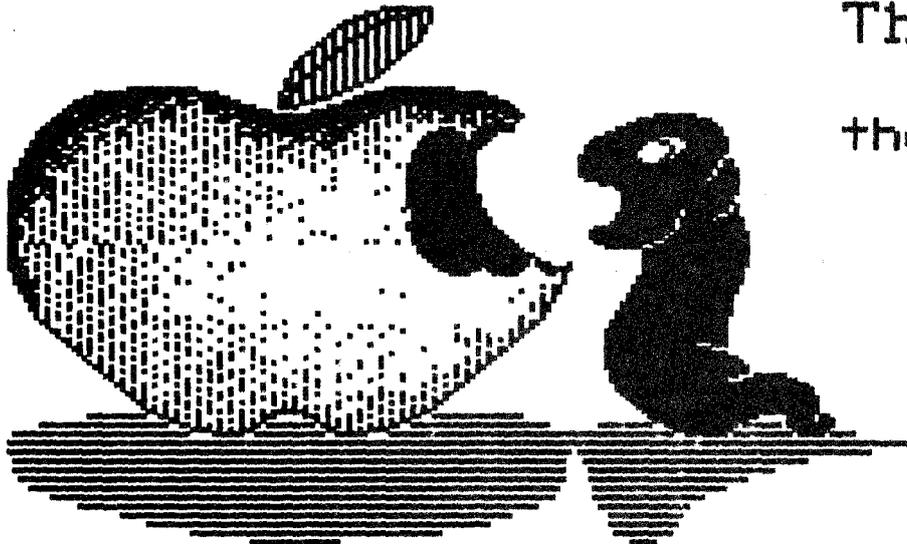


apple-bug



The Newsletter of
Apple-Q Inc.
the Brisbane Users'
Group.

October 1988 Issue

Volume 7 No. 10

Address:
P.O. Box 721,
South Brisbane,
Queensland 4101.

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[CREDITS]

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

>>	Dale Rodgie	--	He typed it all in	<<
>>	Graham Black	--	He typed some too	<<
>>	The Members	--	For their contributions	<<
>>	Appleworks	--	Word Processing	<<
>>	ImageWriter II	--	Typesetting	<<
>>	The Hooper Centre	--	Printing & Distribution	<<
>>	The APPLE Computer	--	The reason for it all	<<

[Executive Committee]

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Brett Dutton	- Hardcopy Librarian	Ph.(07) 265-5112

[Bulletin Board System (BBS)]

Apple-Q Inc. BBS : online 24 hrs
Telephone : (07) 284-6145 (DATA)
 : (07) 883-1525 (VOICE)
Baud Rates : 300, 1200/75, 1200 and 2400 (CCITT and BELL)
Data Specs : 8 Data bits - 1 Stop bit - No Parity (Full Duplex)
Sysops : Graham Black - Vince Crosdale - Brett Dutton
Calls to the system : 13,406
Registered Users : 208 (as of 9.15 p.m. 3rd October)
SYSOP stands for : SYSTEM OPERator
BBS stands for : Bulletin Board System

[What's When]

at the Hooper Education Centre - Kuran Street - Wavell Heights

Open Day

Sunday 16th October 1988
Hours: 9.00.am. till 4.30.pm.

Committee Meeting

Monday 17th October 1988
Starts: 7.00.pm.

Open Day

Sunday 20th November 1988
Hours: 9.00.am. till 4.30.pm.

Committee Meeting

Monday 21st November 1988
Starts: 7.00.pm.

Machine Language SIG

Time: 1.30 pm this Open Day
Where: Software Library Room
Interest: Apple II Machine Language Programming

Serious Users SIG

Time: 1.00 pm. this Open Day
Where: Room 22, Main Hooper Building
Interest: Business programs & programming on the Apple II & Macintosh

[Membership Fees]

Adults/Family: \$20	Joining Fee: \$10
Pensioners: \$12	Pensioners on production of Pensioner Card
Full Time Students: \$12	Full Time Students under 21 years on production of Student Card
Corporate Membership: \$50	
Associate Membership: \$ 5	plus \$5 Joining Fee (BBS only)

[.....at the discretion of the Executive Committee]

Copying fees for the Club's Public Domain Software are 50 cents per disk side, with a minimum charge of \$2.00 for 5.25" disks. The copying fee for 3.5" disks is \$3.00 per disk. We cater for the II, II+, //e, //c, //GS and MAC. The copying of Commercially produced software cannot be sanctioned by APPLE-Q Inc. and members who do so risk expulsion from the group.

All contributions for the newsletter should be handed to a committee member at the Open Day, or posted to P.O. Box 6375, Gold Coast Mail Centre, Bundall, Queensland 4217. The deadline date is the committee meeting immediately following the Open Day.

[Editorial]

by Dale Rodgie

It's Apple-Q's 8th birthday! So again this year we will be serving apple pie, apple cider and ice cream cake. All with compliments of Apple Australia. Also this month we have the Annual General Meeting. We will be deciding who will be in the committee for the next twelve months. The meeting will start at 12.00 p.m., so both the Trading Table and the Software Library will close at 12.00 p.m.

After the success of last month's auction, we are planning another auction about March next year. Last month we had over 150 lots up for auction. Everything from folders to computers. We even had people come from all over Queensland for the auction. Keep reading Apple Bug for more details of the next auction.

