

October 1991 Edition

Volume 10/Number 10

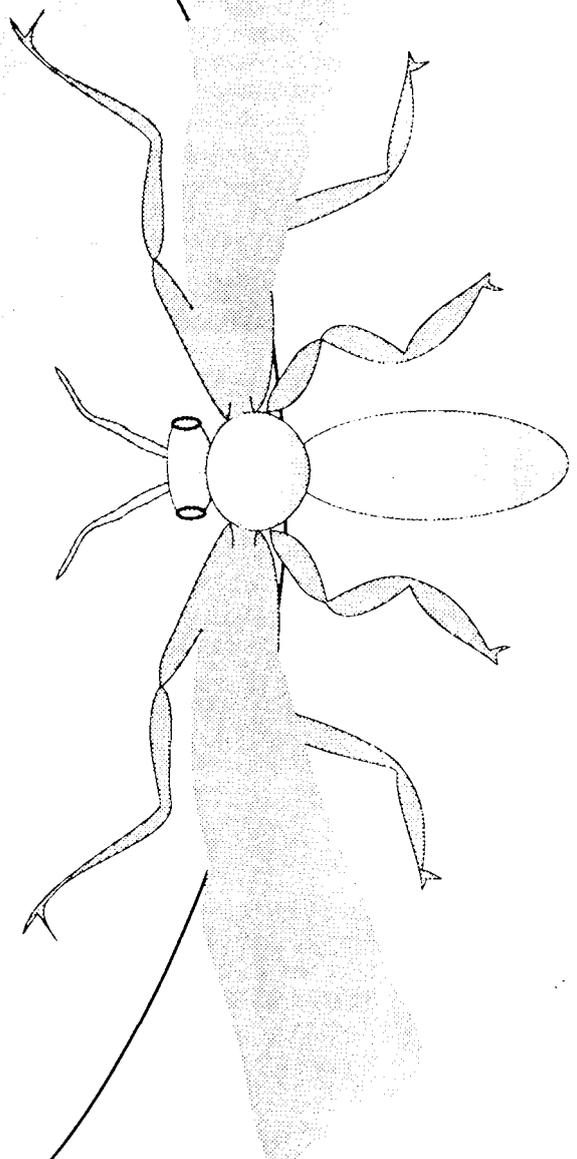
# Apple Bug

the newsletter of Apple-Q Inc.

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*Have you donated an article lately . . .*



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

**\$1.50**

THE BRISBANE APPLE USERS' GROUP

# Apple-Q Inc. Diary

## This Meeting

Sunday  
October 20th

General meeting: 11.00am - 4.30pm.  
Demonstration: 2.00am start.  
Committee meeting: 3.00pm start.

## Next Meeting

Sunday  
November 17th

General meeting: 11.00am - 4.30pm.  
Demonstration: 2.00am start.  
Committee meeting: 3.00pm start.

## Oct. 20th

### Demonstration

Apple-Q Inc's Annual General Meeting and 10th birthday party. Committe Elections and drink and food for all members.

## Nov. 17th

### Demonstration

A demonstration of graphics on the Apple. Note this will be the last meeting for 1991 the next is in January 1992.

## Notes . . .

### Things to come..

The Committee tries to set up demonstrations and other events like the auction to cover the many and varied tastes of our members. We are always on the lookout for anyone who might like to help in this area to either run a demo or suggest ideas for future demonstrations or events.

It really does not take great computer skills and knowledge to present a demonstration, just a basic knowledge of the topic being presented. It could be a demonstration of software, for example an art program or music program, or on hardware like a scanner or a video card.

If you would like to present a Demonstration or like to see one, let us know. Feedback from club members aids us in planning future meetings.

### Some Demonstrations / events Planned for 1991

Educational Software reviewed  
The Macintosh LC  
Music and the Apple  
Scanners and OCR for the Apple II  
Auctions.  
Annual General Meeting.  
Apple-Q Birthday Party.

## New Members

Information unavailable due  
to Audit

## Renewals

Information Unavaiable due  
to Audit

## Article of The Month Award

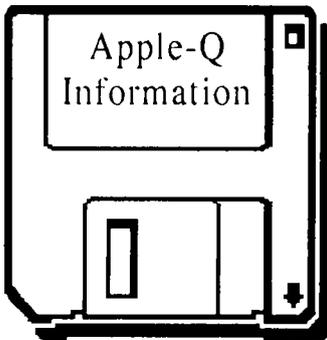
No "Member's Acticle" was nominated

## Trading Table

Apple-Q Inc. has for sale to members blank disks & other items that we buy in bulk in order to save you money & generate funds for the club.

5.25	DDDS blank disks	{Box 10}	\$8.00
3.5	DDDS blank disks	{Box 10}	\$14.00
3.5	DDHD blank disks	{Box 10}	\$22.00
	Disk Satchells	{Pkt 50}	\$7.00

Note: Prices are subject to change without notice, but are correct at the time of printing.



## Public Domain Software

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 minimum fee is \$3.00 per disk, with "Disks of the Month" costing a little extra than the older software in the clubs library.

On the inside back page you will find a software order form. This form can be used if you wish to order by mail or you can order & pick it up at the meeting. For mail orders, remember to add \$2.00 for postage & packaging.

## Meeting Format

- 11.00 am - 12.00 pm - Informal period**  
Trading table open, Hard copy Library Open  
Registration of members (new and renewals).  
PD Software Library sales. Raffle Tickets sold.  
Start of General Computer Time.
- 12.00 pm - 2.00 pm - Special Interest Groups**  
New Users (Beginners) SIG  
Apple //GS Computers SIG  
Macintosh Computers SIG  
Trading Table, Software Library continues . . .  
General Computer Time Continues . . .
- 2.00 pm - 3.00 pm - Demonstration**  
Invited speaker to give a demonstration.  
followed by a question and answer session  
relating to the demonstration.  
Draw raffles etc . . .
- 3.00 pm - Start Committee Meeting**  
SIGS, Trading Table, Libraries etc. close.  
General computer time continues.  
Committee meeting starts.  
Members are welcome to attend committee meetings.
- 5.00 pm - (approx.) Open Day ends.**  
End of the General and Committee meetings.

## Executive Committee

Ann White	President	(07) 371-4067
John Finch	Vice-President	(07) 260-5218
Bob Godbehere	Secretary	(07) 808-3892
Bob Godbehere	Treasurer	(07) 808-3892
Graham Black	Registrar	(07) 883-1525
Kelvin Saggars	Editor	Modem / Mail
Jeff Sellers	Software Librarian	(07) 359-1339
Ian Millar	Hardcopy Librarian	(07) 343-4261

## Assisting

Vince Crosdale	Immediate Past Pres	(07) 351-3090
Dale Rodgie	Misc/Disk of Month	(075) 91-2819
Graham Wobcke	Assisting Software Librarian	

## Bulletin Board

<b>Name:</b>	Apple-Q Inc. BBS
<b>Telephone:</b>	(07) 851-1711 [24 hrs - B.B.S.] (07) 351-3090 [7-9 pm - Voice]
<b>Baud Rates:</b>	300, 1200/75, 1200 & 2400 (CCITT & Bell)
<b>Data Specs:</b>	8 Data bits, 1 Stop bit, No Parity, Full Duplex
<b>Sysops:</b>	Vince Crosdale, Graham Black

## Meeting Venu

Hooper Education Centre  
Kuran Street, Wavell Heights.

Visitors Welcome.

## 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

## Articles for Apple-Bug

If you would like to contribute to Apple-Bug, please send in your article (on disk if possible) to Apple-Q or bring it along to the meeting. The deadline for Apple-Bug is the Open Day meeting. Disks will be returned.

## Production Information

The Apple-Bug was written with AppleWorks and AppleWorks GS. AppleWorks GS was used for the Page Layout. Apple-Bug is printed by the Hooper Education Centre. Thanks to Computer City for the use of the LaserWriter used to produce the original copy.

## 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.

## 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 .

## Help Line

### Apple II General

Bob Godbehere (07) 808-3892 7-9 pm & W/E

### Apple IIs

Vince Crosdale (07) 351-3090 7-9 pm

Dale Rodgie (075) 91-2819 7-9 pm

Graham Black (07) 883-1525 1-6 pm

### Apple Macintosh

John Finch (07) 260-5218 7-9 pm & W/E

### HyperStudio

Kelvin Saggors (07) 800-4660 Modem Anytime

### HyperCard //GS

Dale Rodgie (075) 91-2819 7-9 pm

### AppleWorks (Classic)

Ann White (07) 371-4067 7-9 pm & W/E

### AppleWorks GS

Dale Rodgie (075) 91-2819 7-9 pm

### Applesoft / Beginners

Graham Black (07) 883-1525 1-6 pm

Vince Crosdale (07) 351-3090 7-9 pm

### Communications

Vince Crosdale (07) 351-3090 7-9 pm

Kelvin Saggors (07) 800-4660 Modem only

### Disk of the Month

Jeff Sellers (07) 359-1339 7-9 pm

### Educational Programs

Ann White (07) 371-4067 7-9 pm & W/E

John Aspland (07) 368-2420 7-9 pm

Geoff Galt (07) 355-5161 School hours

### Machine Language (IIe, gs)

Dale Rodgie (075) 91-2819 7-9 pm

### Modems

Vince Crosdale (07) 351-3090 7-9 pm

Kelvin Saggors (07) 800-4660 Modem only

### Software Library

Jeff Sellers (07) 359-1339 7-9 pm & W/E

Dale Rodgie (075) 91-2819 7-9 pm

If you are free to aid other members and would like your name added to the list, let us know.

