

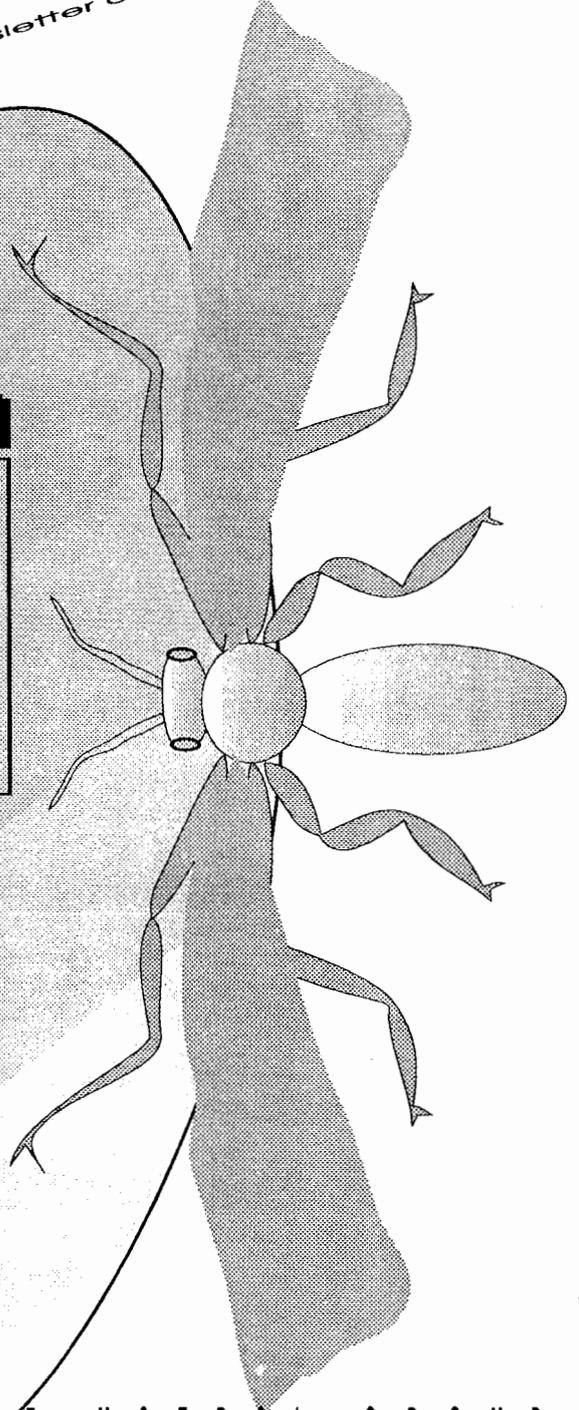
August 1990 Edition
Volume 9/Number 7

Apple Bug

the newsletter of Apple-Q Inc.

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\$1.50

THE BRISBANE APPLE USERS' GROUP

PO BOX 721 SOUTH BRISBANE QUEENSLAND 4101

Apple-Q Inc. Information Page

Help Line

Apple II+	Bob Godbehre	(07) 808-3892	7-9 pm & W/E
Apple IIe	Bernie Benson	(07) 345-1545	Business Hours
Apple IIGs	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 (IIe, 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

Executive Committee

Vince Crosdale	President	(07) 351-3090
John Finch	Vice-President	(07) 260-5218
Bob Godbehre	Secretary	(07) 808-3892
Bernie Benson	Treasurer	(07) 345-1545
Ann White	Registrar	(07) 371-4067
Dale Rodgie	Editor	(075) 78-1096
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
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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
Sysops:	Vince Crosdale, Graham Black

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

This Month

General Meeting	Committee Meeting
Sunday 19th August 1990	Monday 20th August 1990
Hours: 11.00 am to 4.30 pm	Starts: 7.00 pm

Next 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

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

August:

Get ready for another of the famous **Apple-Q Auction**. Check out the details and form in this edition.

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 lat year.

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. Thanks to Computer City for the use of their 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

Apple-Q Auction

is on again this month. It is the perfect way to sell that unneeded computer equipment and software or to pick up that item you have been looking for.

Check out page 14 for more details.

Apple News

New Trading Hours...

Computer City is now open until 4.00 pm on Saturdays for all your Apple computer needs. They have the largest range of Apple II software in Brisbane.

Upgrade your Transwarp GS

According to an article in the April edition of A+, you can increase the speed of your Transwarp GS up to 13 MHz. All you need to do is replace the microprocessor and crystal oscillator. You can order the 13 MHz 65C816 microprocessor from Western Design Centre (2168 East Crown Road, Mesa, AZ 85213, U.S.A. or phone 00111-602-962-4545). you should be able to buy the crystal oscillator from an electronics store. The oscillator must four times the speed of the microprocessor. A word of warning, the modification will void the Transwarp GS warranty.

Mac in a GS

By December this year Cirtech plan to release a coprocessor card for the Apple IIs that will allow it to run Macintosh software. The card is called *Duet* and comes with a 68020 microprocessor with 1 megabyte of RAM (expandable up to 8 megabytes). You will also be able to add a 68882 math coprocessor. Cirtech clam that this card compares well to the Macintosh IIcx.

OCR is coming...

Alan Bird and Rob Renstrom (from Beagle Bros.) are currently working on a Optical Character Recognition program for the Apple II series. The program will be called *Inwords* and will be available in the U.S. in September. However, this program will be published by WestCode Software and not Beagle Bros. The address of WestCode is 11835 Carmel Mountain Road, Suite 1304-311, San Diego, Calif., 92128, U.S.A. - Phone 00111-619-679-9200.

Wanted

A Daynafle owners manual or preferably a Technical Reference Manual. Willing to buy if necessary, but prefer to borrow. Also notes on writing CDev's, FST's, Printer Drivers & converting GS Strings to Pascal Strings.
Contact: Anthony Rich - (07) 391-6233 or (07) 202-6135

Disks of the Month

Listed below is this month's offering. To order see Sheryl at the General Meeting or order by mail (the order form is on page 15). For quick service at the meeting, contact Sheryl before the meeting and she will pre-copy the disks. The Disk of the Month prices are:

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

Prodos Utility Disk #2

Big Bad Block Buncher v1.0 - Have you ever had a bunch of bad disks that would not format? A bad side or just a bad bunch of 99 cent disks you picked up at some trade show somewhere?? What did you do in the past? Probably, like me, you filled your trash can with all of those bad disks. Now with B⁴, there is a use for those disks. After using B⁴, you can save text files or other interesting things on your disk that once would be a candidate for the circular file. You won't be able to utilize all 280 blocks like you would with a normal disk, but hey, you have something that you can use rather than throw away. This program scans a disk for bad blocks, and then fix the disk so DOS wouldn't try to use those bad blocks.