I would like to thank John Finch for the Mac Cricket review in this issue. Keep up the good work John. We are still looking for articles for the newsletter. It is hard to find articles (typed in that is) to place in the newsletter. So think of the poor old editor - slaving to get each issue out on time. I am looking for articles on any subject to do with Apple computers. Not just programming, but software reviews, hints, how to play that game, etc. There are many members that have the experience that can be shared with the group. Send your articles to P.O. Box 6375, Gold Coast Mail Centre, Bundall, Queensland 4217. If you send a disk, I will return it to you. The articles can be on either a 3.5 or 5.25 inch disk and in DOS 3.3 or ProDOS. Make sure that it is stored as a text file or an Appleworks file. I will soon be able to read text files from Macintosh disks, so the Mac users can also send articles. If you have a modem, you can also upload the article onto the Apple-Q BBS.

The new members from last month are Reubun Keogh, the Stent family, Marilyn Hughes, Gregory Ward, John Bates, Terry Skehan and Ann White (from Mackay). Welcome all to the group.

If you are a modem user, make sure you read about the "Modem Utility Disk" available at the Trading Table for just \$5.00.

Remember to display your membership card on your Apple this Open Day. There is only limited space available, so only Apple-Q members can set up their machines. People not displaying their membership card will be asked to pay the membership fee or remove their computer.

A small number of power boards are available, at Open Days, for a deposit of \$20.00. Due to the number of missing power boards, we had to increase the deposit. I recommend that you bring your own as the few available will not last long.

I would like to thank Computerland (Sounthport) for fixing my disk drive so quickly. This meant I could complete this newsletter in time for publication.

[Software Library]

Listed below are three disks from the Software Library for the Apple IIGS. The entire software library is being re-organized. This will take a few months to finish however most of the GS software has been done. If you are interested in any one of the disks, please see the software librarian at the Open Day. We will be closing the Software Library at 12.00 p.m. this Open Day for the Annual General Meeting. So get come in early if you want a copy. The copying charge is 50 cents a side for 5.25 inch disks, with a minimum charge of \$2.00; and \$3.00 for each 3.5 inch disk.

GS Public Domain 001

2-OCT-88

- SHRCONVERT - This is the best graphic utility I have seen for the GS. It converts graphics from the Mac, C64, IBM, Atari ST to Super Hires format. You can also convert Hires and Double-Hires graphics to Super Hires.
- SHOWFILE - ShowFile displays Text files on the Super Hires screen. You can also dump the text to the printer.
- BOUNCE.IT - This is the GS version of the old Brick Out game. However this one is in full colour and great sound. It also keeps a record of the top eight scores.
- DIGICOPY - Use Digicopy to copy 3.5 and 5.25 inch disks. It will even allow you to copy between disks of different sizes. It is mouse based and uses the text screen.
- ECP16 - This is the alternative to the APW shell. ECP16 will allow you to do most of the shell commands available in the APW shell.
- DISPLAY - Display is a command for the ECP16 shell that allows you to view Super Hires graphic files from within the shell.
- MAXCOLOR - Want to know how many colours you can get on a Super Hires screen? Then look at this program.
- COLORTONE - An interesting Quickdraw and sound demo.
- MOIRE - This one draws a pattern on the Super Hires screen.
- SKEWFORMAT - This program will format your 3.5 inch disks so they are much faster.
- SHOWSCREEN - Display Super Hires graphic files with this program.
- SRESET - Some changes in the Control Panel do not take effect until you turn off and then turn on your GS. This program re-boots the computer with all the new settings in effect.
- ICON EDITOR - This program allows you to create or edit icons used in the GS Finder. Listed below are some icons files also included on the disk.

BOUNCE IT	ICONOGRAPHER	SHOWFILE
ACTIVISION	BRODERBUND	ELECTRONIC ARTS
THEXDER	DESK ACCESSORIES	KIX
DATAWORKS	BOOT	TIE
TML BASIC	PAINTWORKS PLUS	SHRCONVERT

GS Public Domain 002

2-OCT-88

This disk contains all the Desk Accessories I could lay my hands on (Public Domain that is). The disk includes both Classic and New accessories. Also on the disk is a program called INSTALLDA. Using Installda, you can load desk accessories without copying them into the "DESK.ACCS" folder and re-booting. You will find, however, that some desk accessories don't like others being in memory at the same time. Below is a list of both the Classic and New accessories.

Classic Desk Accessories:

PWFIX	C1.PIC.SAVER	HEX.DEC.BIN	SLOT SWITCH
SPEEDSWITCH	TYPEIT	DUMPIT	RAT.CALC
PASSWORD	MTXT.REMOVER	NOTEPAD	CALENDAR
VISIBELL	MASTER	DISKINFO	TXTBLANK
SIMPLTERM	PIC.SAVER	G.BREDON.CDA	CPR
SCREEN.DUMP.10	TOOLSHED	MARVIN	ASCII.CHART
WRITEPRO	MOUSE.CHART	EA.SCREEN.DUMP	

New Desk Accessories:

TOOL.VERSION	CLOCK	ASCII.CHART	PUZZLE
RINKY	CALCULATOR	MEMORY	MELTDOWN
FRANTIC	LOCATOR	BACKGND.MUSIC	ASCII.CHART
MR.APPLE	TML.CLOCK	CONTROL.PANEL	PUZZLE

Music Studio 001

2-OCT-88

This disk contains 75 songs and sounds for Music Studio. You will require Music Studio to play the songs. Below are the file names of the songs on the disk. As more songs become available, they will be added to the disk.

