch it from where it was saved? automatically?

<[Jeff Fox] A2.GUEST> Well, it will put it on the RAM scroll bar so you can select it, but it wont run it yet, if that's what you mean.

<[Scott] APPLE.GUEST> Yes! From boot. We don't want to promise anything yet.

<[QC Walker] W.ARCHER2> That is a feature for the 8 bit SM, not the 16 bit SM if that is a point of confusion.

<A2PRO.ERIC> That sounds like it will be a nice feature.

Sort of a re-animator. :)

<[Scott] APPLE.GUEST> Exactly.

<A2PRO.ERIC> Jeff, if I may ask, how long is the source code? ProDOS block length, or K, or lines of code, whatever measurement you prefer. I'm curious about stuff like this. :) Also, how long did it take to develop?

<[Jeff Fox] A2.GUEST> the source is about 500 blocks, and it took for the current version a little over a year. There have been six versions before this that were not good enough.

<A2PRO.ERIC> Wow! Quite a lot of source!

<[Drew] CV.TECH> You mentioned something about saving partitions. Elaborate please? <grin>

<[Jeff Fox] A2.GUEST> Partitions, files. Same thing here.

<[Scott] APPLE.GUEST> you can save a 128k or 64k program to ram or disk within SM.

<[Drew] CV.TECH> So are you going to be reading/writing/modifying the partition table ? I.e. physical blocks 1-x?

<[Jeff Fox] A2.GUEST> No.

<[Drew] CV.TECH> Ok, (heaving great sigh of relief). I just wanted to ask.

<[QC Walker] W.ARCHER2> They mean a partition of memory, not a SCSI partition.

<[GS Warrior] A2.JAY> As much as I'd like to see a SM/GS I don't think it can be done under the current system software. What happens when you quit one saved program and it shuts down tools that another saved program was using?

<[Jeff Fox] A2.GUEST> That's part of the stuff that I am working on..

<[GS Warrior] A2.JAY> So you have no firm way of doing it yet?

<[Jeff Fox] A2.GUEST> Well I working on, a SM.SYS16 that may launch the files, and/or just playing with GS/OS.

<[GS Warrior] A2.JAY> So you'd actually launch your programs from a special launcher that would keep track of the tools needed for each app?

<[Jeff Fox] A2.GUEST> That's one way, I use the SM.SYS16 for the configure and may also use it to launch the files. I hope that I find a better way.

<[GS Warrior] A2.JAY> Okay. It doesn't sound like a fun problem. It also doesn't sound like there's one with an answer! But I hope you come up with one.

<[Dave] A2.DAVE> Have you looked at LeapFrog, buggy as it is, and has it given you any ideas?

<[Jeff Fox] A2.GUEST> I would like to here more about it, but have not seen it.

<[GS Warrior] A2.JAY> I saw an early version of SM last year and it looks like it's going to be a great program. Congratulations!

<[Steve Gunn] C.GUNN> Well, On the problem with tracking Toolbox calls and startup, I don't understand the GS, but could you patch the Toolbox or write a new tool to keep track of this?

<[Jeff Fox] A2.GUEST> Ya, I'm not sure how to do it, using GS/OS. IRQ's to track or patching is one way.

<[Steve Gunn] C.GUNN> I don't program on the GS but I have toolbox manuals for reference and I thought that you might be able to write a new toolset to keep track of different applications and not shut down a set if it was still being used.

<[Jeff Fox] A2.GUEST> Are you talking about shutting down the tools?

<[Steve Gunn] C.GUNN> Well, Each Toolset has a shutdown code, If you could trap this jump in the code, then you could test whether to shut down the toolset or not, I know this is complex, but I was just wondering.

<[Jeff Fox] A2.GUEST> Yes, I was going to have a list of tools, then at shutdown time, check to see if the next program needs them and then restore them the way there were.

<[Steve Gunn] C.GUNN> Ok, that is what I was implying. Also, How much memory does SM take up?

<[Jeff Fox] A2.GUEST> About 30K? Walker is that right?

<[QC Walker] W.ARCHER2> 37k. That might have changed a bit recently though.