Block Work - Block Work is a sophisticated PRODOS block editor. Also known as a ZAP program. Although it is specifically designed to work with PRODOS, with certain considerations, Block Work can be used with DOS 3.3 and Pascal formatted disks as well. Block Work is also a flexible copy program. This is again designed around PRODOS, but can copy DOS 3.3 and Pascal formatted disks. The Main strength and advantage of Block Work is it's flexibility. For example; Ever need to block edit a 3 1/2 inch disk, and you pulled out Copy II+ to do the job, and found that it couldn't handle the job? Well I did, and that's why Block Work was written. Or maybe you'd like to copy a 5 1/4 inch disk to a 3 1/2 inch disk, or to your RAM disk, again Copy II+ won't allow this. But Block Work has no problem with it.

BatchBack v0.9s - BatchBack backs up certain files on your hard disk. It also includes a number of useful disk and file utilities.

ShrinkIt v3.0.3 - This is the latest version of ShrinkIt. ShrinkIt is a utility program for archiving files and disks. "Archiving", in this usage, refers to the process of placing files or disks "within" another file -- the archive file. Archiving is usually done to prepare the files/disks for transmission via modem, or for storage purposes. Thus, an archive file, whether created with ShrinkIt or another archiving utility, will be a file which serves as an envelope, containing one or more other files, or complete disks.

Volume Control - Volume Control will allow you to change the length of your Prodos Master Directory at will. This will make it possible to have more than 51 files on the Master Directory. If you want you can trim the Master Directory down to as few as one block in order to free up as many as 3 more blocks for storage. This can be done if you need 12 or less entries on the Master Directory. Volume Control was designed to be used on freshly formatted Prodos volumes. The most common use for Volume Control should be to expand the standard Master Directory on your volume beyond its normal four block length. You may make your Master Directory up to twenty blocks long. This allows 259 entries on the Master Directory.

ZeroBlocks v1.6 - ZeroBlocks will write hexadecimal zeroes to every block on any ProDOS compatible device, starting at block \$0000 and continuing until 12 consecutive errors have occurred. The program does not check device size. When it reaches the end of the device it continues to attempt writing higher numbered blocks until it gets 12 errors.

APT-Zap v1.1 - This is the most complete set of file and disk utilities for Prodos I have seen. It includes and block editor and yor standard file and disk utilities. Full instructions are included in the program. Requires and Apple IIe, IIc or IIgs with at least 128k RAM.

GS/OS Utility Disk #3 (Revised)

ShrinkIt v3.02 - Required to unshrink Nucleus, Photonix and ZZ Copy.

Nucleus - The best display is sight and sound on the GS. This is a demo of what the GS really can do. This is the latest version that works on the ROM 3 machines.

Photonix - Photonix is the second production of FTA (Free Tool Association), following NUCLEUS. This new copier on GS combines both speed (in copy) and power thru new options, all this along with an agreeable look. Requires 1.25 Meg RAM, AppleDisk 3.5 and version 2 ROM.

Apple.RX - This program is "virus medicine". It will read your system files (and any other types you specify) and create a data file that contains information on these files. At any time, you can run it in check mode and it will report any of these files that have been altered.

DeskPic.Init - DeskPic is a initialization file that displays a picture in place of the standard light blue background.

BrkCursor - BrkCursor is a small program that lets you see if a desktop program you're running on your Apple //gs has crashed. With BrkCursor installed, the mouse cursor will turn into a X shape (which is red in 320 mode, and changes between red and blue in 640 mode, depending on where it is onscreen).

ShowPic.4.27 - ShowPic is an New Desk Accessory that will allow you to view any type of IIGS Super HiRes Graphic, allow you to save that graphic, and do some simple colour conversions.

Shutdown - This is a very simple NDA written to do a cold restart of your GS. When invoked, all it does is perform a GS/OS OSShutdown call that invalidates the Memory Manager power-up byte. For those of you that don't know what that will accomplish, it makes the machine think that it has just been turned on, so that it reinitializes the RAMdisk to the current size stored in the Control Panel and then goes through the normal bootup sequence.

PrintScreen.CDA - Print Screen CDA dumps your text screen to the printer. Print Screen CDA will work only with the 40 or 80 column text screen, not with any graphics screen. It is designed to be used with an Apple Imagewriter printer.

Diskwictch - All those disk utilities that you could have wished for in one CDA. Catalog disks, rename and delete files etc. Copy option not available in this version.

W2.DA - This CDA allows you to send control codes to ImageWriter II Printer connected to the slot 1 port of the GS. This version supports a large number of codes that I think are most useful in immediate mode.

UtilityWorks™ Launcher - The UtilityWorks Launcher is a powerful Apple IIGS Program Selector which gives the user the capability of launching any program from either a standard file selection dialog box or from an easily configured menu presented in a window on the Desktop. Up to 10 launch selection menus of 40 entries each can be quickly configured using a standard file selection dialog box (just point and click on the programs to be launched).

ZZ Copy - is a high speed disk copy program like Photonix. It includes all documentation within the program. Requires 1.25 Meg of RAM and a AppleDisk 3.5 Drive. Unpack with Shrink It!.

GS/OS Utility Disk #5

DirMap v1.0 - To show the directory structure of any GS/OS-readable disk in a graphical format in which the displayed width of each directory is proportional to the amount of disk space taken by files in that directory, including all files in subdirectories. This makes it easy to locate any directories that are taking up more disk space than expected, perhaps due to some large files that were placed there and forgotten.

DiskTimerGS - DisktimerGS is a "Benchmark" or performance rating program designed to measure how efficiently a hard disk drive will perform on an Apple IIGS. It is designed to give you, the consumer, a rating system by which to measure the performance of hard disk drives and their manufacturers claims. Also included is a data base of the ratings of most popular hard drives.