AIR.SNG	ALLEMANDE.SNG	ALMYLOVING.SNG	BEAT.SNG
BEETHO9.SNG	BIG.SMALL.SNG	BIG.SMALL2	BLANK.SNG
CHILDREN.SNG	CHOPIN.SNG	CHOPSTICKS.SNG	CLASSIC.WBNK
CONTENTMENT.SNG	CRYSAN.SNG	DRUMS.SNG	FDANCE.SNG
GENIE.SNG	HOT1.SNG	ITALIAN.AIR.SNG	JAZZCOMBO.WBNK
KERMIT.SNG	MINUET.1.SNG	MINUET.II.SNG	MINUET.IN.G.SNG
MINUET.P16.SNG	MUSETTE.SNG	POLONAISE.SNG	PRELUDE.13.SNG
PRELUDE.4.SNG	PRELUDE.8.SNG	ROCK.WBNK	ROCKDRUMS.SND
ROSE.SNG	SAIGON.SNG	SAINT.SNG	SCAR.FAIR
SCOTCH.SNG	SCOURB.FAIR.SNG	SEPTEM.SNG	SHADOWS.SND
SIDESTEP.SNG	SIDY.SNG	SILENTRU.SNG	SILTNITE.SNG
SIXTY.SNG	SKYEBOAT.SNG	SKYEBOATSONG	SMILE.SNG
SMUT.SNG	SNDMUSIC.SNG	SOON.SNG	SPINNING.SNG
STAIR2.SNG	STARTREK.SNG	STARWAR1.SNG	STARWARS.SNG
STEAL.SNG	STEALING.SNG	STELMO.SNG	STING.SNG
TALKTOME.SNG	THATSWAY.SNG	THYWORD.SNG	TIME.SNG
TIS.SEAS.SNG	TWOPAR.SNG	VALSE.SNG	WALKER.SNG
WALRUS.SNG	WATERM.SNG	WEWRL.SNG	WHERE.WE.BELONG
WITCHY.SNG	WOMAN.SNG	ZOO.SNG	

[BBS Report]

by Graham Black

The Club's //e is now back on-line after a week at the local Computer Hospital for a heart transplant.

They got the medical forms mixed up a bit, and caused a few heart-aches, when they told me I would have to produce a few papers before the patient could come home. Well, after calling the contestors of the estate, and checking the contents of the will, the hospital board decided that the Last Will and Testament was correct afterall, and decided the patient could be discharged afterall.

The patient is now sitting up in bed and smiling.

[Apple News]

The New Apple II

Apple Computer released a new addition to the II line at Applefest in San Francisco last week. The new machine is a IIC-Plus which is said to be four times faster than the original and comes with additional memory and a redesigned keyboard. According to the press report it is unlikely to see the light of day in Australia. At the same time Apple released a new Mac IIX based on the Motorola 68030 processor and a disc drive with a capacity of 1.44Mb. The drive will only be available on the Mac at first. Maybe we will see it spread to the II in the near future.

New Chips

William Mensch, designer of the 65816 microprocessor (used in the GS), is talking about a 32-bit chip that plugs into the socket on the GS motherboard. It will run 3 times faster than the current 65816 and be able to run programs written for the 65C02 and 65816 microprocessors. The chip will also have built-in floating-point number cruncher. The 65832 is expected to be available at the end of 1990. William also described a new "computer in a chip" that is called the 65265.

Apple Scanner

Apple Australia have released the Apple Scanner. Unlike the ThunderScan we saw a few months ago, this is a flat bed scanner. This allows you to scan images from books. You can an image up to 8.5 by 14 inches. It connects through the SCSI port of the Mac or to the SCSI card fitted into the GS. It comes with scanning software for the Mac but none for the GS. You can scan at 75, 100, 150, 200 and 300 dots per inch.

More info on AppleLink

AppleLink is the new network in the States for Apples. To use AppleLink you need special software which costs \$35.00 (US). Once you are connected to AppleLink, it costs \$16.00 (US) per hour during prime time and \$6.00 (US) per hour during non-prime time. I do not know what the "prime times" are. The software offers a new interface between you and the network. You enter the world of graphics and pull down menus. I have been told by a person that used it that AppleLink is easy to use. With AppleLink you can access hundreds of public domain programs for the Apple II's, read the latest news, talk to other Apple users in real time.

Now all this sounds great except for the cost of the phone call. The present IDD (or ISD) rate is \$1.80 (Aust.) per minute. So you are looking at \$108.00 per hour. May-be we will see AppleLink set up in Australia.

[Modem Utility Disk]

Available this Open Day is the "Modem Utility Disk". It is full of the best shareware and public domain programs for modem users. You can pick one up at the Trading Table for \$5.00. This money will go toward the Hard Disk fund for the BBS. At present we only have a 5 megabyte hard drive for the BBS and we have started a fund to raise the money to buy a 40 megabyte hard drive. With the larger hard disk we plan to improve the club's BBS by adding new games and heaps of software to download. You can also give donations to either Graham Black or Dale Rodgie for the fund.

Below is a discription of the programs on the disk:

- TALK IS CHEAP - Talk is Cheap is a comms software package. It has full file transfer including Binary II and works with the GS modem port.
- KERMIT - No its not that green muppet, but a file transfer program. The Kermit program is available for a number of computers including the IBM.

- BLU - BLU is a Binary II utility. It allows you to make Binary II files and extract files from a Binary II file. Using BLU you can also squeeze and unsqueeze files.
- TEX - This one removes line feeds from downloaded text files. You can also remove carriage returns from files.
- DDD - DDD stands for "Disk Disintegrater Deluxe". With it you can compact files or entire disks. It also contains a few other utilities.
- FREEWRIter - This is a text file editor. You can use it to write messages before uploading them or read downloaded text files.

All the programs, except TEX and DDD, have instructions on the disk. You can use FREEWRITER to read them.