<[Steve Gunn] C.GUNN> How does it store the memory on the disk? 64k or 128k what about bigger applications like appleworks with a big document?

<[Dave] A2.DAVE> Walker, did you want to answer that one again?

<[QC Walker] W.ARCHER2> Sure. Programs which use memory outside of the normal 128k main and aux banks cannot have their partitions reliably saved to disk. For instance, AppleWorks may save to disk fine, but the additional banks used for the desktop will not be copied over. This is not a problem in RAM since (if I'm not mistaken) AW makes memory manager calls to allocate the RAM. Programs that break the memory rules (ie. ProTerm) may have problems if running with other partitions saved to ram or when running with AppleWorks.

<[Scott] APPLE.GUEST> You cant save larger applications like appleworks to disk. The memory manager protects the memory that's above 128k I believe, so if you save it to ram and then return later, your data will still be there.

<[Jeff Fox] A2.GUEST> You just cant reboot with Appleworks.

<[Scott] APPLE.GUEST> If you set appleworks to use only 128k then you can do anything you want with it.

<[Dave] A2.DAVE> I would like to ask Jeff and Scott to give us an idea of the ship date and ordering info if they will.

<[QC Walker] W.ARCHER2> I'll take this one. As far as the product being ready, the beta copies we have now look pretty clean. We are working on testing as many products as we can for compatibility right now and are working on getting thorough documentation put together for the packaging. I think we will see ads and product ready to go in 4-5 weeks. The retail price will be \$39 but you can expect

to see it for \$29 from most fine mail order houses.
 <[Dave] A2.DAVE> Including Quality?
 <[QC Walker] W.ARCHER2> I said fine, hehehe. Yes
 Quality especially. Our order number is 800 443-6697
 <[Glenn] G.KOPROSKE> Operators are standing by.
 <[Dave] A2.DAVE> Thanks Jeff, Scott and Walker for
 being here.

<[QC Walker] W.ARCHER2> Order now and receive this
 handy slicer, dicer, chopper.
 <[Scott] APPLE.GUEST> Thank you very much
 <[GS Warrior] A2.JAY> <clap clap clap>
 <[Glenn] G.KOPROSKE> Hooray!
 <[Jeff Fox] A2.GUEST> Thanks for stopping by.
 End of transcript

Elections of Management

The month of August brings with it the end of the financial year for your club and in accordance with the rules of the club all the members of the Management Committee are required to retire from office. The retirees are eligible upon nomination for re-election. I would suggest that you consider your own position and your ability to fill one of the

positions. The fact that someone has already been nominated or is standing for re-election should not deter you from accepting a nomination.

If you wish to stand for a position. Please fill-in the following Nomination Form. You will need someone to nominate you and someone to second the nomination. When the form is complete, give it to the Secretary (Bob Godbrhere) or post it to Apple-Q Inc., P.O. Box 721, South Brisbane, Queensland 4101. Nomination Forms must received by the Fifth of October 1990. If you wish to, you may photocopy this form.

Apple-Q Inc. The Brisbane Users Group

NOMINATION FORM for a position on the Management Committee for the year ending 31-AUG-1991

I Membership Number

nominate Membership Number

for the position of

Signed:-

Nominee:

Nominator:

Seconded:

Membership Number

For Sale

Apple 2e - 2 years old, Extended memory: 128 k + 256k, alpha-numeric keyboard, Green screen monitor
15" Imagewriter - Apple super serial card, Cable to 2e

Internal modem - Communications software

Extra Cards - Z80 - CPM: (runs Wordstar, Dbase, Pascal), Extra drive card, Wild cards

Software - Originals, including Appleworks, Public Domain, Education

Price: \$2200

Ann White: (07) 371 4067

NB: System is in great working order. Is being sold to finance a growing addiction to Mac.

For Sale

Corvus Hard Drive - 30 meg.

Can be used with Pascal and Dos 3.3

Requires upgrade to use Prodos

Card, Cables and Extra Card - \$400.00

Tim Stringer (07) 857 4424

For Sale

AppleWorks 3.0

Original Copy with Manuals

\$150.00

Dale Rodgie (075) 78 1096

Apple-Bug

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If not claimed within 7 days, please return to:
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