Finder.Data Killer - Finder.Data Killer is a crude and simple BASIC program that deletes files from your disk with the name "FINDER.DATA" and the filetype of "\$C9". If the file does not conform to both of these parameters, it will not be deleted.

InitMaster CDev v1.2 - Init Master is an Apple IIGS control panel device file (CDev) that allows you to specify which Init files (temporary or permanent, e.g., TIF or PIF) and which desk accessories (Both NDA and CDA) should be installed at boot time. Init Master accomplishes this by changing the 'Active' state of the Init or DA, i.e., if bit 15 of the auxtype is set, the file will not be active, and if bit 15 is clear the file is active. Since the DA's and INIT's have already been loaded by the time you access the control panel, any changes you make will not take effect until the next boot.

Block0Save Init - Bob Garth recently pointed out that one of the most likely places to hide a virus, or at least to patch one in, is block 0, the bootup code, on your ProDOS disks. I don't know if such a virus has been made yet, but this program will protect you from one if it has been or will be developed. With this init, everytime you boot up, it will check the boot code to see if it's been modified. If it has, it will tell you so, fix block 0, and then reboot.

MyLight Init - it will light up the "caps lock" light when you press either the shift keys or the caps-lock key. Your require the Macintosh extended keyboard to use this program.

Init Master v1.01 - Init Master is an Apple IIGS Temporary Initialization file (TIF) that allows you to specify which Init files (temporary or permanent, e.g., TIF or PIF) and which desk accessories (Both NDA and CDA) should be installed at boot time.

D.T. Painter v0.7 - D.T.Painter (DeskTop Painter) is an Apple IIGS NDA (New Desk Accessory). With it you can load, edit, save or print super hi-res (SHR) pictures. It works from within host applications running on a desktop of either 320 or 640 super hi-res graphics (SHR) mode.

Formatter NDA - Formatter is a New Desk Accessory (NDA) for the Apple IIGS, which will let you format disks (all formats and file systems), without leaving the current application. Don't run the risk of losing important work because you don't have empty disks around to save it onto!

ImageWriter II Text Printer v1.0a - The IW II Text Printer desk accessory is for printing ASCII text only. It is not designed to print graphics, or the Fonts used by any graphics based programs on the Apple IIGS. Instead this desk accessory gives you complete control over the ImageWriter II printer, allowing you to print text in Draft, Correspondence, or Near Letter Quality in any of the typefaces built into your ImageWriter II printer.

Joystick Calibration NDA - This NDA will allow you to center your joystick or two joysticks connected to the Paddle-Adapple-D.

Write It! v2.0 - Ever had a thought you want to jot down while using a desktop application. Write It! is a NDA word processor that allows you to edit text and APW/Orcas source code files. It allows you to search for a word and change the font (also size and style).

SCSI Hacker v1.1 - SCSI Hacker allows you to low-level format any hard disk drive in your choice of interleaves. This will allow you to optimize your hard drive for the fastest possible speed. It also provides an extended ("overnight") test program that will verify proper operation of a disk after formatting. In addition, you can selectively park the heads on any drive connected to the SCSI Bus.

UtilityWorks™ - UtilityWorks is an integrated set of Apple IIGS utilities which gives the user, within a single

program, all of the most frequently needed Apple IIGS utilities. Full use is made of pull-down menus and multiple windows. These utilities include: Disk (device) utilities to copy, format, erase rename, and verify devices.; Path (directory) utilities to display directory trees, set and view prefixes, catalog directories, backup, restore, and exhume files; File utilities to copy, move, delete, rename, verify, and compare files and directories.

John Sculley and the Future (Part 2)

by John Sculley

EDITOR: This is the second part of a transcript of a speech by John Sculley delivered on Thursday 15th February 1990, at the Inter-Continental Hotel, Sydney. Check out the July edition of Apple-Bug for the first part. Thanks to Computer City for this article.

Yet if we look at where the growth of discretionary income in the United States will come from during the 1990's the projections are that people between the ages 18 to 39 will add an additional \$34 billion of discretionary purchasing power to the economy - sounds like a lot of money until you realise that people 40 years and over, over that same decade, are expected to add \$340 billion of additional discretionary purchasing power, an order of magnitude larger - a factor of ten larger. Suddenly you start to see advertisers paying attention to jeans for the middle-aged figure. Marketing to the middle-aged will have significant implications on all of us during the 90's.

The 1990's is also going to be the decade of women in leadership. In 1970 only 10 per cent of women in the United States received business degrees. Today 40 per cent of students in business schools are women. When a woman graduated in my generation in the United States she could expect to be a teacher, a nurse, a librarian or a secretary. It made no difference how well she had performed academically - those were the opportunities. Today at Apple, 40 per cent of our managers are women, and 40 per cent of our professionals are women, and the implications on the whole work environment are significantly different than the kinds of issues that I dealt with as a CEO 10 years ago.

For example, job sharing is a major concern of our employees, because they want to have time for their private lives not just their business lives. Flex-hours, the ability to adjust to one's private life and put that in balance with one's professional life; child care centres are a very important part of Apple these days.

When I joined Apple, the average age was in the middle 20's - most people were single. Today most of our people

are married and they've grown up just as Apple has grown up so there's a different set of issues that are confronting them. These issues I think, of the woman in the work place in a position of leadership, is something that we don't even think much about anymore at Apple. Gender is a non-issue. No one really thinks about "do I work for a woman, does a woman work for me?"

The more important thing is how will women change the character of the work environment, and I believe it is going to be a very positive contribution. I believe we are going to see even more creativity, even more sensitivity in terms of what the work environment is and how decisions are made, and that isn't just going to be an American phenomenon, it is going to be one that touches all parts of the world.

So let's bring it back to Japan - Japan, our great example of management excellence in the 1980's. How many women do they have in managerial positions? The average woman in a Japanese company can expect to join after school, maybe 18 years of age, work until 24 and they are then graciously retired to go back to the home. And we're starting to see some rebelling inside of the Japanese workplace, as some of these women just don't want to retire. They want to continue to participate and they want more opportunity. We're growing our business very rapidly in Japan and it's hard for us to recruit Japanese managers. But you'd be surprised how many very talented women we're attracting into our organisation because they see that foreign companies can often offer an environment that the traditional Japanese companies can't.