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

## Editorial

by Kelvin Saggors

Well a year has passed and once again we find ourselves facing Committee Elections, and the worst fate of all the Apple-Q Birthday Party. As I will be attempting to hand the reins over to new editorial blood, at this meeting, this could well be the last time you will have to suffer reading my comments in this column. I would therefore, like to take the opportunity to thank those few who made my life a little easier by submitting articles. Although most where themselves committee members e.g., Dale and John, there where one or two articles from other members, and for that I am grateful.

OK, down to business. Still on the subject of elections, as far as I am aware we still need people to nominate for the positions of, Vice President, Secretary, Editor, Apple //gs Software Librarian, and Apple Mac Software Librarian. So if you are interested be there on the 20th of October.

Enough about the committee elections for now, lets move into the pretty poor excuses department and see what is lurking there. I know I promised an article on the new Lotus 123 for the Apple Macintosh for this issue, but I ran out of both room, and time. I will however place the article in the beginnings of next months newsletter, so that the new editor will have a bit of a head start. If he or she does not care to use it they can always toss it out.

As you will read in Dales article, Apple have come to the conclusion that there are not enough Macintosh computers on the market as yet and so they are releasing more onto the market. Don't hold your breath waiting for any new Apple // models, they fall firmly under the heading of vapor ware, software upgrades for awhile yes, but new models never.

It would not surprise this little black duck one bit to find, that once Apple and Ibm forge closer ties, Apple will tend to be less of the innovator, and more an Ibm Systems software house, and workstation terminal supplier, inspite of all the reteric to the contrary. Apple is going to worry more about appeasing the big boys once they have a foot in the door than users like you and I. If you don't think so, then I have several slightly used bridges for sale, cheap at half the price . . . interested?

In spite of the fact that I have hidden it so well, I am in fact an Apple //GS man, thru and thru. I know you will find this hard to believe, but well this may well be my last chance to admit it. My main hope is that over the past year, you have found something of interest in Apple-Bug regardless of your computer type, and that one day you too can afford to own the greatest machine of them all, the Apple ][.

*Apple-Q Inc's 10th Birthday*

*Free*

*Apple Ice Cream Cake*

*And Apple Cider.*

# HyperStudio

## Part III

By Kelvin Sagers

This is the last article in the current series on HyperStudio. The next article you read on this topic, will I hope, be my review of HyperStudio version 3.0 which is said to be so much more powerful, and includes a lot of new 'goodies', but still so very easy to use.

This month the article is based on the creation of a simple HyperStudio stack that does not 'do' too much but does allow you to see how animated and auto-activated buttons work and how the various tools and functions are used to create a usable stack.

First up, aside from HyperStudio (or the HyperStudio Demo version available from the software library) you will need a blank data disk on which to save a few screens and your finished stack. Once you have created your data disk, double click on the HyperStudio Icon, and wait for the package to present you with the Home stack screen.

### Creating a New Stack . . .

To create a new stack simply move the mouse pointer to the menu bar and then select **New Stack** from the **File** menu. HyperStudio will then close the current stack (in this case the main HyperStudio Home stack), open a new stack for you, and then place you on the first card. Choose the **Preferences** option from the 'Apple' menu and make sure only the **Show Card number in menu bar**, and **Erase background on new card** options are the only ones that have been selected with an X in the box next to each of these two options, and that there is an empty box next to the other options to show that they have not been activated for this stack. You may find that you will have to deselect some of other options, when this is done click on the **OK** button to exit the **Preferences** menu.

### Adding Clip Art . . .

At present the background colour of card 1 is white, and we will leave it that way until we have imported a piece of clip art. The reason for this is that if you use the lasso to gather a piece of clip art (as we intend to do) then the colour you start the lasso on become the background colour and that is left behind once you transfer the clip art. The background colour of the card your intend to place the clip art onto replaces this colour once the clip art is transferred. Thus the object we wish to transfer might begin to look a little strange, once it is placed on the card if we are not careful.

For example, if we made the background colour black and transferred a piece of clip art from a picture with a white background, any pieces of the original clip art that are now white will be replaced with black once the art work is transferred. This is something that you must get use to when you use the **Lasso Tool** in any program not just with HyperStudio.

To add a piece of clip art to our stack, simply choose the **Add Clip Art** option from the **File** menu on the HyperStudio menu bar. The standard Apple File Selector will then appear on your screen, and via it you should **Open** the **Computer** picture file, from the HyperStudio Art disk (**HS.ART**, or your hard drive).

Once the file has been loaded the art work will appear on your screen with the standard menu bar replaced by one with four Icons, two icons to represent tools for selecting the piece of clip art, the standard **Selector Tool** (cross hairs) and the **Lasso Tool**, a **Stop Sign** (Quit this option), and the **OK** icon (for when you are ready to transfer the selected clip art to the card).

Select the **Lasso Tool** and move the pointer (which now looks like a small lasso) to just outside the picture of the Apple //GS computer that is about in the middle of the screen.

Making sure you are on the white background click and hold down the mouse button and move around the outline (roughly) to surround the picture of the Apple //GS with the keyboard, drives and mouse, until you cross the position that you started out from. Release the mouse button and the picture should now be highlighted. If something went wrong just click outside the selected (highlighted) image and try again.

Once you have the selection you want, click on the **OK** icon on the Menu Bar, your screen should now show the selected image of the Apple IIgs 'floating' on the background of card 1. At this point you can move the clip art around, delete it etc., but as we however went to a great deal of type to get this far we will keep our ill gotten gains and click the mouse button, once the pointer is outside the selected image, and drop it roughly in the center of our card.

### Adding a little colour to the picture . . .

Now we can select a background colour if we wish from the **Options Menu** on the main menu bar and change the colour of our card, but as we still want some control over what gets changed we will use the **Paint Tin Tool** from the **Tools Menu** instead. This tool like all the paint tools uses the current colour once it has been activated, so we must choose the current colour we want to use with the selected tool (e.g. the green-grey just under the white) from the **Colours Menu**.

Simply move the pointer (now a small version of the paint tin icon) to any point on the screen outside the clip art and click on the mouse (you will also have to repeat this for the area just inside the mouse cord), and the screen fills with the current colour. We now have a card with a picture of an Apple //gs on a green-grey 'background' . . . so what you may ask . . . when do we get to install buttons etc. . . all we have done so far we could have achieved with any art package. Read on McDuff and we will place our first button on the card.

### Adding buttons and sounds . . .

The first button that we will create, will do nothing more than play a sound once the card is viewed (in this case since it is the first card in the stack, once the stack has been

loaded). Buttons can be made to 'do' more than one function at a time, but to keep things simple we will stick to buttons that have only a few functions.

Like most things in HyperStudio, the creation of a button does not require anything more from the user than the ability to click on the mouse button. Simply select the **Add a Button** option from the **Options Menu** from the main menu bar. Once you have selected this option you will be presented with the **Button Style Menu**, click on the **invisible** button option, and type in the words 'Play Sound' for the name of the button. Note as this button is invisible the name will not appear on the screen, but I still 'name' invisible buttons so that anyone will know what the button does if it needs to be edited/deleted at a later date. Click on the **OK Box** (or hit the **Return** key) to continue.

Because we did not choose the **Advanced User** option in the **Preferences Menu**, a dialog box appears giving us 'short form' instructions on how to position and drop a button. Click on the **Continue Box** to remove the help dialog box from the screen and to continue installing the button.

With your mouse pointer on the inside of the highlighted box that represents the button, click and hold the mouse button down and you will find the box moves as you move your mouse. Once you get the hang of it, move the button down to the bottom left hand corner of the card and release the mouse button.

### Resizing your Button . . .

At this point you can either resize your button now or later (if you do it later you must first select the **Edit Tool** from the **Tools Menu** and then click on the button you wish to work on to select (highlight) it). Resizing is achieved by moving the mouse pointer to bottom right hand corner of the button, pressing and holding down the mouse button, and then moving your mouse to resize the button to what ever size you wish. I tend to make invisible buttons very small so that they are not accidentally clicked on. For the purpose of the demo we will make it around the size of the Apple Symbol on the menu bar and place it in the bottom left corner. Click outside the button box to continue.

Once you have positioned (and or resized) your button you are placed in the **Button Actions Menu**. This menu contains many options that define what your button will do, when it will do it., and what effects if any are linked to it etc., for the sake of clarity we will only look at those functions we use in each button we create.

### Adding Sound to a Button . . .

Click on the **Play Sound Box** and you given several options to choose from, via a dialog box. The choices consist of, taking a sound file from a **Disk File**, **Record Now** (via the microphone input), or **Cancel**. Since we wish to add an existing sound file to our button we will click on **Disk File** option which puts us in the standard Apple File Selector menu which allows us to 'Open' the **Elec.Harp** sound file from the **HS.Sounds** Disk. Once the sound file has been loaded we are taken to the **Adding a**

### Sound Item screen.

This screen consists of a graphical representation of a tape recorder complete with **Record** and **Play** buttons, and sound level meters. To listen to the sound simply click on **Play**, to change the volume just move the **sound level slider**, and when you are satisfied click on the **Done Box**, or if you wish to try another sound click on the **Cancel Box** and try again.