[GraphicWriter V2.0 Review]

by Dale Rodgie

GraphicWriter version 2.0 is the third release of this program. The publishers claim that it is a REAL Desktop Publishing program for the Apple //GS. It was one of the first GS programs released in the States and also in Australia. Because of the early release, there were many bugs in the version 1.0 release. Version 1.1 was then released soon after with some of the bugs fixed. Because Apple had not released the printer drivers or fonts at the time of the first release, the writers coded their own drivers. In simple terms, a printer driver converts the image on the Super Hires screen into a form that the printer can use.

When you boot up GraphicWriter V2.0, you enter the Apple Program Launcher version 2.1. You then have a choice of two application programs. The first is GraphicWriter and the second is called Utilities. This program allows you to delete files, install GraphicWriter on a hard disk and convert version 1 files to work on the version 2.0 program. Version 2.0 will not directly accept files created using version 1.0 or 1.1 of GraphicWriter. This would be because the file format used in GraphicWriter 2.0 has been improved. I created a file using version 1.1 and converted it to the version 2.0 format. I found that the conversion changed a Region I made at the top of the document. A Region, in GraphicWriter, is an area in the document. In that region, you can place text or graphics. I will explain more about this later. The other problem with the Utilities program is that the delete function is separate from the main program. So if you are busy working on a letter and you save it under the wrong name, you would need to exit out of GraphicWriter, delete the file and then restart GraphicWriter. Even if you delete the file after you finish using GraphicWriter, you would need to write down the file name or remember the name. It seems a bit messy considering GraphicWriter could have a delete option built in.

When you run the GraphicWriter program from the launcher, you are first asked what type of paper you will be using to print your masterpiece. You can select between Letter Size, Legal Size and A4 Letter. This will determine the layout of the text when you enter it. This feature does not appear on the earlier versions.

After you have selected the paper size, the screen is set up. The graphic tools and palette are along the bottom of the screen. This reduces the size of the document window. In my opinion, the window is too small. Unlike the earlier versions, the text is stretched vertically so it can easily be read. This is standard in version 2.0 and an option in the earlier versions.

Like all the other GS-style word processors, you can select different fonts, and do underline, bold, outline, shadow, etc. Version 2.0 has 13 fonts while the older versions have only three fonts. You can also select the point size of the font from

6 to 24 points or make your own. If you are printing to an ImageWriter, it is not recommended that the point size exceeds 30. However, a LaserWriter can handle it.

GraphicWriter gives you four types of tab: Left Tab, Center Tab, Decimal Tab and Right Tab. The left tab is like a normal tab mark. Center tab will center the text placed under that tab position - ie. only if you first tab to that position. Decimal tab will format numbers. For example, \$3.21 will be formatted so that the decimal point is in line with the tab mark. Right tab is where the text will end at the tab mark. I found all these tab marks useful. The only problem with the tab marks is that they almost all look alike, so you don't know what type of tab it is.

Unlike the older versions of GraphicWriter, you can format your text into columns. You can have 2, 3 or 4 columns across the page. I have only used the two column format, however, I found that if you set up tabs in the first column, you run into problems in the second column. There seemed to be a few unpredictable bugs in that part of the program. I also found that if you print the document using the default margin markers, the text is printed right up to the edge of the page. If you then adjust the markers to give you a margin, a gap appears between the columns. Another problem I have found is that you can not have two columns on one page and one column on the next. When you select the number of columns from the Layout menu, the whole document is formatted to two columns. You can only have all or nothing.

As I said before, you can create regions to store text or graphics. All graphics must be in a region. You can set the properties of the region which include turning the region into a canvas (graphics) mode, white or black background colour, fixed or bottomless size and framed or unframed. The bottomless mode is good for text. Once the region is created, you can easily change its size and move it around the document. You will find it harder to move it from page to page.

You can import bit image graphics from disk into the document. GraphicWriter will only accept a 32K Super Hires graphic dump picture. So pictures from Deluxe Paint II will not directly load into the program. Once the picture is loaded into memory, the top left hand corner of the picture is shown in the region. You can extend and shrink the region to size, however, if you want to only show a small portion, of the picture, from the middle of the graphic picture, you must move that section to the upper left corner so it will be displayed in the region. The only other way to display that section is to make the region larger. Other desktop publishing programs allow you to easily take part of a picture to use in your document. GraphicWriter has the advantage of letting you change the size of the graphic region at any time. This, however, uses 32K of RAM per picture.

The tools at the bottom of the screen can be used to draw graphics or to draw lines in your text. Only the top row of tools can be used in the text mode. Except for the Hand tool, the rest can only be used in graphic regions. You have six different pen sizes and 48 "colours". GraphicWriter uses the 640 by 200 Super Hires screen, this mode allows only 16 colours per line. The other colours are made of different coloured dots and don't impress me. Version 2.0 has four new graphic tools: they are - pen, eraser, magnifying glass and moving tool. These are the tools that can only be used in a graphics region.

You can also import text files into the program. I have found that the program has problems with large text files. It seems to get into an endless loop of accessing the drive and thinking. Both the graphics and text files can be exported from the program. Unlike Appleworks, it uses a Control-I to represent a tab. If you load a text file created by GraphicWriter into Appleworks, you will need to remove all the "#" from the text.

Many of the desktop publishing programs are designed to do page layout. You simply import text and graphics from your favourite programs. They also have some limited word processing and graphic capabilities to fix and layout your document. The

writers of GraphicWriter have tried to combine all these functions into one program. Hence, you miss out on a few features.

GraphicWriter needs at least 512K of memory, however, you would need at least a megabyte of RAM to do a four page document with only two pictures. I produced a newsletter for a local users group. With my 1 megabyte GS, I ran out of RAM on the sixth page. The other pages were stored in another file. Also trying to print out the six page document was a good test of patience. It took about three quarters of an hour (no, that is not a miss print) to print one page of that document. The program was so tight for memory, that it loaded all the fonts from the disk for every two printed lines. That was in High Quality mode, of course. Mind you, single page documents printed a lot quicker.