So there is a soft under-belly in this very successful country, Japan. One is the impact of youth, the other is the role of women in society and particularly in business. And I think you're starting to see some of that even in Japanese politics.

Again going back to the United States and the question of white collar productivity. First as a reference point, we had during the 60's and 70's pretty good blue collar productivity in the United States, and then it flattened out. We stopped getting productivity growth in our manufacturing sector, and

it's only been in the last few years in the US that we've seen a return, a recovery to 3 per cent growth in blue collar productivity. So that's the good news. The not-so-good news is that we have zero growth in white collar productivity. Two-thirds of the workforce in new jobs will be in white collar jobs.

If you look at the population groups that are expected to provide workers in the United States in the 1990's, I think it's almost 85 to 90 per cent of the new workers coming into the American workforce will come out of the minority groups that are most under-prepared to be trainable for skills. And yet, this is the same decade in which the United States has to compete with global competitors from the Pacific Rim which are far out-performing us in terms of educational test scores, particularly in math and science. Major issues.

I met with President Bush shortly after he became president, and I said: "You know, Mr. President, I know that you're interested in a lot of different things you want to get accomplished, but I don't think that anyone's going to remember most of those efforts. A 100 years from now, the only thing they're going to remember is whether the leadership in the United States did or did not address the issues of education reform and whether they put into effect an education system that would allow America to maintain its competitiveness and the quality of lifestyle that it became accustomed to in the 20th Century. So whatever you do, it may be important for the moment, but in the context of history, if you don't fix the education system, nobody's going to really care about your Presidency."

And I think that's true. Because there is really nothing that can have more impact on the productivity of any country, your country or my country, than the quality of the education system and what it will mean to the quality of the trainable workforce that we have.

So as we look at what is going on with the workplace, it's almost astounding to see how much we gain in productivity during the industrial age by putting tools in the hands of those blue collar workers. And yet we have hardly begun to put the tools in the hands of the white collar workers so that they could get the productivity increases. Now the personal computer is one of those tools, the telephone is another one of those tools. There will undoubtedly be further tools that will become important, whether it's fax machines, or presentation tools, communications tools, whatever they are.

Putting tools in the hands of the white collar workers is just as important in the 1990's as putting tools in the hands of the blue collar workers during the industrial age.

In the 21st Century, I think we're going to see that there are going to be fundamental changes in behaviour. In fact, I'm often asked about what kind of business I think Apple is in, and I think back to the famous article that Ted Levitt wrote called "Marketing Myopia" many years ago in the Harvard Business Review. He said that the problem with

the railroads in the 19th Century was that they didn't realise they weren't in the railroad business, they were in the transportation business. So, consequently they never participated in the growth of airlines, they never participated in the growth of the automobile.

I really think that Apple isn't just in the computer business, that we're really in the behaviour-changing business, that we're really in the business of creating tools to help people change the way they do things, the way they learn, the way they work, the way they communicate.

The fundamental behaviour of people is going to change in the global economy. It will change because of women in the workplace, it will change because of older people becoming a bigger factor in the workplace, people won't necessarily retire at 60 or 65 in the future. It will change because of telecommunications, the fact that Sydney is as close to San Francisco as Peoria, Illinois, was to San Francisco 10 years ago because of communications and computing. It will change because we are really one world, one marketplace, and even national borders will have less significance, and are less relevant than they were once before. And it will change because the basic theories of organisation design are changing.

I'll give you an example in my own experience. I have almost no staff that reports directly to me, so when I want to get something done, I have to go turn to someone else's staff to get some help.

Now the old model was that the Chief Executive sat at the top of the hierarchy, the Chief Executive was surrounded by staff and the staff would prepare their work, present it to the CEO, and the CEO would nod approval and then it was passed down through the organisation as policy, and the controls were there to make sure it happened.

People were told what to do, and they did it - and they didn't even question whether they should do it or not, they did it because that was what was expected of them. That's no longer the model. Today, we find that people in the workplace, particularly young people, expect to have some decision in terms of what's going on. It's a much more flexible environment, it's really more of a network than a hierarchy. Today people want to know why should they do that, why is it going to be better, why should the company make a set of decisions, how will it influence their ability to be able to do their work - it's far more informal organisation.

The thing that was always there, the sort-of informality of the network, is becoming formalised in the 1990's, happening first in the hi-tech companies because we had very little organisational baggage to carry over. We're also young, we don't have outdated factories, we don't have pensions, we don't have labour unions, so we tend to be very unencumbered and therefore we can change relatively quickly.

In fact, if we don't change, we don't survive. It's always survival of the fittest in high technology. So, it's not

surprising that these experiments are going on first in high technology companies, but eventually these experiences, both the mistakes and the successes, will be translated into other environments.

So back to my own case with no staff, if I want to prepare for a speech such as the one I'm giving you now, what I will do is go out over my electronic mail system. I have it wherever I am - right here at this hotel I have my electronic mail system set up and today I've been in contact with Paris, with New York, with San Francisco several times, and I could be in contact with anywhere else in the world I want to be. I can put together an informal group, which I would call a task group, which could work on a particular project. We may never actually see one another during this process, I may never even meet some of the members of that task team, they may just be a name or an address to me on my electronic mail system. We may work on totally different time zones, we work at our own leisure in our own way, working on a common project, and when that project is completed, then we disband.

So if you looked at an organisation chart, you'd never know that this ever existed. You don't have a staff organisation sitting there on the sidelines like the fire department, waiting for something to happen. What you have is a very flexible organisation that creates and recreates itself depending on what the needs are. Without that flexibility it's going to be very difficult to be competitive in a rapidly changing, global dynamic economy of the 1990's and the early 21st Century.

So what it means for leadership is that the World War II fighter pilot leader is something of the past. The leaders of today, or the leaders of the future, are going to be the ones who can see the bigger picture, the ones who are able to inspire by setting a vision that others want to follow, not just people who create a group of policies that are enforced by the power of their positions through a control organisation. You can't build by controlling, you can only build by creating, and we are moving into a decade of builders, I believe, not just deal makers.