### Auto Activation . . .

Once again we need this sound for our demo so when you are ready just click on the **Done box** and you are placed once again back into the **Buttons Action Menu** at which point you can either click on the **Done Box** and thus complete the installation of a manually activated button, or you can add another action to the sound button we have created and create an automatic button. Since we wish to make this button auto activate we will not exit, just yet, by clicking on **Done**, but instead click on the **Auto Activation After Delay Box**, to activate the auto activate function, and then change the **Delay In Seconds Box** from 10 seconds to **1.0** second, by typing in the new number over the default value. Now we can click on the **Done Box**, and thus complete the installation of a simple invisible button that will 'play' a harp sound, one second after the card is viewed.

### Seeing is believing . . .

If you wish to 'check out' the button out simply 'press' the button (with the mouse pointer) and the sound will play (you will note the pointer has changed to the **Browse {Hand} Tool** so for this very purpose). To check the auto activate function just activate the **Auto Activated Buttons** option from the **Preferences Menu**, once you reenter the stack the harp sound will play after the one second delay. Turn the **Auto Activate Buttons** option off once again, after you are satisfied the **Play Sound Button** works as it should, and then save the stack we have created so far, as **Simple.Stack** (it would be a pity to lose what we have created so far because of some silly accident).

## Apple News in Brief

### by Kelvin Sagers

**SuperDrive Card** - Apple have released a new card for the Apple //e, //gs, which will allow Apple // users to run the Apple SuperDrive (1.44 meg) on their machine.

**Ethernet Card** - Want to use your Apple //e or Apple //gs on a Ethernet Network then Apple's new EtherNet Card will make your life easier. I wonder if this has anything to do with Apple building this function into future Macs . . . Naw just coincidence.

**GS/OS version 6.0** - Still in the testing stages as yet according to BBS, and other reports from the US, getting rave reviews, see Dales article on this, soon.

## Animation . . . .

Once you have saved your demo stack, we are almost ready to create our 'Animation Stack'. A stack that is used simply to create backgrounds and clip art is called an Art Stack, that is you are using HyperStudio only as a Art package to create 'cards' that contain graphics that you intend to use in other stacks. The cards can then be saved via the **Screen Save** option in the **File** menu, and if you wish you can even save the stack. In most cases however Art Stacks are only a means to an end and as such are not normally saved. The Animation Stack is just an Art Stack that is used to create sequential pictures for use by the **Activate Animation** option in the **Button Actions Menu**.

## A Little Background Work . . .

Before we can create our Animation Stack we must first take a sample of the background we will be running the animation on, so that when we start up our animation the area of the screen used by the animation will match the original exactly. For example if we had a background of the country side with a road and railway tracks draw in, we could use parts, or all of this background to animate a plane, truck, train, or any number of other objects on it.

The type of animation we are going to create is a very simple one but uses the same principles as you would use to create complex animations. This simple type of animation could be just as easily accomplished by creating more cards on the demo stack and then 'flick' through them via a series of auto activated or manual buttons, in fact you would probably be better off doing this for two screen animations like 'push in' buttons (HyperSilly Stack), and breaking menu bars (Apple-Q Stack) (both of which are available on demo disks in the club's software library). For multi screen animations however you are much better off using the built in animation options.

## Saving Screens . . .

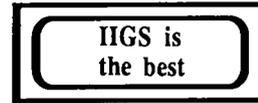
OK, let get this show back on the road. Whilst you still have the demonstration stack we have just created in your computer's memory, use the **Save Screen** option from the **File** menu to save an image of **Card 1**. Save this screen image (card) as **Screen.1**. Now that we have 'captured' an image of our stacks background we can use the **New Stack** option from the **File** menu to close our demonstration stack ( you will be prompted to save the stack, if you have not already done so ), and create a new stack as we did before, this stack will become our Animation Stack.

Again we start off with a white background on card 1, this time however we are going to place a ready made background onto our stack. Using the mouse pointer select **Load Background** from the **File Menu** and **Open** the file **Screen.1**, this will place an image of the background from our demonstration stack onto the background of **card 1**.

Note: The buttons are only graphic representations of the originals and as such do not 'work', you can transfer cards complete with functioning buttons etc., but not via this method.

## Text as a Graphic . . .

Follow the simple steps bellow to type the following text on the drawing of the Apple IIgs monitor's screen:



- [1] Select the **Text Style** option from **Option Menu**, and choose the Shaston 8 point plain Font.
- [2] Select either **Set Text Colour** and then black from the **Options Menu** or the colour black directly from the **Colours Menu** to set the current colour.
- [3] Select the **Text Tool** from the **Tools Menu** and move the mouse pointer { which now looks like an I } onto the top left hand side of the monitor on your screen and type in the words as shown above so that they sit in the center of the screen, or as close as possible.

## Creating New Cards . . .

You should now have a picture of an Apple //GS with the words 'IIGS is the best' on it's screen. We could now create 13 cards identical to this one, and we can do this in several ways. Using the **Copy Card** and **Paste Card** options from the **Edit Menu** we could quickly create as many new cards as we please complete with buttons if any are present.

The other method we might have used would have been to go into the **Apple Menu** and deactivate the **Erase Background on New Card** option. Once this option is deactivated every time you select **New Card** option from the **Edit Menu** you would create a card with the same background that uses up no more memory than before as HyperStudio 'shares' the original background with all the new cards you created.

## Creating the Animation Screens . . .

Either way we would now have a stack with 13 cards with the same image on each, and we could then delete a letter from each card so that the words would appear to type them selves on the screen if we wished to flip thru the cards quickly. But we are not going to do that at all, because all we need to do for this simple animation can be done on the one card we already have. Again we must take a 'snap shot' of the screen via the **Save Screen** option and call it **Words.14**.

As 'text' placed on the screen via the **Text Tool** is nothing more than a graphic image it must be operated on via the normal **Paint Tools**, not the **Text Tools**. The simplest way to 'erase' each letter in such 'text' is via the **Eraser Tool**, but as this text is so small we should therefore use the **Magnifying Tool** from the **Tools Menu**, to allow us to work in finer detail.

After we have selected this tool we can then move our mouse pointer { now a rectangle } over the letters we wish to

'erase', and then activate it simply by clicking the mouse button.

The card on the screen is now replaced by the magnified image of the area we have just selected, and using the mouse pointer we can now 'wipe out' the 't' in the word 'best', a pixel at a time { a normal sized image of the area you are working on is located in the left hand corner and allows you see what you are doing as the magnified image is altered }.

Once you have finished just click on the full sized image at the top left of the screen to exit from the magnified { Zoom, Fatbits } screen mode.

Now the letter has been removed, once again save the screen but this time with the file name of Words.13, repeat this operation until all the 'letters' and 'words' have been deleted. You should now have 14 screen files called Words.1 to Words.14, the last image will be a blank screen { Words.1 } save this screen also as Words.15, this blanks the screen again after the 'animation' is complete. At this point we no longer need the animation stack so we can load our original demo stack back in via the **Open Stack** command in the **File** menu.

### Placing the Animation onto the Card . . .

We are now finally ready to actually create the animation on our card, once again we will use an invisible button to activate the 'action', but this time it will be a 'manual button' that will be activated by the user of our stack. We will hide an invisible button over the image of the Apple //gs keyboard so that if anyone should click on that part of the screen the words "IIGS is the best" will appear on the image of Apple //gs monitor. OK so it's not an award winning idea, but it will do for the purpose of our simple demonstration.

Again we use the **Add a Button** option from the **objects Menu** to create an invisible button called 'animate words', following the same method we used to create the first button on our card. This time however we are going to position our button to sit over the graphic image of the keyboard and size it to suit. Once you have achieved this simply click outside your button to drop it, and enter the **Button Actions Menu**.

Next you must 'click' on the **Activate Animation** box to install your animation. You will then be placed in the standard file selector box in order to select your animation file sequence { the one we just created }, which in this case is the sequence that starts with the file **Words.1**. **Open Words.1**, and once you have done so, you will find that you have again been placed back on the card you started from, so that you can now position and resize your animation. In most cases the you will have to use the hand pointer to move the image around inside the animation window so that the screen outline is in view. You should then resize the window so that it covers the image of the face of the monitor and position it so it matches the original.

Once you are satisfied, you can then click outside the animation window and thus drop it to continue the installation, if all has gone well you should now see the words "creating animation" appear on your screen. If the animation has been installed successfully you will find your

self back in the **Button Actions Menu**. In most cases any failure is due simply to a lack of enough memory to complete the operation, as you will be informed, via a dialog box if such is the case.

### Repeating the [x] Rated Loop . . .

At this stage we could simply click on the **Done Box** but as we only wish to have the 'animation' occur once every activation { button press } we must first change the **Repeat Count** to **1** { leave the **Rate** at the default level or increase it, if you wish the 'printing' to appear on the screen at a slower rate }. Now we can click on the **Done Box** and our animation installation is now completed.

### Testing and Finishing the Stack . . .

To prove that all is well, just move the mouse pointer { which should have changed to a hand } over the image of the keyboard and click on it. The animated letters should now appear on the screen, and the screen should blank out again when finished {this is the reason that your start and end files contain the same graphic information}.