I also tried to print it out with a LaserWriter, however, I could not get the program to recognise the laser printer. GraphicWriter allows you to print your document by colour. In other words, if your document contains red and black, you can print all the sections in red on one sheet and all the areas of black on another. These separate pages can then be used by a printing firm to produce colour documents. This process is called separation. Unlike the earlier versions, I could not find a way to automatically number each page of the document.

What we have here is a program full of good ideas, however, it would need to be redesigned to make it easier to work with. If you are looking for a desktop publishing program for the GS, I would hold on a bit longer. In the future you will see more powerful desktop publishing programs for the GS.

[MIDI Software]

Sequencing and Note Editing Programs

If you're an Apple II aficionado who's musically inclined, take note. Multitrack perfection - the sort of thing that used to cost \$200,000 in a Los Angeles recording studio - is now within the grasp of middle-class technohermits everywhere. If you've got an Apple IIGS - plus a \$300 synthesizer and a few bills to invest in software - you can already create sonic masterpieces that make the tracks on your old Yes albums seem like child's play.

But here's the rub: Unless you're as gifted as W.A. Mozart or George Gershwin, it's difficult to create brilliant music in seclusion. In other words, the hacker who churns out acres of Pascal code till 4 a.m. is liable to create music that is - well - pretty kooky and incomprehensible. And that's perfectly OK if you're creating music strictly for your own amusement. But if you're aiming for a wider pop audience, seek the counsel of a fellow musician. That way you'll be less inclined to sequence a funk version of "Jimmy Cracked Corn."

In contrast to the hobbyist and educational music packages the programs we'll look at here are geared more to professional musicians and "serious" home composers - and to charlatans like myself who daydream about sharing the stage with Belinda Carlisle and Prince.

Many music-composition programs require that you have a MIDI instrument hooked up to your computer. As far as software is concerned, you have two main choices: sequencers and note editors. If you intend to compose and edit music with a MIDI-compatible keyboard, you'll want a sequencer. Sequencers "record" the music played on your keyboard and store it as MIDI-playable data files.

The numerical MIDI data makes sense to computers and MIDI specialists, but composers used to more traditional music notation may feel more comfortable with a note

editor. These programs are like musical word-processing programs that display conventional musical notes on the screen.

Some programs, such as Music Writer, integrate features of both program types for the maximum flexibility.

APPLE II SEQUENCERS

Master Tracks Pro

Master Tracks Pro from Passport Designs is arguably the most "pro" of the Apple II sequencers - and you need an enhanced Apple IIe to run it.

Master Tracks Pro's Song mode lets you build a sonic juggernaut up to 256 sequences using 1500 different steps. And the program's Quickstep step-time editor even lets you convert real-time sequences to and from step-time files for visual editing. For real-time noodling on your synthesizer, the program offers 16 channel unlimited track recording.

Perhaps its most cutting-edge feature is the MIDI Song Pointer for SMPTE sync applications. (SMPTE is the movie and television standard that enables composers to synchronize MIDI compositions to images on the screen.)

So if you have exactly two months to finish the film score for Police Academy VI, Master Tracks Pro is the Apple sequencer you'll probably want to rely on.

Music Writer

Music Writer from Pygraphics is the only sequencer I evaluated that comes in a version specifically modified for the IIGS. The IIGS version is a brand-new package and clearly one of the best. Although Music Writer's sequencer isn't the snazziest, no other program lets you do this much: quickly enter notation with a mouse, use a synthesizer for real-time and step-time recording, and print beautifully. Because it's so comprehensive, Music Writer for the IIGS is a memory hog, requiring 768K of RAM.

The manual's content and graphics stand head and shoulders above most of the competition. Music Writer's manual flows logically and gracefully: "Using the Mouse to Load a Grand Staff," "Entering Sequences via the Synthesizer," "Tune Editing," and "Printing Tips."

Not only does Music Writer allow you to print splendid sheet music, but the program is also available in several levels: Level 1 for music hobbyists (which prints 2 staves - staves is the highbrow plural of the word staff); Level 2 for serious home musicians and music teachers (offering 6 staves that can print in score format), and Level 3 for professional arrangers and composers who need full scores (featuring a mindblowing 32 staves). There is also a version of Music Writer for the IIe that comes in two flavours: Level 1 for sophisticated hobbyists (6 staves) and Level 2 for pro arrangers (32 staves).

Sonus Sequencers

Sonus makes a trio of sequencers that have some powerful features in common. Both Super Sequencer 128 and GlassTracks are reminiscent of a fine sequencer called Texture, which no longer exists in an Apple version. The third Sonus package, Personal Musician, is for MIDI novices.

All three of these programs present you with an opening sequence screen that offers four choices (you select them with the Apple keyboard) that lead to successive foursomes. For example, selecting Super Sequencer's Edit Sequence option presents you with Name Sequence, Set Begin, Set End, and Exit - each of which is an avenue to more decisions.

Sonus' Personal Musician is designed to whet your appetite for the other two products. It requires 64K to run and comes bundled with a Sonus MIDI interface and MIDI cables to help launch your compositional career. The manual contains a helpful MIDI glossary as well.

GlassTracks is an 8-sequence/8-track program that offers most of the sophisticated features of Super Sequencer: automatic transposition, auto-correction down to a 32nd note, step-time recording, and more. And both of Sonus' upper-end products have several studio-type features, including fast forward/reverse.