If there's one thing that characterised the 1980's, I think, it was a decade of businesses, of deal makers. Lots and lots of deals, of all sizes and types and varieties. In the 1990's, it's going to be more difficult for deal makers, but it's going to be a lot more exciting for builders. And builders don't necessarily have to have all of the ideas themselves. What they have to be able to do is to create the environment, to be coaches, to be able to have the context - in effect to have that wisdom as to which things should be pushed, which things need to be modified, which things require more support.

My own business card - at Apple we have, I guess, such a de-institutionalised environment that we get to make up our own titles, so you'll often see someone pull out their business card from Apple (it's always fun to ask someone what their title is, you ought to try that with some of us) - they pull out their title and it will say "Evangelist" or

"Champion".

If you look at my business card, my card doesn't say "Chief Executive Officer," it says "Chief Listener." And that's basically what I do. I do a lot of strategic listening. Listen very, very carefully - what you're listening for are the very good ideas. You're listening for the feedback that people are getting the things they need to get their job done, you're listening for obstacles that are getting in their way. That's what leadership is about in the 1990's. A dramatic change from what we've seen in the past, it's a decade of incredible change. It's a decade where Australia is no longer to us in America just a place Down Under, but you are a linkage into the most exciting economy of the future, the Asian-Pacific market.

I think it's going to be the most exciting decade of the entire century. I can't imagine a more exciting time to be a leader than the 1990's because it's a decade in which the political issues of ideology and war are essentially set aside if not behind us, where the trends of technology, the leverage of economies on a global scale are already in motion. It's a decade in which some will prosper and some will not. So it is not necessarily a decade without problems or challenges, but I think there is really no decade that will have more opportunity for individualism, for creativity, than the one that we have ahead of us.

One of the things that Australians and Americans share in common I think is a pragmatism. It's a tremendous strength, it's a source of creativity. In your own country you're having more and more immigration and the character of your country, I would imagine, in 25 or 30 or 40 years from now will largely be shaped with what happens with immigration and the development of Australia's role in the Asia-Pacific during this decade. This is really a decade which will shape your country for the next century.

So, it's a very, very exciting time, I would imagine, to be an Australian, just as it's an exciting time to be a West Coaster on the United States because we are getting immigration from the Pacific Rim coming into California. We have the leverages of technology, we have the interdependencies of the financial systems with Japan, for example. They've chosen California as their central base of operations for much of their efforts in the United States. So it's a very, very dynamic time and an exciting time to be a leader.

What I hope, though, is that each one of us is able to go back now to the reality of our own profession, now to zoom down from the macro view of the world and zoom down to the things that we have to do day by day, our dealings with people hour by hour. And now try to put into context those difficult little decisions into a framework that embraces this extraordinary opportunity that we have ahead.

And if each one of us does that well, we will make a difference, not only in our own enterprises, but we will make a difference in our collective efforts in terms of the quality of life in this global economy. Because in the final

Change

A look at the industry from the inside

by *Todd Dixon*

The industry is changing, and it is changing dramatically.

A few years ago, maybe 5 or so, computers were still new. At that stage computers were so new that they were scarce and the potential for selling them was enormous! Everyone was buying a bunch of microchips to do one's accounts, to teach one's children, to play games on, or to simply hack with.

Nowadays things have changed dramatically. The demand for more computers has reduced to a lower, more consistent level, and we are reaching the limits of current CPU technology. What this has meant is that companies geared solely for the selling of computer hardware have been struck by drops in sales which have caused major backpedals and upheavals. Until newer technology is perfected this will continue.

The survivors in this, the most volatile of modern industries, are software houses. These companies, as long as they develop for a stable base of computers e.g. IBM compatibles and Macintosh, are assured of success. Why? Because no matter which brand of computer you have, you will always need more software to put in it! The demand for extra hardware peaks out, but the need for more programs to stick into it never dies.

For a year and a half I worked at Computer City, building its current reputation as being a source of software

for Apple II and Macintosh. I realised what very few people have realised on our side of the fence. Simply put - "The sale of the initial hardware itself should be but the first and probably least profitable of your sales". Money in the computer industry is now being made from software not hardware. Look at Bill Gates (Microsoft). His company has maybe 2 dozen titles it sells to DOS and Mac markets, yet Bill Gates' shares alone total over US\$2 billion! Now don't think for a minute that you are being ripped off when you buy a program off the shelf. Considering the amount of pirating that people out there do, I'm surprised prices are not a lot higher! It simply means that you are going to spend at least as much again on software as you did on your computer, and good, solid, working products will sell the most.

This belief, and the need to garner more experience, prompted my move to a software distributor called Solutions.* Although it is the dealer that sells to the public, Solutions will do all the support, 24 hours a day 7 days a week. This is what attracted me to this company and I only wished that many other distributors and dealerships bothered to make such an effort.

To sum up. More than ever it is the availability of software and software support that should be twinging on your conscience when you buy a machine from a dealer, not what the best price is!

* Of course it was nothing to do with having to live on the Gold Coast <yucky> or having to fly to the San Francisco and Boston Mac Worlds <boring>....

Apple II Virus'

by *Peter J. Paul*

We have a problem in the Apple computer family. Viruses have begun to invade our programs.

A little history and background is in order- firstly, what is a virus? A virus is a small program that is hidden inside any larger program. A virus acts to create damage to the user's system - it might do this by erasing the hard drive or by wiping out any data currently in memory. A virus might lie dormant, hidden inside the parent program for a great period of time but all of a sudden it might come to life and crash your entire system.

Where do viruses come from? Well, they come from a number of places. The first place a virus starts is in the mind of a very disturbed person, a person who wants to do nothing but wreak havoc among many computer systems. This person sits down and writes a few lines of computer

program that does the necessary damage. He could modify the virus so that it does not activate until a certain condition has been met - a set number of copies of the master, a set number of operations in a program, or even set the virus to become active on a certain date or time. All of these things are easy to do, many other conditions might be possible as well. Finally, when this condition is met, the virus wakes up and does it's damage.

How is a virus spread? The most common way for a virus to spread is for it to be tied into a program that is spread about a great deal. Prime targets are Public Domain and Freeware programs that are easy to upload and download from telecommunications services (Genie, The Source, Compuserve) and private bulletin boards. Every time the infected program is uploaded to another system, or copied and given to a friend, the virus is spread. Remember, the virus is small and totally hidden - there is no way to know that you are passing on the virus.