As I said when we started, the stack does not do much, and you might like to add a 'Quit' or 'Home' button to round off the stack before you finish it. I always hide the menu bar on all the cards in my stacks bar the last one with the **Open Apple M { Hide Menu }** command, before I save any of my stacks. I also always create a card that does nothing at the end of each stack { the one I don't hide the Menu Bar on }, so that I can just hit the **Open Apple 9** key sequence { **Goto Last Card** } to jump out of any auto activated cards in the stack, whenever I want to work on the stack. Normal users of my stacks never see this last card as it is never pointed to by a button {unless I hide a small one somewhere as a backdoor}. If you wish to, you can create a card like this simply by selecting the **New Card** option from the **Edit Menu** from the last card in your stack, in this case as we only have one card the new card will be **Card 2**.

We have all but completed our stack. To do so we simply select the **Preferences Menu** from the **Apple Menu**, then activate the **Auto Activated Buttons** option and then to exit the menu click on **OK**. To finish our stack, select **Hide Menu** from the **Options Menu** { or **Open Apple M** }, and then **Save Stack** from the **File Menu** { or **Open Apple S** }. That's all folks . . .

### ETH NED . . .

Well I hope this was of some help to someone, I had intended to create a much more complex stack but the logistics {and space} required to put the information on creating such a stack onto paper made compromise almost a certainty. I feel such things are better left to meetings or individual enquiries. So if you have any comments or questions feel free to ask, remember HyperStudio was designed for people to be able to 'play around' with, so experiment, this has always been and always will be the best way to learn, and HyperStudio makes the process so painlessly easy.

# Macintosh Mumblings

By John Finch.

Since I have been raving on about System 7 for two months now, it is about time I reported some of the bad things I have found. Of course the main problem with System 7 is its size, both on disk and in memory. As I type my system is taking up just a tad under 1.5 Mbytes of RAM whilst the system folder on my hard disk is pretty close to 3.5 Mbytes. Hey Ho for the old days of System one where you had the system folder, MacWrite, MacPaint and a few files all on one 3.5, 400 Kbyte floppy! Mind you, the functionality has gone up a bit as well.

As to the other problems with System 7, It does slow things down a bit. My first encounter with System 7 was a beta version and it was slow; however, now that I have the release version running it is much better and the slowing down is not so noticeable. The biggest wait is for the thing to boot in the first place. Other problems are that some of my favourite programs will not run. I have solved that by keeping a System 6 disk handy, but it is a down side.

But now to the bugs. You know what they say about a software upgrade? It is just a way of swapping old bugs for new! Anyway the two I have found are:

Copying folders from disk A to disk B. Very occasionally the folder will not copy with the error message "You cannot copy a folder to itself" - mind you this is copying to a blank disk! Re-naming the folder solves the problem.

The other "bug" I found when trying to copy Stuffit files that had been split. The error message was that "the file could not be copied due to a disk error." The disk was tested this way, that way and every-which-way and still came up squeaky clean every time, yet I could not copy the file. Booting with System 6 and no problems, files copied like a dream. I repeat that this was only with split Stuffit files, as

ordinary Stuffit files copy without a problem.

We all grumble at our Mac from time to time, and say, why can't such and such a program be more friendly? I do it constantly, or rather I did until recently. I now find myself at work learning how to tame a VAX mainframe computer. You know the difference in friendliness between the Mac and MSDOS? Well the VAX is the same distance again - in the other direction. I never thought I would see the day when I thought MSDOS friendly! Who ever heard of a disk drive called \$1\$DIA0: ? Miss the colon off at your peril. Yuch. Every night when I get home the first thing I do is to hug my Mac and have a quiet cry.

The Apple-Q Macintosh public domain library has grown again. I fight a constant battle against finding floppy space for the programs that are always threatening to bust my hard drive at its seams. It is a bit like a magic horn of Cornucopia, the more files I take off my hard drive, the more files seem to just materialise and refill the space!

However, the club now has another 25 or so disks of new stuff - and that includes topping up some of the old disks that were not quite full. I have not really had a chance to evaluate much of the software but some of it looks pretty good. Much of it is updates on old favourites, new versions and bug fixes.

There are lots and lots and lots of INITs - you know, those little programs that you put in your system folder to make your other programs bomb! One of these that has me fascinated is a pair of eyes. Just two little circles with blobs in that sit on the menu bar and watch the mouse pointer on your screen. The eyes follow it around the screen, but if you do not move the mouse around for a while then they go to sleep. No program can stop them from popping up and watching what is going on. Not very exciting - or useful - but fun (they do say that little things please little minds!).

I have created a new dLibrarian file of the library and it is available at the meetings, by post, or on Kelvin's BBS - The Phoenix (07) 800-4660 in the Mac Utility area - I may even put it on the club BBS IF I can log on long enough to download it { *Note: I have already placed it there - Ed* }.

---

## Positions Vacant

by Kelvin Sagers

The following is a short summary of each of the positions of the management committee that still vacant, as of the time of printing.

### Vice - President:

To act on behalf of any other officer in their absence and to organize demonstrations, workshops and up and coming interest groups to maintain a sense of direction within the group.

### Secretary:

To record minutes of meetings and attend to all incoming

and outgoing correspondence. To organize fund raising ventures to ensure a continued flow of funds.

### Editor:

Organize the production of the groups publication to enable distribution to members within the time limits set each month. Liaise with printers to ensure timely publication. Establish and maintain contact with outside sources to obtain suitable material.

### Software Librarian:

Macintosh and Apple II/GS - Maintain library of programs in a manner suitable for the safe keeping of the groups assets. Test programs and if suitable add to existing library. Write reviews where appropriate for the newsletter.

# Tips & Techniques for the //e, //c & //gs.

by **Graham Black**

Over the past few years, it has been good to see so many new faces making themselves known at the Open Day meetings. I receive phone calls on the average of about two a week, concerning AppleSoft BASIC. There are a lot of people out there who are buying their first computers, and know absolutely nothing about them. So once again I have put my fingers to the keyboard and worked out some interesting little routines that might help to explain the workings of a BASIC program to the novice user.

I have a //gs, and when I write programs, I use the 80 column mode exclusively, and I am including all the appropriate 80 column codes as well, and the explanation for these can be found in your 80 column card manual (//e, //c, //gs only). There are no standard 80 column codes for the Europlus.

When assigning variable names, try to let the variable mean something to you, so that when you see a variable in a program, it means something, without having to look it up, i.e. SL = slot, FL = flag, AN\$ = Answer [D\$=CHR\$(4) <control-D> used for DOS commands], PWS = Password, BL\$ = Bell, NA\$ = Name, AD\$ = Address, PHS = Phone, AC\$ = Area Code, UL\$ = Underline, SP\$ = Space, DO\$ = Dot, etc. These are some of the variables I use, and I can tell what they are at a glance. It makes for much easier reading of a program, when you can instantly identify a variable name.

Following is a list of some common BASIC subroutines that you can type in and try out for yourself if you wish. I hope you find them useful.

## Turn on a Slot . . .

Here are a couple of command lines you can use instead of the standard PR#... to turn your printer on and off, from within a program.

Turn on a slot (use in place of PR#1, where SLOT = 1)

```
100 Poke 54,0: Poke 55,192 + slot
```

Turn off a slot (use in place of PR#3. Never use PR#0 in 80 80 col. mode.)

```
200 Poke 54,240: Poke 55,253
```

## Centre a line of text . . .

There is always the occasion when you want to centre a line. You could always count the letters in the string and then TAB to the appropriate position, but why not let the computer do it for you.

```
10 HOME
20 LW = 80: REM Page width (characters per line)
30 D$ = CHR$(4): PRINT D$"PR#3": REM Switch
```

```
on 80 col card
100 B$ = "I am in the centre"
110 GOSUB 19090
999 END
19080 REM CENTRE Routine
19090 VTAB 12: Poke 1403,(LW-LEN(B$))/2:
Print B$
19100 RETURN
```

**Note:** If you do not have an 80 column card and are working in 40 column mode, then change line 20 to LW = 40, and delete line 30.

## A Pause Without Cursor . . .

A Pause routine can be a very important part of any program. Here is one that I use all the time. It can be added to the lines you have already entered.

```
30 D$ = CHR$(4): PRINT D$"PR#3": REM Switch
on 80 col card
40 CL$ = CHR$(26): SI$ = CHR$(15): SOS =
CHR$(14)
50 VTAB 10: B$ = "This is a test": GOSUB 19090
120 GOSUB 19010
999 END
19000 REM Any Key to Continue
19010 VTAB 23: POKE 1403,1:
PRINT SI$" Any Key to Continue - <ESC> to
Quit ";SOS$: VTAB 20: Print
19020 PE = PEEK(49152): ON PE < 127 GOTO 19020:
POKE 49168,0: PE = PE - 128
19040 VTAB 23: PRINT CL$: VTAB 23
19050 RETURN
```

## Wait for input. . .

A WAIT routine, waits for input without a cursor showing on the screen. I have always disliked seeing the cursor, waiting for input, so I always use this little routine:

```
40 SI$ = CHR$(15): SOS = CHR$(14):REM
NORMAL & INVERSE
50 VTAB 10: PRINT "This is a WAIT test"
200 GOSUB 18010
999 END
18000 REM WAIT
18010 VTAB 23: POKE1403,10:
PRINT SI$"Any Key to Continue"; SOS$:
18020 WAIT -16384,128: POKE -16368,0
18030 VTAB 23: POKE1403,10:
PRINT LEFT$(SP$,20); : REM 20 blank spaces
18040 RETURN
```

## Onerr Goto . . .

An ERROR Routine is also very important to have in your program, and this one will tell you where the error occurs.

```
15 ONERR GOTO 19120
```

```

19110 REM ERROR Routine
19120 ERR = PEEK(222):X = PEEK(218) +
      PEEK(219) * 256
19130 POKE 216,0
19140 PRINT:VTAB 23:
      PRINT "Error "ERR" Encountered in line "; X:
      VTAB 1
19150 STOP

```

To see the full effect of the error routine, enter the next line and run the program. The program will crash, and the error routine will take over.

```
25 QWERTY
```

Now delete line 25. To do this, just type 25 and press the RETURN key.