Super Sequencer 128 is Sonus' top-of-the-line Apple II product. It's a 16-sequence/8-track program that lets you arrange up to four songs in memory at one time. In addition to all the studio-whiz features of GlassTracks, Super Sequencer has a built-in MIDI system-exclusive librarian for saving system-exclusive data to a disk.

Both GlassTracks and SuperSequencer are superior sequencers.

Dr. T

Dr. T's Keyboard Controlled Sequencer (Version 2.0) is a product that succeeds in spite of its hard-to-fathom, overly mathematical manual. If you made a score of 790 on your Math SAT's, you might find this manual enlightening. Most musicians, though, will be completely baffled by it.

The program itself, however, is a well-designed sequencer. Like some of its top-drawer competitors, Dr. T lets you enter music in three handy fashions: real-time from the synthesizer, step-time from the Apple keyboard, and step-time from the synthesizer. Its editing features - especially in the step-time area - are as slick and convenient as those of anything else on the market. But by the time you decipher the Dr T manual, you'll probably be older than Dr. Seuss.

NOTE-EDITING PROGRAMS

Music Printer

MusicPrinter is the unambiguous title of the newest of the Apple II note-editing packages. Despite its simple name, it's a powerful program that can handle the output needs of everyone from sixth grade band instructors to world-class conductors.

MusicPrinter runs on the IIGS. It requires only 48K of RAM plus an Epson, Okidata, or ImageWriter printer (or compatible) that can handle dot-addressable graphics. Even though you are able to enter notation from the Apple keyboard, it's faster to use a mouse, joystick, or KoalaPad.

As you move through Music Printer's accessible, aesthetically pleasing manual, you'll discover why the program has been described as a deluxe "word processor for music." You must enter all notation item by item, rather than playing musical passages in real time on the synthesizer for the software to capture. Yet the note-by-note approach is a virtually foolproof way to enter notes, sharps, flats, rests, and lyrics. MusicPrinter's spacious staff display makes editing a breeze.

If you've got a fairly fast mouse clicking finger, it doesn't take long to enter a substantial number of measures with MusicPrinter. (A mouse is optional equipment for using this program). The program can even spew forth a full conductor's score, complete with woodwind line, flute line, or whatever needed - and it all lines up vertically, just like a hand-scrawled conductor's score.

MusicPrinter is a decidedly professional music-output package ideal for copyists and arrangers who are already accustomed to entering lots of notes and rests for a living - with a pen.

Polywriter

With Passport's Polywriter, anyone who plays music can now write music. Polywriter lets you cut loose on the synthesizer and then turns that performance data into music notation that appears on the monitor. You can then edit to your heart's content: transpose keys, add or delete notes, or perhaps type in a set of brand-new song lyrics. Once you're satisfied, you print out a hard copy of the opus.

It's obviously a faster way to input music than MusicPrinter's, but the hard copy is more jagged. (The IIGS version of Polywriter work only with dot-matrix printers;)

Polywriter Utilities is a separate package that links Passport sequencer programs (including Master Tracks Pro) with Polywriter. Since Master Tracks Pro is more a full-fledged sequencer than a writer, you can use MTP to create your really fancy compositions then (via Polywriter Utilities) ship the data over to Polywriter sheet-music output.

Given Apple's interest in fostering the music market, you expect that Apple will be evangelizing MIDI music software for the IIGs, watch for more GS-specific compositional software in a league with Music Writer.

[Article reprinted from the GS Users NewsDisk - July 1988]

[Apple // Technical Notes]

ProDOS Technical Note #6 Attaching External Commands to BASIC.SYSTEM

Written: 1/85
Modified by: Pete Mc Donald 12/85

BASIC.SYSTEM has a facility that allows a user to attach his own commands to the existing commands that BASIC.SYSTEM implements. Once you attach a command, your command will be treated as if it was one of the BASIC.SYSTEM commands (with its own commands having preference). Therefore the command will execute in immediate and deferred modes as does the CATALOG command. In immediate mode all you must do to execute the command is type it in. In deferred mode (eg. from within a program), to access the command you must preface the command with PRINT CHR\$(4).

Whenever BASIC.SYSTEM receives a command, it first checks its command list for a match. If the command is not recognized, BASIC.SYSTEM then sends the command out to the external command handlers (if any are connected). Finally, if no external command handler has recognized the command, BASIC.SYSTEM passes control to Applesoft which will return an error if the command is not recognized. If you find regular need for an additional command, you can write your own command handler and attach it to BASIC.SYSTEM through the EXTRNCMD jump vector. To do this, you must first save off the current EXTRNCMD vector (to JMP to if the command is not yours), and install the address of your routine in EXTRNCMD+1 and +2 (10-byte first). There are essentially three functions that your routine must perform:

- (1) It must check for the presence of your command(s) by inspecting the GETLN input buffer. If it is not your command, you must set the carry (SEC) and JMP to the initial EXTRNCMD vector you saved off to continue the search.
- (2) If it is your command, you must let BASIC.SYSTEM know. You must zero XCNUM (\$BE53) to indicate an external command and set XLEN (\$BE52) equal to the length of your command string minus one.

If there are no associated parameters (such as slot, drive, A\$, etc.) to parse, you must set all 16 parameter bit in PBITS (\$BE54 - \$BE55) to zero. And, if you're going to handle everything yourself before returning control to BASIC.SYSTEM you must point XTRNADDR (\$BE50 - \$BE51) at an RTS instruction...XRETURN (\$BE9E) is a good location. Now just "fall through" to your execution routines (3).