Just as an aside - if you think that this is a joke - think again. The action of the computer virus is the same as a

virus that infects people that's why it's called a virus. Just like the AIDS virus, and the Hepatitis virus, you can pass it along without even knowing that you have done so.

Why are viruses just entering into the Apple world? The computer virus is not a new thing. There have been viruses around for IBM and IBM compats for over a year. There is a simple reason for their spread into the Apple world. One of the worst things that a virus could do is wipe out a hard drive - on IBM and compats, if the system has a hard drive, the hard drive is always connected and turned on - you can't operate the computer without the hard drive. Therefore, the computer is always open to attack- every time the computer is turned on, it's a sitting duck. In the Apple II series of computers, all the hard drives are external and can be turned off. An Apple II will run without it's hard drive, it's not a sitting duck all of the time. *This will be our first line of defense.* Also, with the growth of the Apple IIgs, will come an increase in the number of large (20,40 and 60 meg) hard drives that people will use these large drives are an inviting target to these virus writers and I am sure that plenty of shots will be fired. For the Mac series, several models have internal hard drives- these are just as open to attack as the IBM systems. As more and more of these systems are put into use, the number of targets will increase as will virus activity.

How do we protect ourself and our systems?? There are several things that we can do to try and limit the spread and damage of the viruses.

1) If you are in the habit of downloading software from telecommunications boards- keep all hard drives turned off during the download process. *I mean power off, nothing spinning. A well written virus can break through many things- the only sure protection is turn it off.* Download into RAM disks and transfer to 3.5 or 5.25 floppy or download right to floppies.

2) Once you have the program on a floppy disk, I suggest that you run it from a floppy several times before letting any hard drives come on-line. If the virus is tied into a set number of boot-ups, you might save your self in this way. Also, exit the program through the proper channels- a virus counter could be tied into the quit routines as easily as the boot routines.

3) Backups- there is a possible problem with backups. If the virus is the type that lies dormant for a long period of time, it might wait until the backups are infected before becoming active. Then you go to your backups and everything seems fine but the virus is there, embedded somewhere deep in the backup disks and sure enough, it will wake up when it's conditions are met and will cause it's damage. One possible answer is to make frequent backups and keep the old ones- don't use the same disks over and over. An example- let's assume that you back up your system twice each week. If you were to save backups for 4 weeks then you would have 8 sets of backups to fall back on. I admit that the further back you go, the older the data is

but having to recreate 2 or 3 weeks of data would be better than recreating an entire database or financial record. The more backups you have to fall back on, the better off you might be if the virus strikes. Also, if you can separate volumes on your hard drive - place programs separate from data. When you backup your system, there will be separate backups sets for each hard drive volume if the virus is hidden in the programs, your recent data backups might be spared. Don't assume that this is the great cure- a creative virus writer can put tags into data files that are written with the infected program and cause the data to crash as well. This is just a thought that might help.

4) Protect business data carefully- if you use your computer for both your business and pleasure try not to mix the two areas. Keep business data on a separate hard drive and only use it with proven, safe, properly obtained programs. Let's get right down to it- let the business buy it's own system and keep it separate from the home- a business expense is deductible through the business anyway. If you lose the business database because you wanted to try out that new program that your friend just gave you, won't you feel foolish or even loose your job??? Keep business and pleasure separated.

5) Be careful of what you download- a virus could be hidden in anything. Possible targets are:

- CDA's, NDA's, and fonts for the Apple II GS
- New versions of popular programs and utilities- the only new thing if the virus that the hacker has added and the change he made to the version number.
- Picture files, song and voice files and other 'execable' files. These are files that you 'run' and they show you a picture or play a song while they implant themselves into or destroy your system.

Remember that the virus writer is a very smart person. They have advanced knowledge of machine language programming, disk operating systems, data manipulation, and a knowledge of where to hide the virus to do the most damage. The virus will be placed in the programs that will spread the fastest across the country and from BBS system to BBS system. Prime targets will also be hacked versions of games- these move quite quickly as pirates spread them across systems.

Our best defense is to be smart- try not to use hard drives for downloaded or other high risk programs. Keep your hard drives off as much as possible. Make and keep several layers of backups. Test run new versions of programs and utilities many times before making them an integral part of your system. Be suspicious of free utilities- GS users watch out for CDA's and NDA's- GS users are the fastest growing group of hard drive users and these new big drives are fat targets.

It is going to be things like these- common utilities that will be the infected programs because everyone wants the latest versions and everyone assumes that the latest versions are from the factory.

Just as an aside- the Department of Defense is spearheading development of ways to detect, prevent, and limit the spread and damage of viruses. It appears that many databases- insurance companies, banks, stockmarkets, even the IRS, have been tampered with. This is being viewed as an issue of national security. There are several companies that have sprung up to aid industry in protecting their systems- training all levels of management and production in the do's and don'ts of computer safety.

Different code is needed for each computer (obviously) but the results are uniformly disastrous. In my case it happened on my IIgs (I'm sure this same thing would have happened on any Apple II). At the time I had a 20 meg. SIDER, battery backed-up ROM, and a disk in a 3.5" drive on line. All were wiped clean. Quite fortunately I was able to recover most of my data via MR.FIXIT (3.2) and backed-up files.

If a virus strikes you, you may see a display such as this. As there are various 'strains' so are there various displays.

EDITOR: Please note that you can not activate a virus by downloading a file from a bulletin board. The file must be run to activate a virus contained in the file. So as the article

4/13/88 _____ 4/13/88
 _____ | CyberAIDS 2.01 | _____

Your worst nightmare has come true, you have been infected with CyberAIDS. Most of your disks are now infected, as well as disks of those who copied / recieved files from you. If you have a hard drive then it has been infected long ago, and is now erased. This virus is the second in a line of products known collectively as ExtortionWare. If you want to buy software to protect yourself from these evil products then contact the authors.

Created by
 _____ | Tom E. Hawk & The BOY! | _____
 D | Digital Gang / Circle of Deneb | C
 / |-----| O
 G | DISTRIBUTED BY | D
 _____ | Worshippers of Pat / [WOP] | _____
 The Kool/Rad Alliance
 The Robert Dole Presidential Campaign

suggests, turn off your hard drive when testing new public domain software.