### or the BUG Hunter . . .

Here is something for the BUG-HUNTER to ponder over. Enter this little beauty exactly as shown. To get it up and running, DO NOT type RUN. Type GOSUB5 from the keyboard and enter ERR at the input prompt:

```

5 INPUT AS: RETURN
100 TEXT: HOME: VTAB 10:
    PRINT "APPLESOFT ERROR"

```

Now delete line 100 by typing 100 and press RETURN and try again. *Maybe Graham would like to explain how this happens in the next issue, to aid those who might have a little difficulty in tracing what causes this to occur - Ed.*

### Concatenation . . .

String manipulation is a very important part of basic programming. This is one method used in a data base program for storing information to disk.

Let us say, that for our files, we require NAME & PHONE NUMBER. In our program, we INPUT this data in three separate operations. First we require the name, so we call our variable NA\$. Next we require the area code, and we will call this AC\$. Last but not least, we require the phone number itself, and this we call PH\$.

We now must decide how many letters we will allow for each string. Let us assume that no name will exceed 25 characters in length, and that the phone number will contain no more than 14 characters, including area code and separators. When the data has been entered, we must check to make sure that it does not exceed the limit, and that it is exactly the right length, so that we will always know exactly where to find the data from within the string. I always insert a space between each string as I assemble the main string. By doing this, looking at the string, I can see exactly where each component part is located. This method also sets things up so that the string can be printed 'as-is'. The string ST\$ will now have a length of 40 characters. Our strings will look something like this:

```

NA$ = "....."
AC$ = "(...)"
PH$ = "...-...."
ST$ = "..... (...) ...-...."

```

```

10 HOME
20 BL$ = CHR$(7): REM Bell
30 FOR I = 1 TO 79: SP$ = SP$ + " ": next I
90 REM Enter Name as NA$
100 VTAB 1: INPUT " Name: ";NA$
110 REM - If the length of NA$ is greater than 25
120 REM - then GOTO 100 and enter it again.
130 IF LEN (NA$) > 25 THEN 100
140 REM - If the LENGTH of NA$ is less than 25 then
150 REM - add a space to NA$.
160 IF LEN (NA$) < 25 THEN NA$ = NA$ + " ":
    GOTO 160
170 VTAB 3: INPUT " Area Code: ";AC$
180 REM - If the length of AC$ is greater than 3
190 REM - then GOTO 170 and enter it again.
200 IF LEN (AC$) > 3 THEN 170
210 REM - If the LENGTH of AC$ is less than 3
220 REM - then add a space to AC$.
230 IF LEN (AC$) < 3 THEN AC$ = " " + AC$:
    GOTO 230
240 REM - AC$ is now the correct LENGTH so now
250 REM - add the brackets "(...)"
260 AC$ = "(" + AC$ + ")"
270 VTAB 5: INPUT "Phone Number: ";PH$
280 REM - If the LENGTH of PH$ is greater than 7
290 REM - then GOTO 270 and enter it again.
300 IF LEN (PH$) > 7 THEN 270
310 REM - If the LENGTH of PH$ is less than 7
320 REM - then add a space to PH$.
330 IF LEN (PH$) < 7 THEN PH$ = " " + PH$
340 REM - Insert "-" in PH$.
350 PH$ = LEFT$(PH$,3) + "-" + RIGHT$(PH$,4)
360 REM - Display all 3 strings so they can be
    checked
370 HOME
380 VTAB 8: HTAB 1: PRINT NA$
390 VTAB 10:HTAB 15: PRINT AC$;" ";PH$
400 REM - Confirm that all the entries are correct
410 REM - before the final assembly of the string.
420 GOSUB 18010: REM Confirm (Y/N)
430 REM - If the data is not correct then go back
440 REM - and start again.
450 IF AN$ = "N" OR AN$ = "n" THEN 10
460 REM - It is now time to assemble the 3 strings
470 REM - with a space between each one and call
    them ST$.
480 ST$ = NA$ + " " + AC$ + " " + PH$
490 REM - Display ST$.
500 VTAB 12: HTAB 1: PRINT ST$
510 END

```

```
18100 REM Confirm (Y/N)
```

```

18110 VTAB 23: HTAB 13:
      PRINT BL$;"Confirm (y/n) ";; GET AN$
18115 REM - Allow both upper and lower case input
18120 IF AN$ <> "Y" AND AN$ <> "N" AND AN$
      <> "y" AND AN$ <> "n" THEN 18110
18130 VTAB 23: HTAB 13: PRINT LEFT$(SP$,14);:
      REM 14 spaces
18140 REM - The semicolon is necessary to stop the
      screen
18150 REM - from scrolling up one line.
18170 RETURN

```

### String Manipulation . . .

String manipulation is a very useful tool to have at your fingertips. If you can master string manipulation, then you are well on the way towards mastering the AppleSoft BASIC language. Using the scale below, you can count the number of characters in the string, and their relative positions within the string.

<pre> 000000000111111111222 1234567890123456789012 A\$ = " COMPUTER.OF.THE.FUTURE" </pre>
<pre> 000000000 456789012 Z\$ = MID\$(A\$, 4, 9) = "PUTER.OF." </pre>

The 'C' is in position 01, 'M' is in position 03, 'F' is in position 11, and 17, and 'H' is in position 14, etc. To get the first five characters of A\$ and assign them to L\$, your formula will be:

```
L$ = LEFT$(A$,5)
```

To pull out the word 'of.' and assign it to the string M\$, you count from the left side of the string to the first letter required, which in this case is the 9th position. Next you must count the number of characters you require. In this case 4 characters are required. Your formula will be:

```
M$ = MID$(A$,9,4)
```

You must separate the components of the formula with a comma, or you will be presented with SYNTAX ERROR when you try to run the program.

Enter the following code and try it for yourself:

```

10 REM - String Manipulation
20 REM
30 REM - With the use of
40 REM - LEFT$(
50 REM - MID$(
60 REM - RIGHT$(
100 HOME
110 A$ = "Computer.of.the.future"
120 REM - Take the first eight letters from the left

```

```

130 REM - hand side of A$ and assign them to L$
140 L$ = LEFT$(A$,8)
150 REM - Take the middle 8 letters from the 9th
160 REM - position and assign them to M$
170 M$ = MID$(A$,9,8)
180 REM Take the first six letters from the right hand
190 REM - side of A$ and assign them to R$
200 R$ = RIGHT$(A$,6)
210 REM - Print the string as A$ followed by the new
220 REM - strings L$ M$ R$
230 PRINT A$
240 PRINT L$
250 PRINT M$
260 PRINT R$
270 REM - Now print a blank line
280 PRINT
290 REM - Now take the strings and print them in the
300 REM - reverse order
310 PRINT R$
320 PRINT M$
330 PRINT L$
340 PRINT A$
350 REM - Now re-assemble the string in reverse
360 REM - order and call this new string B$
370 B$ = R$ + M$ + L$
380 REM - Now print the new string preceded by
390 REM - a blank line
400 PRINT
410 PRINT B$

```

That's all there is to it..... simple isn't it? That is all for now, and as I said before I hope this is of some help to those of you who are just starting to find your way into AppleSoft Basic programming.

*Please forward any questions on this article to the author either via the Help line number listed at the front of this issue, a letter, or talk to him direct at the Open Day meetings - Ed*

### The International Lode Runner Fan Club - Tokyo, Japan

Has offered to swap optional Lode runner screens on a 1 to 1 basis with members of Apple-Q.

They have 1500 different Apple [Lode Runner Screens some of which include screens for Regular L.R. {150}, Champ L.R. {50}, Big Red AC L.R. {150}, French L.R. {150}, and Fujionkyo L.R. {101}.

For further details contact Ian Millar at the next meeting as I shall be passing the information onto the clubs HardCopy network, so that all members have access to it.

- Kelvin

# Disk of the Month

by Dale Rodgie

We are celebrating Apple-Q's Tenth Birthday with the biggest release of new disks - 10 in all. See Jeff or myself at the Software Library table at the next meeting or order by mail. Order form appears on the inside back cover of this issue. The prices are as follows:

Type	No Disk	With Disk
5.25 inch	\$4.00	\$5.00
3.5 inch	\$5.00	\$8.00

## GS/OS Utility Disk #11

**Disk Witch v2.2.3** - This program is a CDA which is installed during the startup of your computer. It allows for the following file utilities to be performed from just about anywhere (while using GS/OS or ProDOS 8): Volume Display, Directory Display, Attributes - Change Attributes of files/directories, Deleting of files/directories, Renaming of files/directories/volumes, Formatting/Erasing Disks, Copying files, Making subdirectories, Reading text/AppleWorks files & Changing Prefix's. This is the latest version.