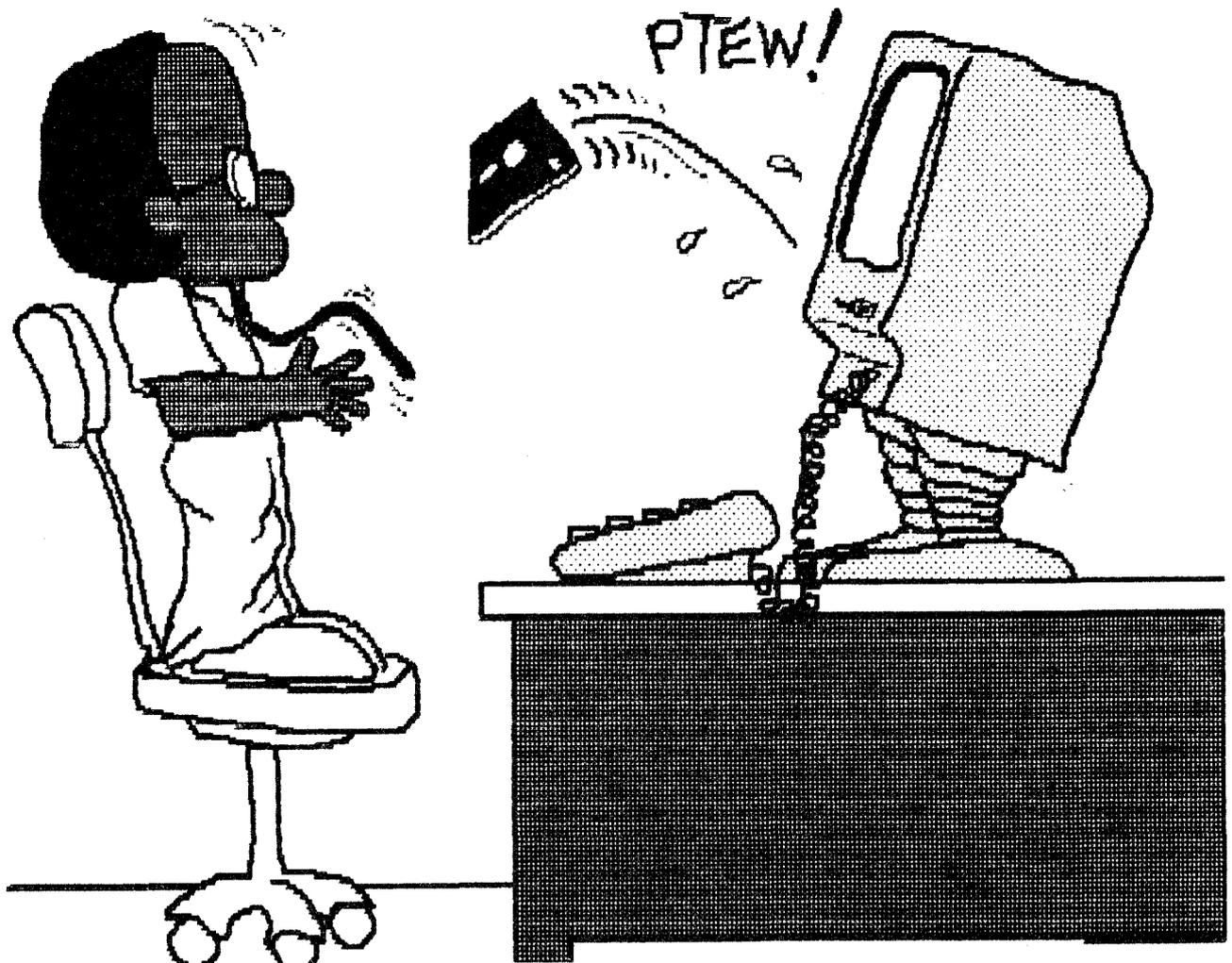
If there are parameters to parse, it is easiest to let BASIC.YSYSTEM parse them for you (unless you want to use some parameters that BASIC.SYSTEM doesn't use).

By setting up the bits in PBITS (\$BE54 - \$BE55), and setting XTRNADDR (\$BE50 - \$BE51) equal to the location where execution of your command begins, you can return control to BASIC.SYSTEM, with RTS, and let it parse and verify the parameters and return them to you in the global page.

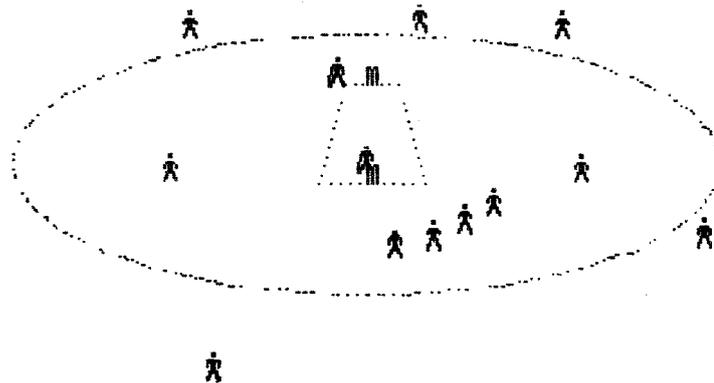
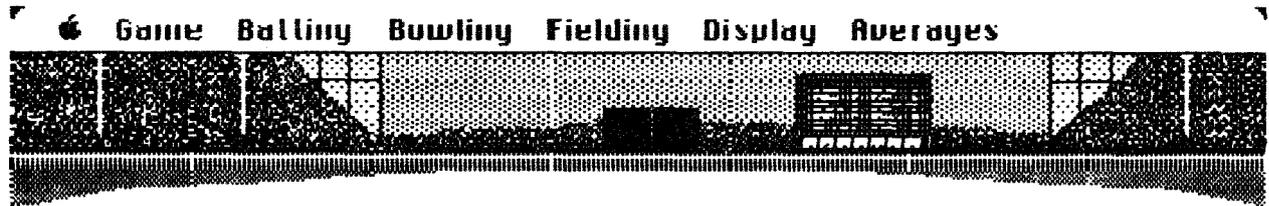
- (3) It must execute the desired instructions expected of the command and should RTS with the carry cleared.