'Tis A Gift To Be Simple

A Modest Opinion By Larry Pacilio

Here sits your humble reporter in Suburban Big Apple, New Jersey, USA, ruminating (stuffed with sushi) on a conversation of a few weeks back with a friend of mine. This little chat covered a broad range of topics from road etiquette (to bird or not to bird) to the digitizing of America. It is the latter I'll expand upon a bit though no doubt more than a few of you are inquisitive as to the outcome of the former. We deferred to Emily Post, who, while recognizing the bird's emotional release as healthy, feels it is in bad taste except under certain extreme circumstances.

In the beginning it was simple. You had a 128K machine called Macintosh along with two applications, MacWrite and MacPaint. The world was thrilled, well maybe not universally, but praise did prevail. Nothing like it had been seen before. What a delight! What a human/humane interface! Scenes of a digitized proletariat marching forward toward the liberation to be found in their electronic cottage, free at last, danced like sugar plums in the heads of dreamers and visionaries who had come of age in an era when small was beautiful, freedom was a virtue, and greed a vice. And then there was evolution, inevitable, natural and largely healthy. The machine itself underwent and undergoes a process of growth as did the software; growth in both quantity and quality. And in the span of a few fleeting years we find ourselves living in quite a different

world facing an ironic and unforeseen twist. The "personal" computer, which was initially designed to meet the needs of an individual, is increasingly being corporately coaxed in the direction of networks and other multi-user applications.

Indeed, today's buzzword is upscale. Suddenly bigger is better. Well, not exactly suddenly. That concept, as old as America itself, had just been set aside by a few folks for a period of fifteen years or so. If you were following some of the reports of profiteering on Wall Street last year you might well assume that in the latter half of this decade greed had become the vogue, a fashionable posture for those on the fast track. Enjoy a good thing? Then don't have a bit more, have a lot more. More and more and then some more. So what does this rambling little diatribe have to do with anything generally or the Macintosh in particular?

Apple Computer and the Macintosh are far different than they were in the days of 128K. Apple is pursuing the business market with a vengeance and beefing up the hardware to meet the needs of that market. The software developers are, of course, following suit. This is only natural. As the capabilities of the hardware expand the programmers will break new ground given the enlarged parameters of this new operating environment and the potential of this significant new market. This will inevitably, we hope, benefit us all as the new technology trickles down to the level of the individual or small business user. This (at long last, you sigh) brings me to my point. What is it that we, the individual Mac users, need as opposed to what we think we might want? How do we maintain that personal

core concept upon which the Macintosh was founded at a point in time when its manufacturer and third party providers increasingly view each individual machine as a cog in a much larger networked whole?

We are bombarded with information and advertising in the pages of the magazines. A certain amount of that, I've noted, panders to some of humankind's baser instincts. There's an unequivocal ring of machismo to all this talk of "power". Let me quote from a prominently placed ad in the current issue of Macworld, "He had a reputation as a power user. But deep down he knew it wasn't true." The ad goes on to inform us that this particular gent is lacking the manufacturer's piece of Apple platinum hardware and secretly lived a life of timidity knowing full well that he was, and I quote, "out of control". Well, now what's this poor fellow to do in order to substantiate those rumors that he's a real man, a he man, a buck tough powerful computing man? Well friends, all he has to do is break out the plastic and employ its considerable power to the tune of \$159.95 for a piece of ancillary hardware that will prove once again and for all that he is a "power user" indeed! His reputation has been redeemed and it only cost enough to feed a family of five for a month in one of any number of nations in our world that is riddled with poverty and hunger. Yes, our friend reigns once again as the Duke of Digits. Why he might even get to date that new secretary over in finance now that she knows with certainty that he is, again I quote, "in control of the power"!

It's not one ad from one corporation, it's ubiquitous! Seriously, just flip through those pages. Words like powerful, potent, professional and their derivatives permeate not only the ads, but the reviews as well. They are designed to make us lust over whatever it is being touted as the latest and greatest thing since sliced bread. It seems it's no longer enough for an application to perform its assigned task with ease and efficiency. If it lacks every bell and whistle it's an open target for the critics. This is really no different from the marketing approach of many other American industries. How many products have you seen in a plethora of "new & improved" guises over the years? How many products profess the power to do it all? The very wheel upon which this nation spins is commerce. What's at issue here for us is just how susceptible we are to these all too often transparent appeals to our insecurities. What do we need? What do we want? And, most importantly, what lies ahead for the individual for whom this machine was created in the first place when the media and manufacturers are embracing expansion with the ardor of zealots?

What is available to us is indeed impressive. As Mac grows up, the range of possibilities becomes staggering when one thinks of it within the context of what the situation was just five years back. I mean, my goodness, you can run a gigabuck corporation from this keyboard in front of me provided you have enough of those power user toys attached and the proper gargantuan chunk of code

jitterbugging around inside. But is this what most of us need or are we simply falling prey to those alluring ads? How many copies of Excel are in the hands of folks who do little more than balance their checkbooks once a month? How many write notes to their pals with Word or track family birthdays with Reflex Plus? But I'm sure they had to have it because it's said by some to be the best. You know, God help us all if it isn't the best. This is America, right? We've got people buying 6 series BMW's faster than they can make them and 55 MPH speed limits. So why shouldn't we balance our fifty or sixty monthly checks with the most potent number cruncher on the face of planet earth running inside a machine with four megabytes of RAM linked to a supersonic 120 MB hard disk? We're loyal red blooded Americans and as such will not be denied our inalienable right to conspicuous and prodigious consumption.

Please, don't misunderstand. I'm not up on some soapbox preaching a gospel of simplistic moral absolutism. What I'm trying to say is that as products of ever larger scale and ability appear we should be realistic in our assessments of what it is we really need in order to accomplish the tasks at hand and those we can realistically assume we'll encounter somewhere down the road. Secondly, we must maintain our individuality (in the service of which the Mac was originally designed to respond) in the face of that new Holy Grail, the network. Relative to hardware, why own more than you actually will use. The hardware is easily expandable after all and can be reconfigured at the point when the real need arises. You don't buy an extra week's worth of groceries only to throw them out seven days later because you thought you might be twice as hungry this week. So why buy more machine than you actually need? Cross each bridge as you reach it. If you're so flush with bucks that you can afford the massive overkill now possible you might consider philanthropy as a more worthwhile way to dispose of that ready cash.