**Lithium Grease v1.0** - An amazingly simple NDA that saves and loads the contents of the IIGs Battery RAM to a disk file. It loads and saves Apple's Battery RAM filetype (type \$5A, aux type 2). Includes source code.

**RunQ v1.31** - RunQ is a program-launching utility that allows you to instantly switch from one application to another, without reentering the Finder. Because it remembers the location of the installed applications, it can be used to easily access your programs without going through the hierarchy of your disk structure. This program is very similar to the commercially available program OnCue™ for the Apple Macintosh, which in fact gave me many of the ideas of how to design my program. This is also the latest version. Like OnCue, it now displays an icon in the right hand side of the menu bar. This version also allows you to launch Basic and Binary files.

**SAP v0.5b** - SAP is an animation program. If you have ever used Take-1© Baudville, or Art & Film Director© Epyx, then you are already familiar with this program. To put it simply, SAP lets you create movies and put together animations on your GS. This program was somewhat modeled after Take-1, so if you have used this program you shouldn't have much problem adapting to SAP. Requires a GS with at least 1.25 megs of memory, paint program capable of saving \$C0 pictures & a text editor.

**SuperDataPath™ v2.00** - SuperDataPath does *three* things for you...

1. Transparently sets the default (original) data directory for any and all Apple IIGs desktop application (\$16 files) that

you wish. The default data directory is the one that is shown first when you select 'Open' from the Application's 'File' menu. This feature is called FastPath.

2. Adds a folder icon to Open file dialog boxes that, when clicked, displays a pop-up menu of all you FastPaths so you can quickly switch to them. This feature is called SuperPath. This Power Tool is an optional feature of SuperDataPath. Over 2,000 paths can be set up in this manner, allowing you to quickly access various folders on your system. This is an invaluable tool, particularly for hard disk users.

3. Fixes a minor bug in the current version (System Disk 5.0.4) of Apple's Standard File Toolset. This version replaces DataPath.

**SuperView v2.0** - SuperView displays 3200 colour graphics on your GS screen - yes 3200 colours on the screen at the one time. SuperView also allows you to convert 3200 colour pictures to Apple's standard file formats. This version also fixes a major bug with version 1.2. Pictures converted with version 1.2 can be fix with this version. A 3200 colour picture is included.

**The Snail v2.00** - The Snail is a SCSI tape backup program for GS/OS. It will backup any disk onto any SCSI tape drive recognised by Apple's Apple II High Speed SCSI card. The input disk must be recognised by GS/OS, and have a fixed block size of 512 bytes. Whether or not the device is formatted for ProDOS doesn't matter, as long as it can be accessed at the block level. Requires an Apple IIGs with GS/OS, an Apple II High Speed SCSI card, and a SCSI tape drive which the card will recognise.

**ZZ Copy v2.10** - ZZ Copy is a fast disk copy program like Photonix. Like the Shareware version of Photonix, you must boot the disk to run it. Here are some of the new features: Optimize mode (beach combing), New verify routine, New optimized reading routine, Files infos, Graphic bitmap, Exchange drives, Brick Out game, Transparent anti-virus mode (detects viruses - Load Runner - 2001 Odyssey & Starfighter II) & Screen Saver (the delay is set to 1 minute). **ZZ Copy may be used to copy Macintosh Disks (400 or 800k) in the same way as the IIGs disks (the fastcopy options are available too).** It also works on ROM 03 machines and ZZ Copy doesn't write any more information in your Battery RAM.

## Bouncing Bluster

Here is the Shareware version of Arkanoid. And like Arkanoid II it come complete with a Construction Set to design your own screens. Many screens are included on this two disk set. Because Bouncing Bluster does not work under System 5.x, it comes on a bootable disk (with System 4.0). Please read the file "Read This" before running the program. The Construction Set comes with full documentation. The two disk set sells for \$8.00 on your disks or \$14.00 including disks.

## Ace Sounds

A while back we released five disks of digitized sounds to play on your Apple IIgs. Since then, we have received megabytes of digitized sounds. To save space, the sound files on this disks have been compressed using Apple's ACE toolset. Now the original five have been expanded to seven disks with over 10 megabytes of uncompressed sound files.

You can decompress these sounds using AudioZap (GS/OS Utility Disk #10) or Acer (GS/OS Utility Disk #6). Some of these sound files require 1.25 meg RAM to decompress and play. The only exception is the sound "Jetsons.Ace" on the Ace Sounds Disk #5 - you will require at least 1.5 meg of RAM. If memory is a problem, I recommend that you use AudioZap to decompress the files.

### Ace Sounds Disk #1

**Assorted Sounds:** Alert.Ace, Applause.1.Ace, Applause.2.Ace, Baby.cough.Ace, Baby.Crying.Ace, Baby.Laugh.Ace, Bell.Ace, Big.Ben.Ace, Bike.Horn.Ace, Boing.Ace, Boings.etc.Ace, Boom.ooo.Ace, BreakGlass1.Ace, BreakGlass2.Ace, BreakGlass3.Ace, BreakGass4.Ace, Brook.Rpt.Ace, Bugle.Ace, Cackle.Ace, CarIgnition.Ace, CashRegistr.Ace, Cavalry1.Ace, Cavalry2.Ace, Choir.Ace, Click.Ace, Cosmic.Ace, Cry.Ace, Da.da.da.Ace, DishCrash.Ace, Door.Bell.Ace, DoorKnob.Ace, Dopes.Ace, EjectBleugh.Ace, Explode.Ace, Explosion.Ace, FactoryWhis.Ace, Finger.Snap.Ace, FTAPresents.Ace, Future.Ace, Game.Over.Ace, GrandadCloc.Ace, Grossness.Ace, GuyRiceVoic.Ace, Helicopter.Ace, Howl.Ace, Jack.Hammer.Ace, Jet1.Ace, Jet2.Ace & Joke.Ace.

### Ace Sounds Disk #2

**Assorted Sounds:** IBM.Selectr.Ace, Intro.Ace, Klank.Ace, Knock.Ace, Laser.Ace, Laugh.Ace, Laughter.Ace, Mamee2.Ace, NewAlert.Ace, Ouch.Ace, PassprtSpan.Ace, PassThatOvr.Ace, Plucked.Hit.Ace, Refs.Whistl.Ace, Sawing.Ace, Scratch.Ace, Scream.Ace, SenioritaSp.Ace, Ships.Horn.Ace, Short.Drill.Ace, Short.Phase.Ace, ShortTruckH.Ace, Shotgun.Ace, Slam.Ace, SmallEngine.Ace, Snake.Ace, Space.Gun.Ace, Splash.Ace, Squish.Ace, Stair.Bonk.Ace, Static.Ace, Swamp.Ace, Swords.Ace, Ticking.Ace, Timer.Ace, Tink.Ace, Truck.Horn.Ace, Twinkly.Ace, Ugh.Ace, Vanish.Ace, Voices.Ace, Warning.Ace, Waterfall.Ace, Whistle.Ace, Whoops.Ace, Wipeout.1.Ace, Wipeout.2.Ace & Woosh.Ace. **History:** LibyaDFight.Ace, Not.a.Crook.Ace, One.Giant.L.Ace, SpaceShuttl.Ace & STS.29.Ace.

### Ace Sounds Disk #3

**Animals:** Barkingdogs.Ace, BirdCall.Ace, Birds.Ace, Cookoo.Ace, Duck.Ace, Elephant.Ace, Lion.Ace, Monkey1.Ace, Monkey2.Ace, Parrot.Ace, Puppy.Ace,

Small.dog.Ace & Whale.Ace. **Music:** Beethoven.5.Ace, DramaMusic1.Ace, DramaMusic2.Ace, Funky.Bells.Ace, GuitarMusic.Ace, Hallelujah.Ace, Orchestra1.Ace, Orchestra2.Ace, RoadNoWhere.Ace, TinkleMusic.Ace & Tune.Ace. **Instruments:** Violin.Ace, Banjo.Ace, Bass.Ace, Bass.Guitar.Ace, Cowbell.Ace, CrashCymbal.Ace, Cymbal.Ace, ElectriHarp.Ace, Flute.Ace, Harmonica.Ace, Harp.Up.Ace, High.Horn.Ace, JawHarp.Ace, Korg.Ace, Marimba.Ace, Scale.High.Ace & Sitar.Ace. **Film and TV:** Batman.Ace, CartoonVoic.Ace & Rude.Ace.

### Ace Sounds Disk #4

**Film and TV:** Addams.Ace, Beverlyhill.Ace, Coke.is.It.Ace, Come.on.Ace, DasdafacJac.Ace, Dont.Deact.Ace, Dont.Worry.Ace, Dorothy.Ace, DuzNotCompu.Ace, Flintstones.Ace, FranklyMyde.Ace, Freeze.Ace, Get.Ready.Ace, GM.Vietnam.Ace, Happened.Ace, Happy.Birth.Ace, HelloComput.Ace, I.am.Sorry.Ace, I.like.It.Ace, Jungle.Geor.Ace, Kiss.Me.Ace, LooneyTune1.Ace, LooneyTune2.Ace, Make.My.Day.Ace, Malfunction.Ace, Marvin.Ace, MaxHeadroom.Ace, MGM.Lion.Ace & MissionImp.Ace.