NOTE: The facility to have BASIC.SYSTEM parse your external command parameters was initially intended for only its own use. It turns out that not all the parameters can be parsed separately. The low byte of "PBITS" (\$BE54) must have a non-zero value in it to have the BASIC.SYSTEM parse parameters. THIS MEANS THAT REGARDLESS OF WHAT PARAMETERS YOU NEED PARSED, YOU MUST ALSO ELECT TO OPTIONALLY PARSE SOME PARAMETER SPECIFIED BY THE LOW BYTE OF PBITS. (eg. Set PBITS to \$10, filename optional, and this parameter need not be known by the user.)

EDITOR: For more information, read the Basic System section of the ProDOS 8 Technical Reference Manual.



Mac Cricket



0.1 overs. England 0-0. K.Dev to W.Athey 0.

K.Dev

The club has been sent another demonstration disk for the Macintosh. This one is Mac Cricket. A cricket game with graphics and the chance to set your own team against the Test Teams. First impressions were good, this is not an "Arcade" game but a trial of skill of either you against the Mac, or for two players. In explaining the program I can do no better than to give you a part of the adequate on line help that comes with the game.

"This is a One-Day Cricket Game written by Alpha Software Services Ltd. There are two modes to the game. In one, you bat with the mouse against a bowling and fielding attack managed by the Mac (or an opposing "captain"). In the other, the Mac both bats and bowls in an attempt to simulate all the complexities of a one day cricket match using "pre-set" skills entered by you.

Teams are made up of named individuals whose skills are defined under four categories: Batting, Bowling, Fielding and General. Briefly, bowling skills influence the speed, accuracy, and difficulty of the balls bowled by a bowler. Batting skills reflect the command the batsman has over the various shots he attempts, his tendency to bat aggressively or defensively, and his ability to concentrate. Fielding skills are used to assess a player's ability to run, catch, and throw the ball. Just because players are defined in such detail, it does not make the outcome of each automatic match a foregone conclusion, nor does it unduly constrain the possible results you can get when batting with the mouse.

The program attempts to recognise, however, that on average, the better batsman will get a better result. By

taking into account the player skills of the bowler, the batsman, and the fielder(s), and by adding the right amount of randomness, the program attempts to produce a credible game result.

You can create a new team, or amend an existing team, at any time. A team from each cricket-playing country is supplied with the game.

In mouse mode, the batting score will depend on the skill and patience of the person "batting", and the relative skills of the two teams involved.

The game has full-field animation, continuous play, sound and crowd effects. Two people can play against each other using the program. You can vary the simulation "balance" between bowling and batting to suit your own skill, experience, and mood. You can also select bowlers, review the batting order, set the field, and place fielders (individually) at any time during a match.

All standard statistical and graphical displays are available."

When batting with the mouse you do not use a wrist action, or time your shots, this is done by the program. You manage your batsman's innings by choosing when to attack, how hard, and when to run. The outcome is decided by the program, and it is not a forgone conclusion. The harder you try the greater the risk of your being bowled or caught. Your control is in the type of stroke attempted by your batsman. No action on your part produces defensive play. The selection process is not entirely mechanical: anything can happen.

If left to itself the Mac will decide on all variable parameters, where fielders go, the bowling/batting order etc. However all these are variables that you can set to suit yourself. "Lets put Botham in to bat last and see what happens".

Fielding is not automatic and play changes as the "day" progresses. The attempt is always to make the play as realistic as possible. I cannot comment on how far the program goes in this, but I can say that the attempt is certainly there. The games I played were realistic, even if my patience ran out before the game did.

The team that you can design will include various skill factors for the player plus a "form" factor where each player has 3 chances in 11 of having up to 5 "points" added to his form setting. While it is theoretically possible for all players to get 5 extra points (thus almost guaranteeing a match winning team performance!) this is extremely unlikely.

The program has sound (crowd noises) and a variety of statistics (bowling averages, batting averages etc.

This game is not for the impatient! To play it one must be prepared to spend some time at the crease, and wait for results. It is obviously a game for the cricket enthusiast. The game however appears to be extremely well thought and programmed. A must for the Mac/Cricket man.

The full game disk costs \$35 from:
Gavin Tiplady,
Alpha Software Services,
114 Marco Avenue,
Panania, NSW 2213,

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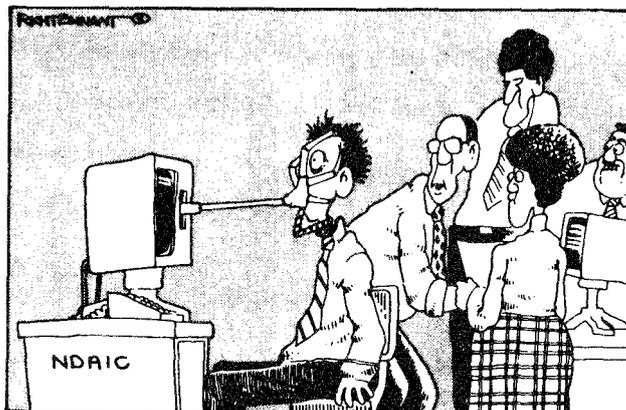
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