Insofar as applications are concerned, a program with wide ranging options is, of necessity, a more complex environment to work in. This complexity can only cause inefficiencies relative to the time it takes to get from point A to point B. Why did you get a computer in the first place if not to increase productivity? Didn't you think that machine would conserve time and then allow you to apply those gains against that personal account of hours we all keep that seems invariably in the red? Aren't we out to do less and accomplish more? Why use PageMaker to write a letter to your sister? WriteNow will do quite nicely thank you. And please, don't worry, pop in a couple of graphics (yes, they can be bit maps) and, be assured, she'll be impressed enough to write back. Choose the tool to suit the job. We don't use chain saws to miter the corners of a picture frame so why should we apply some super hybrid Mac to the task of creating 10K documents?

I spoke a few paragraphs back about the benefits of the technological trickle that goes on as developers push at the

edges of the digital envelope. As the Macintosh grows into third generation software, largely designed for professional environments, benefits to individual users will be striking even for those working with so called "entry level" products. Think about what WriteNow, MacWrite 5.0, SuperPaint or GraphicWorks offer in terms of performance relative to their low cost. Isn't it genuinely astounding! With an out of the box Mac and \$300 worth of well chosen software you could not only create fully professional appearing documents, but balance and maintain the accounts of a six or seven figure business as well.

I do think that it's ingrained in human nature to always seek more. This is far from a fault or frailty. It's precisely this attribute that pushes us forward as individuals and as a society. I guess what I'm saying is that we need to give some thought to how we expand our capabilities on the disc. There are some real productivity boosters out there at reasonable prices that may well do more to amplify your efficiency and pleasure than some feature laden spreadsheet ever will. Products such as Suitcase, DiskTools Plus, Power Station, DiskTop and Stepping Out are remarkable enhancements. Couple these with some of the hundreds of extremely useful DAs, fonts, utilities and pieces of clip art available in the UAUG library and suddenly you find yourself in possession of a genuinely formidable and personal system capable of generating first class work with ease. Best of all, you'll still have a few dollars left in the bank!

The personal computer, introduced a mere decade ago, wrested control of the machine from an elite group living in the ivory towers of government, industry and education and placed it in the hands of everyman (well, almost). The Macintosh, the most personal of personal computers, has represented the very essence of this evolution. Many thinkers postulate that the evolution we witness today is no longer that of the physical object, but an evolution of information. The human race is in a period of acceleration. We've shifted into informational overdrive. We are well aware of the machine's ability to process all this information. And as the amount of information enlarges, the machine is enlarged to cope and stay a step ahead. Of course with a recognition of the increased capacity the information to be processed reproduces like bunnies in a hutch so that before long the new machine is working at capacity to process all this newborn information. And on and on it goes

taking us towards the unforeseen twist.

Apple, in response to its new corporate structure and consequent direction, has taken the Mac, the machine for the rest of us, designed to serve the individual user and be molded according to the needs of that user, and is now directing its design towards enhanced abilities when engaged in networking tasks. Today Macs are, dare I say it, IBM compatible! The more data input potential the better! It is assumed that as more goes in the accuracy or value of the output is somehow amplified. Everything is being amplified, and to some extent depersonalized, in response to this new age Darwinism. On one level this is all well and good as our Macs are now far more capable than the original machine, but, again, recognizing what is possible is far different from recognizing what is necessary for us as individuals.

Let us acknowledge the economies of scale and delight in the Mac's nearly unique ability to be molded to suit the needs of its user. The way we structure our systems permits the machine to become, in a very real sense, an extension and reflection of ourselves and remains (for the present) at the core of its design. As scale increases via networking, universal standards are a more expeditious and efficient means to an end. I think if we become aware, involved and creative with the structure of the working environment of our Macs we then are better able to create and maintain for ourselves the real "power" of the personal computer rather than an illusion of it created by Madison Avenue copywriters or some corporate hierarchy.

As you work give free rein to your imagination. The Macintosh offers such abundant possibilities in so many operational ways. What's the task before you and what reasonably lies ahead? Make an appraisal then set yourself to the task of constructing your ideal operational environment (The Platonic form of System/The Great Workstation in the Sky). Don't over complicate it. Emphasize economy and eloquence and understand that through this exercise of your imagination you make it your own. Hardware and software are only the means to an end. It's the path in between which is of the greatest importance. Treading it nimbly and with grace is what being a "power user" is all about.

EDITOR: This article reprinted from the September 1988 issue of the UAUG NEWS, the newsletter of the Upstate Apple User Group, Whitesboro, NY. - Mug News Service, 1989

Alien Mind Review

by Paul Aitkenhead

One argument against the Gs in recent months has been that there have been very few decent action games released for the Gs. Thexder, the first of these, wasn't bad, but in comparison to Alien Mind, even Thexder looks

substandard. Alien Mind is not however just a shoot em up action game. It has a well developed plot and many riddles and puzzles to solve. I suppose that it would be best described as the first true action/adventure game.

As seems to be the trend lately, the title sequence for Alien Mind is superb (just ask the Editor, he wants to buy the game so he too can play). Not only is the graphics stunning and dramatic, but the music is sensational. Produced by PBI, this program fully supports the MDIdeas

to figure out each of the passwords that are given to you in the form of hints. The second password that you have to decipher is 'the colour of ancient earths oceans.' (No, it is not blue or green or bluey green or greeny blue.) As a means of copy protection, some of these passwords require the manual for extra information. One such example of this is when you are asked the name of the Prof's wife, bless her soul.

Meanwhile, between terminals and working out passwords, there are never ending hoards of aliens coming to get you from all angles. You have a limited amount of energy that decreases with every hit and when it reaches zero, you're history. This energy can however be increased (if you find energy modules). You are not without a means of defense though. You are fully equipped with a needle gun and limited number of cartridges. These can also be found at various locations around the ship.

EDITOR: Reprinted from Townsville Apple User's Group Newsletter - March 1989 edition.

Software Library Order Form

Name:

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Mail order or Pick-up order at meeting

Payment By: Bankcard Mastercard

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.....

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

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System Information

Apple // Apple //+ Apple //c

Apple //e Apple //gs Apple ///

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