### Ace Sounds Disk #5

**Film and TV:** Jetsons.Ace, My.Fault.Ace, Ni.Ace, NiceSoftwar.Ace, Panther.Ace, Pile.Ace, Play.a.Game.Ace, Rocky.Ace, Secret.Word.Ace, Something.Ace, Superman.Ace, Thats.all.Ace, Thats.Nice.Ace, TwilightZn1.Ace, TwilightZn2.Ace, UnderArrest.Ace, Warning.Ace, WhataYaWant.Ace, Where.Money.Ace & You.Idiot.Ace.

### Ace Sounds Disk #6

**Bill & Ted's Excellent Adventure:** BeExcellent.Ace, Dust.Wind.Ace, Iron.Maiden.Ace & Sixty.Nine.Ace. **Peewee:** Peewee.Know.Ace, Peewee.Make.Ace, Peewee.Ment.Ace & Peewee.Spea.Ace. **2001 A Space Odyssey:** Functioning.Ace, Hal.Message.Ace, Hal.Moment..Ace, Hal.Nothing.Ace, Hal.Sorry.Ace, Hal.Stop.Ace, Human.Error.Ace, No.Purpose.Ace, Operational.Ace, PodBayDoors.Ace & Sorry.Dave.Ace. **Star Wars:** Been.Waitin.Ace, Close.Down..Ace, Strike.Me.Ace, The.Master.Ace & Where.Do.Ace. **Terminator:** Ill.Be.Back.Ace & YourMoveCre.Ace. **Stooges:** Curly.Ace, Curly.Victm.Ace, Nanana.Ooof.Ace, Nyuk.5.Ace, Oooooo.Ace, Stooges.Ace & TryToThink.Ace.

### Ace Sounds Disk #7

**Star Trek TNG:** Beam.Down.Ace, Beam.Up.Ace, Cargo.Door.Ace, Communicatr.Ace, Computer.Ace, Door.Chime.Ace, Door.Open.Ace, Hail.Signal.Ace,

Hand.Phaser.Ace, Leave.Warp.Ace, Photon.Torp.Ace,  
 Red.Alert.Ace, Ship.Phaser.Ace, Tricorder.Ace &  
 Warp.Out.Ace. Star Trek: AllPtsRelay.Ace,  
 Beam.Down.Ace, Bling1.Ace, Bling2.Ace,  
 Bridge.Kirk.Ace, Communicatr.Ace, Explosion.Ace,  
 Grandmother.Ace, Im.Kirk.Ace, Impulse.Ace,  
 Kirk.Here.Ace, Kirk.Intro.Ace, Phasor.Ace,  
 PhotonExp1.Ace, PhotonExp2.Ace, PhotonTorpe.Ace,  
 RedAlert.Ace, ShortTheme.Ace, Static.Ace,  
 ThemeSong.Ace, Exec.Ace, Trek.Door.Ace,  
 Trek.Theme.Ace & VulcanMind.Ace.

*Yes, the Software Library will be open for those wishing to obtain disks from last month (the auction made it impossible last month), and this months Disks of the Month (and of course any others we have released - Ed*

## APPLE II TIPS AND TRICKS

### By Simon Skill

Thanks for the great response, on the first day I got two phone calls, both of them about the Apple-IBM romance joke I put in the article. I personally dislike IBM as I hear IBM everywhere nowadays and very little about my Apple ][ computer.

One of the callers wanted to know how I connected the ][e to the IBM (*This is very simple to do if you wish to transfer files between machines - Ed*), I won't mention any names. Another caller was Ms Ann White saying go right ahead with the hints, so here they are. *The following hints apply to DOS 3.3 NOT ProDOS - Ed.*

### How to control your disk drive (or Things That Make Your Disk Drive Go Hmmm ).

It is easy to control your drives with a simple peek command.

Typing PRINT PEEK(49379) turns the write protected lights on if they are fitted on the drive(s).

Typing PRINT PEEK(49385) turns the drive 1 motor on.

Typing PRINT PEEK(49387) turns the drive 2 motor on.

You could write a short program with the above codes that goes something like turn on lights D1, lights D2, lights D1 etc.

### Taking over control of the Reset key . . .

Amazing! Fantastic! Cowabunga! There is a way to take over the Reset key. All you have to do is know how to type in a few numbers, commas and the word POKE. The magic formula is as follows:

## For Sale

**64k Apple //+  
with B&W monitor.  
\$150.00 ONO**

**Apple][ MotherBoards  
in working order  
\$30.00 ONO**

Contact K. Sagers  
C/- Phoenix BBS 800-4660  
or Apple-Q { see back page }.

To make Reset reboot:

POKE 1010,0: POKE 1011,0: POKE 1012,0

To make Reset RUN:

POKE 1010,102: POKE 1011,213: POKE 1012,102

In fact, almost any combination of numbers can be used to make Reset reboot. Oh, and by the way, if Reset is pressed when it is used to RUN, you will have to reboot anyway. Also, if you have less than 48K, run down to the computer store with \$120 because it won't work with less than 48K.

### Read this one: I'm not ASCIIing for much . . .

DOS 3.3 manuals say that a file name must start with a letter. THAT'S NOT TRUE! File names can start with a character whose ASCII value is over 63. This means that you can use ALL the letters, @, [, \, ], ^, and \_ . (And the lower case equivalents of these characters).

### Diskettes and cassette tips . . .

Keep that old cassette player, if you have not thrown it away yet, the one you used before the disks became so handy. You never know, one day the drives might foul up when you're in the middle of a SUPERDATABASE. It does happen. If things go wrong, you can save to tape, fix your drives, LOAD from tape and SAVE SUPERDATABASE to disk. Try this: remember, it does happen.

That's all this month, I had better stop now otherwise I will fill up the whole newsletter (*I should be so lucky - Ed*), and I'll have nuttin' left for next month. Thanks everyone, for your calls. See ya Applers.

*Simon is one of our younger club members and has offered his services to the club so if you have any comments please let him know by the clubs mail box or via phone between the hours of 3.30 and 8.30 P.M. on (07) 800-1099 - Ed.*

# KansasFest '91 Report

by Dale Rodgie and a cast of Thousands

It seems that each year the KansasFest just gets better and better. Held in Kansas City in July each year, the KansasFest, as it is called, is now the major showplace for Apple II products. (I hear they also show Macs there) Over the past few years, Apple Computer has made major announcements at the KansasFest - so to have third party companys.

This year was no different - Apple announced three new products for the Apple II's, most of which should be out by the end of the year. Many other companys were also showing off their new wares.

In the past three years Resource Central (a.k.a. A2-Central) (a.k.a. Open-Apple) has run an Apple II confrence just before the KansasFest

Most of the information below comes from a US bulletin board service. People who attended KansasFest uploaded messages to the bulletin board during the 'Fest. I have included the info on new products plus the stories, jokes and quotes from the 'Fest to give you an idea of what it would be like being there. I plan to find out for myself next year. I am planning a trip to the States in July. For those interested, here are the dates:

## A2-Central Summer Conference 1992 Dates

July 21 and 22 Collages (not confirmed as yet)  
July 23 and 24 Main Conference  
July 25 and 26 Apple Central Expo (KansasFest)

To find out more about the conference, check out the March A2-Central issue next year. You can either subscribe yourself or check out the club's copy.

## Booths/New Products

Here is a detailed report from Javaid Bazyar on each of the companies that attended KansasFest. I have also included reports from other people on the different products.

### The Canonical Guide to KansasFest '91

Or, what the hell we did for two days at the Apple Central Expo

Copyright 1991, Javaid Bazyar (inventor of the von Neumann architecture, patent pending) Free distribution allowed as long as this notice remains. Typos courtesy of sleep deprivation experiment #2 (required to recover from excessive sleep the night before).

Well, Tim Meekins, Derek Taubert, and myself just got back from KansasFest (evidently, only the second ones to arrive home and not instantly pass out). We saw some mighty impressive stuff there. We'll go booth by booth (at least those we attended with enthusiasm).

### TMS Peripherals

TMS Peripherals was selling the RAMfast 2.01 upgrade ROMs. If you don't already have these, get them, they're incredible. The ROM config program is now mouse based, and MUCH easier to use. They were showing off their cassette-cartridge (same size, different material) tape backup systems. VERY nice. 60megs in 15 minutes is nothing at all to sneeze at. Compare to Copy ][+ (what, 4 days or something?)

### Seven Hills Software

Seven Hills software was demoing a really nice heavy-duty equation editor, which will import into AppleWorks GS desktop publishing and most other stuff (most like GraphicWriter III, which was shown right next to it). It's called FormEdit, but they're looking for a more marketable name (someone give'm a call!) Rumor has it that a Mathematica GS exists and has been offered up for publishing. We're going to check into this one.

### Apple

Apple was absolutely tremendous- not their booth, which was pretty darn boring, but their staff - Matt Deatherage, Dave Lyons, Andy Nicholas, Greg Branche- who all took time out to give us (Procyon, Inc) tech support at the show.

Thumbs up, hugs and kisses and a hearty hurrah (gotta stop hanging around Linda!) to all these guys! (By the way, Linda, where's those pictures?) I won't describe System Software 6.0, as we didn't see too much of it and others have already done a fine job of it. Oh, they also had the latest DTS CD-ROM, "Gorillas in the Disc".

### Three-Sixty Pacific

We saw Lane Roath here, chatted with him for a bit- really nice guy. He was selling Dark Castle, Warlock, and some other stuff. But what blew us away was that he had Dark Castle source code for \$50. Way to go! We can use as much idea sharing as possible to get people back into the spirit. Unfortunately, he also said he hadn't started an Armø Alley port, but he's got all the source and it could be done (hinted that he'd start soon).

### Claris Corporation

After having been missing from the last couple Apple II shows, Claris finally shows up- with no Apple II software whatsoever. However, they left their booth empty for several minutes, and this oversight did not go unnoticed- someone sucked in the spirit in the air and prominently displayed (on a Mac screen) a "Apple II Forever! Mac sucks!". An appropriate message. Bravo!

### DreamWorld Software

DreamGrafix looked incredible- it's still in beta, but the improvements from previous demos and betas are astounding. It looked better than most paints I've seen on the Amiga, Mac, and STs combined. Keep it up Jason and Steve!

## InCider

We talked to Paul Statt about a few things, most notably the ASIC. He got to play with it for a week after I sent it back to Tony. Paul was also very nice... he gave away an *amazing* number of magazines...

## Interplay

Bill Heineman is God. Well, if not THE God, then at least a member of the Greek pantheon. No doubt about it. He came over to our booth first thing in the morning Saturday- he was our first victim.. He recognized Tim's Z-demo ("Say... I know \*that\* [pointing]") right off and they had a good chat for 20 minutes or so. He came over later to talk to me about the ASIC some more, and explained to me what Tony Fadell has to do to make it really crank. I was stunned. The guy knows everything. He wasn't ever in his booth, as far as I know, but who cares! Bill H. was there!

## IO/New Concepts

Larry O'Connor was very nice and supportive of the GNO project. Also supportive was Scott Gentry, who gets his name carved in granite at our forthcoming corporate headquarters for being the first person to buy a copy of GNO.

Hats off to you (By the way, keep the original stuff- it may be worth a lot of money someday!) Pete Snowberg handed out a flyer on the DSP card - it looks really impressive! I'll try to talk him into uploading the specs to the net and GENie. He said it was going to support virtual memory, but not memory protection, until I started asking him some questions and making some suggestions - and an idea hit him. Voila, memory protection was listed on the flyer the next day. GNO is one step closer to being a true Unix.

Tim and Derek both bought TWGS 32k cache upgrades, and did the upgrade on our table at the 'Fest. Dhrystone test went from 632 without to 672 after the upgrade- all at 7MHz. Graphics applications seem MUCH faster than this (ZLaunch scrolling was reportedly twice as fast). (That's okay, my Zip is still cool as an icicle - Tim's GS was topless the whole time : to heat problems)

## SSSi, Inc.

These guys (who Bryan Zak was there with in spirit, if not in flesh - seems he found out Friday night he was an SSSi employee :-)) had a number of products for demo - Edit16, which seems to be the best available programmer's editor available; a beta of a new set of NDAs which were incredibly professional looking, very classy stuff (late summer release hopefully); Genesys isn't 2.0 yet, but it's looking 'much better now' (anyone remember Harry's father, the lunatic (no offense! :-)) 'Buddy' on Night Court?).

## Byte Works, Inc.

Talked to Mike Westerfield - yet another great guy at the show. He had info on Orca 2.0 (which we lost!) and it looked rather impressive. Complete support for GS/OS in Orca; a new Integer BASIC compiler (with source, part of a package to help teach programming and compiler theory); gno news on a gnu C (although he told me earlier he'd be working

on it soon); oh, and he's still looking for a DOS 3.2 FST.

## Computer Covers Unlimited

These folks had an interesting display whereupon they poured kool-aid onto a keyboard for hours on end (protected of course with a keyboard condom). They didn't have a IIgs keyboard to demo the GS version of the cover, so Tim's IIgs was used several times for demos (which, by the looks of his keyboard, could use a cover or, say, a small thermonuclear blast). They seemed to move an awful lot of merchandise.

## Econ Technologies

Nice ladies. Internal (power supply replacement) SCSI hard drives. You can even buy just the power supply case (although for a horribly hefty \$299). Their drive combos are also somewhat on the expensive side. They seem to be going for the 'BMW' approach to marketing.

## Micol Systems

Besides Micol BASIC (no comment), they were showing off their new 1.6MB drive. Too bad Apple has announced the SWIM card (only 1.4, but it's a standard).

## PC Globe

Lots of folks who had a nice GS program and loud sweatshirts. Really, I looked at the program a little bit and it seemed to do the same stuff the PC/Mac versions did, only with more style. (Might've been the machine it was running on, I'm not sure.)

## Resource Central

We talked to Randy Brandt (what a NICE guy, where's that ROSE update? Saw Tom Weishaar, YATG (yet another II god). I didn't have the nerve to talk to him - what would say to Tom Weishaar? I didn't think bowing and kissing his shoes would be appropriate in public - maybe I can make an appointment.

## Roger Wagner Publishing

Had HyperStudio demos running in *several* booths which had been conglomerated into one Super-Booth (Sam Walton watch out). We happened to be in the bug-busting room when a fellow from Roger Wagner was debugging HyperStudio 3.0 with Dave Lyons - I don't know much about HS, but the title screen looked incredible! 3200 colors, and HyperStudio 3.0 supports it! Too bad it was in the bug room, but Dave was working on it so it'll probably be out next week.

## Sunset Laboratory

We had fun stepping in front of the light sensor hooked up to his data acquisition system on a //e. He also had a Casio SK-1 sampling keyboard with a mike going into a GS.

## Zip Technologies

They had some suits who spent lots of time hard-selling folks. I don't mind, they gave me an "EAT MY DUST

Mac..." sign which went as follows:

Hyperspeed for \$149                      GS+ Magazine  
 This Apple IIgs is running 3 times  
 faster than the average IIgs.  
 Faster than most Macintosh computers.  
 Thanks to the Zip GS

What a company! They also said they're coming out with a line of low-cost hard drives which they claim will be the fastest available for the IIgs. Knowing that last part to be pure marketing hype, I played along, but their strategy is good - they should do good in the void left by Ingenuity.

### Applied Engineering

No booth but they had a roving tech-hermit. GS-RAM III is out in a half-card format, takes 4 megs (Imegx4 chips) and is of course fully DMA compatible. Tim says it looks like an old Language card. The rep also promised Derek they'd fix his Vulcan-40 "this" time - they've almost insultingly blown

him off four times (once sending it in, and three times on their lovely 900 number) (See LRO for info on the cache upgrade).

### InSync

Also in the "no-show" category was InSync. So just exactly where is this bug fix? Not like it matters to me or anything...

### Procyon, Inc.

Last but not least, we demonstrated our gnifty gnaw GNO multitasking environment for the IIgs. We got lots of support from the Apple guys, and several reps from users groups all over the country. We made some incredible contacts, and a lot of friends. KansasFest was the second-best experience I've ever had in my life ;-). We can't wait until next year! An official press release detailing the GNO system will follow in a few days on all the grooviest on-line services.

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## Apple Macintosh News

by Dale Rodgie

### Apple joins the Police . . .

Apple Computer has won a 5.2 million dollar contract to supply computers to the Queensland Police Department.

### New Macs Are Coming . . .

Word is that Apple will release at least six new models at the Comdex computer show in the U.S. on the 21st of October. I have also been told that they plan to release two new printers at that time also. Here's the rundown...

**Macintosh Classic II** - The Classic II is like the Macintosh SE/30 it replaces except it does not have a slot. It will use a 68030 microprocessor and sell for under \$3000.00 in Australia.

**PowerBook** - The PowerBook is a notebook computer. There will be three models released at the show. They contain a hard drive, however, a floppy drive will be extra. No prices available at this time.

**Macintosh Quadra** - Apple plan to release two models of the Quadra which will run 40% faster than the Macintosh IIx. Both Quadra models will contain the 68040 microprocessor. One of the models will come in a case similar to the Macintosh IIci. In fact you will be able to upgrade your CI to the Quadra. The second Quadra comes in a tower case (on it's side) and sits on the floor. No prices available at this time.

**New Printers** - No information is available on the printers at this time. This will be the biggest model release that Apple

has done at one computer show.

### New Apple IIe Card Software . . .

Apple will soon release version 2.0 of the Apple IIe Software for the Macintosh LC that allows you to print to the StyleWriter from the Apple IIe emulation mode.

### Dead Sea Scrolls and the Macintosh . . .

A Macintosh computer has been used to reconstruct unpublished sections of the Dead Sea Scrolls. Since their discovery in the late 1940's and early 1950's the job of deciphering the scrolls are in the hands of a group of scholars. However, only part of the text has been published. Dr. Wacholder is going blind and could not wait for all the scrolls being published. What had been published was a document called "A Preliminary Concordance to the Hebrew and Aramaic Fragments". This concordance contains lists of "word groups" and a reference to it's location in the scrolls. With the help of Martin Abegg and a Macintosh computer, the concordance was scanned into the computer and a program was written to reconstruct the information. The reconstructed version of the scrolls have now been published so that other scholars can study the scrolls.

It's Party Time

Apple-Q Inc's  
 10th Birthday

October 20th



# Apple-Bug

The Newsletter of APPLE-Q Inc. (the Brisbane Users' Group)  
If not claimed within 7 days, please return to:  
P.O. Box 721, South Brisbane, Queensland 4101, Australia.

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